TE 401: Design Thinking for Social Innovation

Fall 2019

Today's agenda

Wednesday, August 28

3:30-4:15pm

Reflection, Introduction to Design Thinking + each other

4:20-4:30pm

Break

4:30-5:20pm

a few social innovation case studies

Reflection Prompt

How do you approach a social impact design challenge?

go.illinois.edu/te401





Week 1 Week 2 Week 3

Week 4

Week 5

Week 6

Week 7

Week 8

Week 9

Week 10

Week 11

Week 12

Week 13

Week 14

Week 15

Week 16

Week

8/28 9/4 9/11

9/18

9/25

10/2

10/9

10/16

10/23

10/30

11/6

11/13

11/20

11/27

12/4

12/11

Class Date

Topic

Lecture #1

DP1 Presentations

Guest Lecture #1

DP2 Presentations

DP2 Presentations

Guest Lecture #2

DP3 Presentations

DP3 Presentations

Fall Break - No Class

Final Presentations

Class overview and structure

Lecture #2, DP1 Presentations

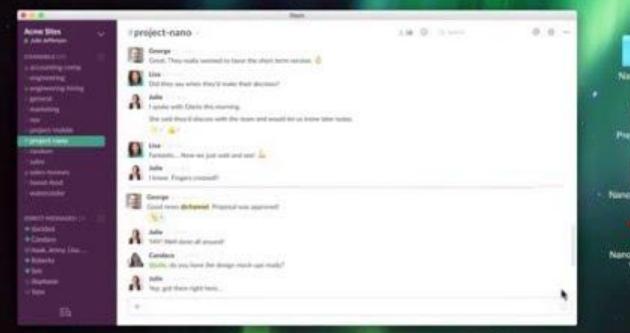
Introduction of Design Project #1 (DP1))

Introduction of Design Project #2 (DP2)

Introduction of Design Project #3

Last Day of Class - Final Presentations

slack





Nano 10/08



Personal Print



Name Assets are



Nano Mock-Lips V1.pdf

Website + Box + Slack + Emails

go.illinois.edu/te401

Box Slack

Email addresses:

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introductions

Danielle Hernandez

Senior Design Strategist, Social Impact at the Siebel Center for Design

BFA from Iowa State in Graphic Design

MFA from NYC's SVA in Design for Social Innovation



What Matters to Me







Sex Positivity & Education



Gender & Racial Equity





Mental Health & Awareness



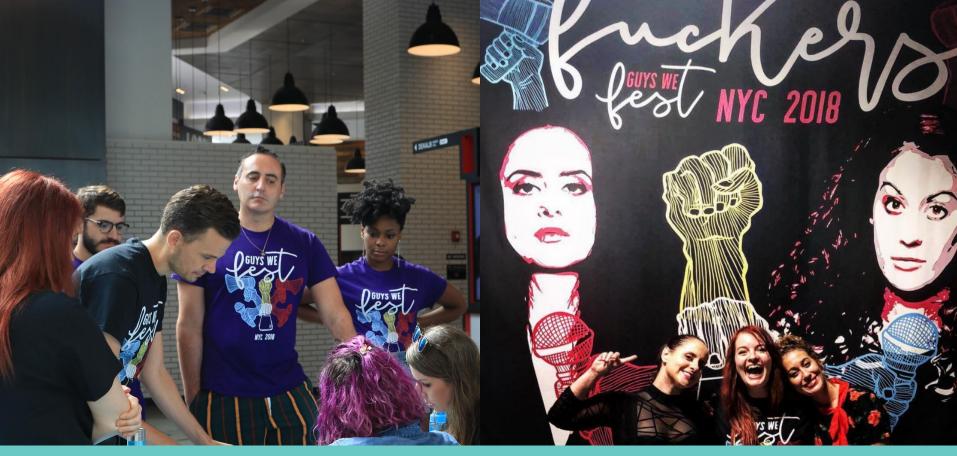


Mental Health & Awareness





Mental Health & Awareness



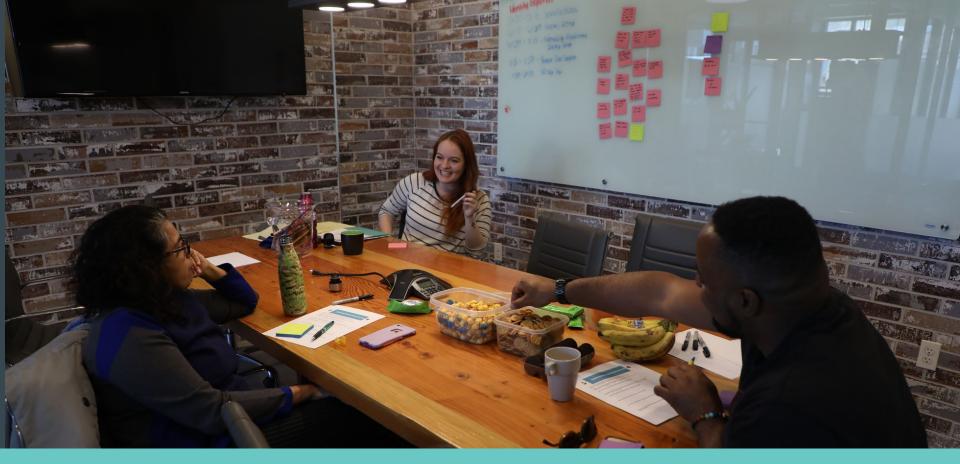


Sex Positivity & Education



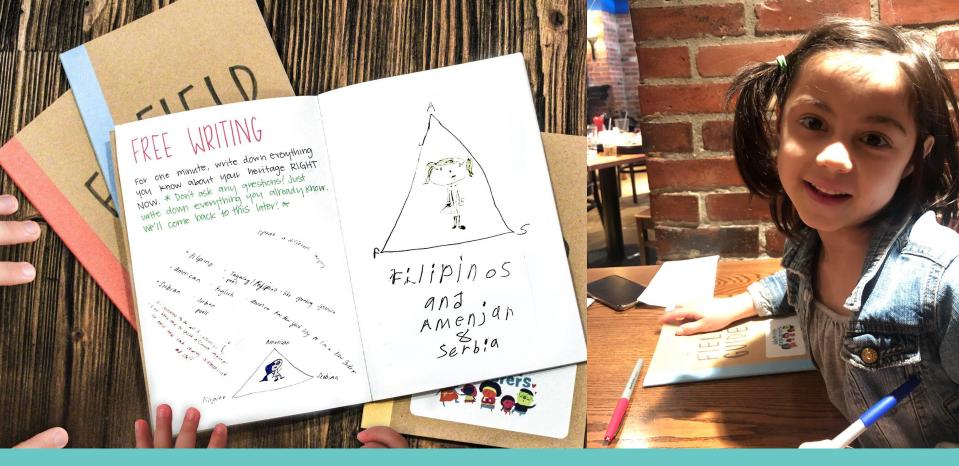


Sex Positivity & Education





Gender & Racial Equity





Gender & Racial Equity



Gender & Racial Equity

Rachael Dietkus

Associate Director of Programs at the Siebel Center for Design

Macro-focused Licensed Clinical Social Worker

Assistant Dean at the School of Social Work (2016 - 2019)

UIUC Alumna (Sociology - '00, MSW - '10)

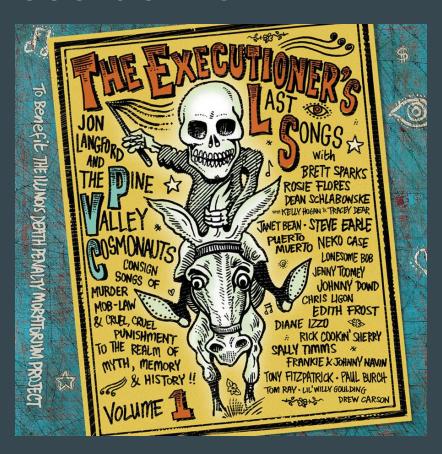


What Matters to Me

Social Work + Design

- + 25 years of intersecting themes of art, design, music, human rights, student leadership, program development, non-profits, veterans, advocacy, social justice, macro social work, curiosity, lifelong learning
- + Design, design culture, art, photography, music
- + Art and music and their intersections with causes
- + Macro social work + rights-based work
- + Rural healthcare, especially for Veterans
- + Social work influencing structural engineering
- + Design thinking + design learning that leads to design doing

Bloodshot Records + ICADP



Champaign-Urbana Design Org

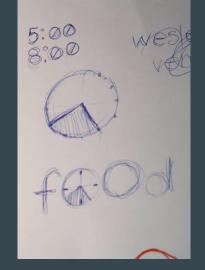


CUDO + Wesley Evening Food Pantry













CUDO + Wesley Evening Food Pantry





CUDO + Wesley Evening Food Pantry



CUDO + CCFBF











CUDO + CCFBF





Promoting data-driven, evidence-based solutions to end Veteran homelessness













Illinois Breaks Ground on Siebel Center for Design

Construction is expected to begin this summer on the campus-wide hub, which will offer an abundance of tools and space for students to advance technology through collaboration and an interdisciplinary approach.



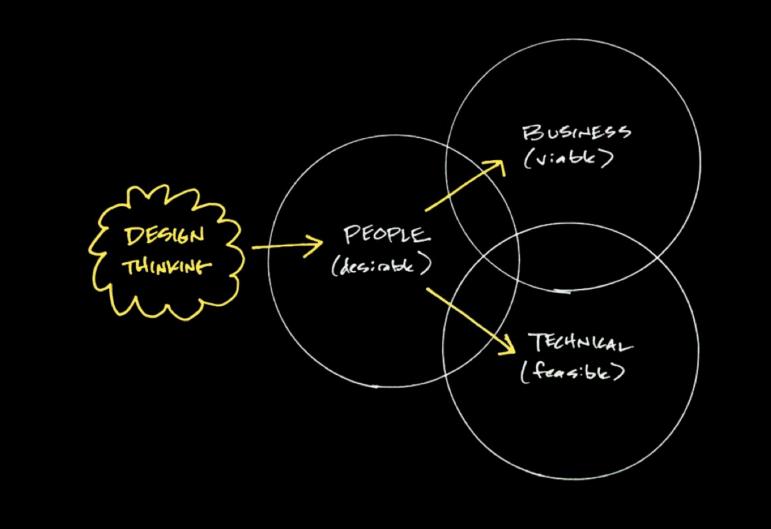




SCD Mission

To foster multidisciplinary collaborations across campus, using design thinking as an approach to promote <u>human centered design</u>, reflection, and iteration.

Human-centered Design is an interdisciplinary, problem solving approach that identifies the unmet needs of a population in order to collaboratively develop solutions.

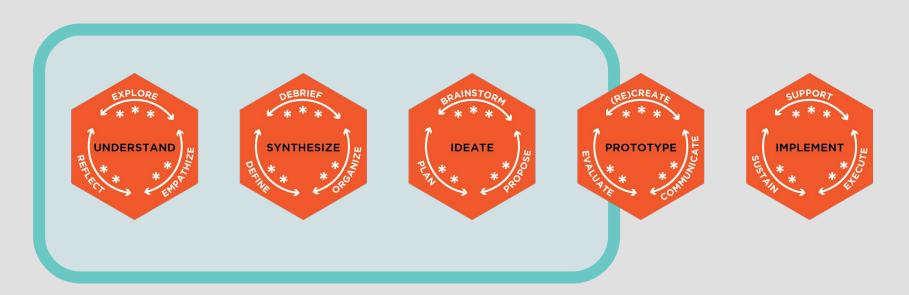


Approach: Utilizing Design Thinking Spaces



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Approach: Our Focus



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UNDERSTAND

Explore

- * Establish a common problem space
- * Review current landscape or context
- * Document biases and predictions

Empathize

- * Interview
- * Observations
- * Locate resources
- * Identify extreme users

Reflect

- * Reflect on their biases
- * Reflect on the projects' motivations
- * Reflect on stakeholders' needs



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SYNTHESIZE

Debrief

- * Filter content for relevance and prioritize information
- * Communicate content to team members

Organize

- * Collapse content
- * Chunk & find themes
- * Develop insights

Define

- * Identify design and research opportunities
- * Define the project scope
- * Develop how might we statements



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IDEATE

Brainstorm

- * Set goals for the ideation session
- * Defer judgement
- * Ideate of potential solutions

Propose

- * Break down the problem into manageable pieces
- * Whittling down the ideas from brainstorming to proposing
- * Develop a plan of action

Plan

- * Communicate proposed solutions
- * Iterate in response to new information
- * Come up with alternative solutions



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PROTOTYPE

(Re)Create

* Create prototypes of their proposed physical, digital, or experiential concept

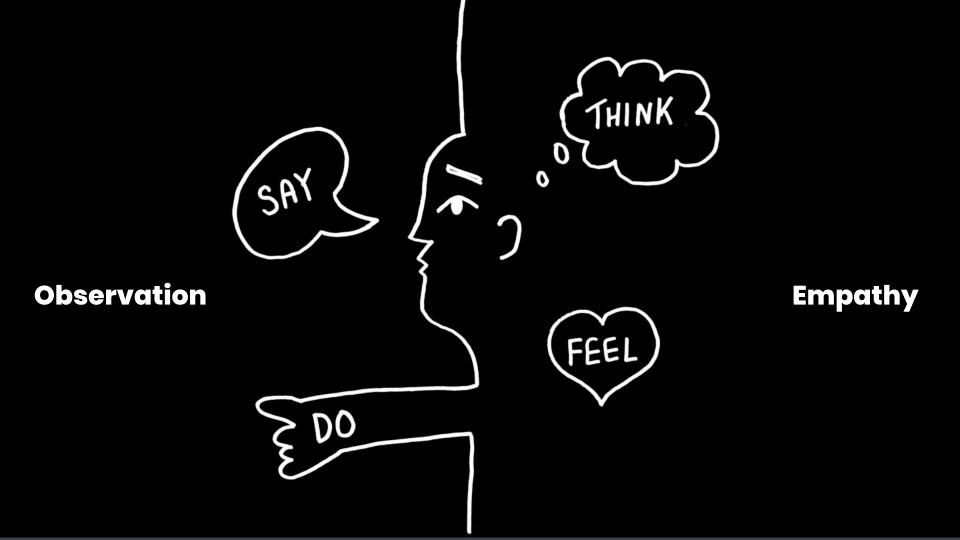
Communicate

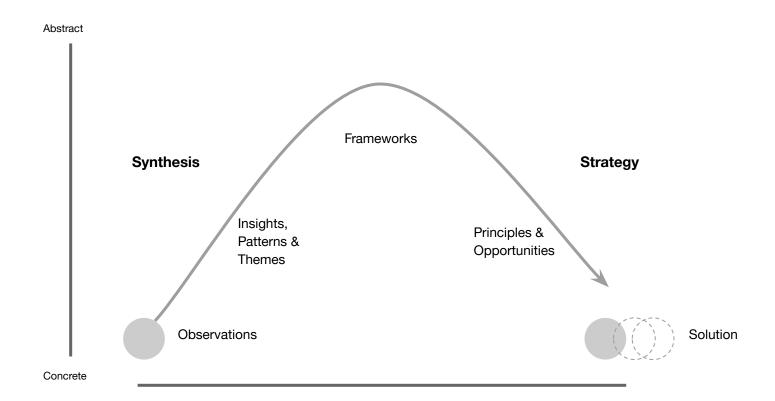
* Communicate their proposed product or concept to users, teammates, or design team

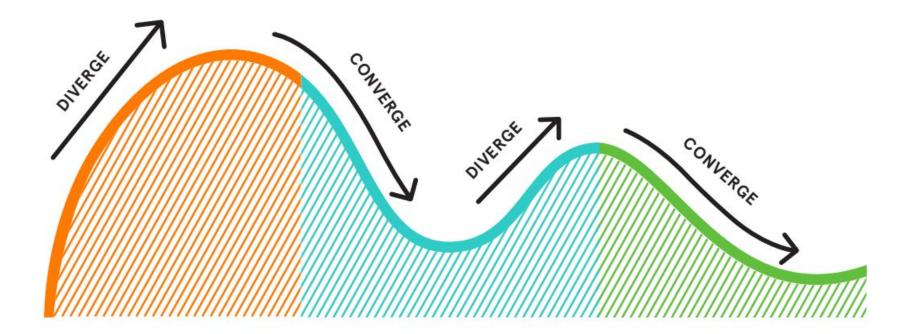
Evaluate

- * Get feedback from stakeholders, teammates, or outsiders
- Diagnose problems and describe behaviors
- * Reflect on feedback to propose iteration
- * Provide others with feedback

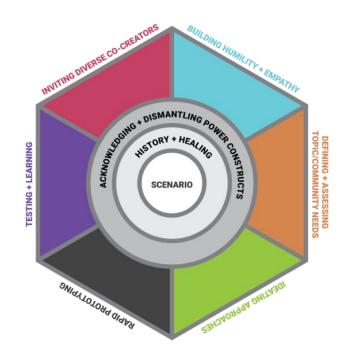
We're prototyping this course – it's the second time it's been taught.









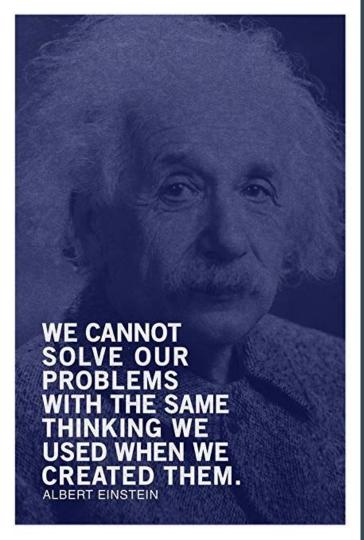


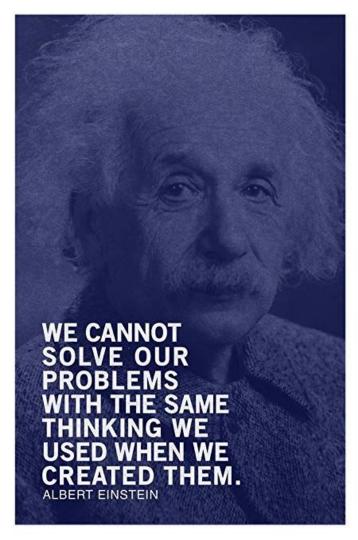
EQUITY-CENTERED COMMUNITY DESIGN

Why social innovation?

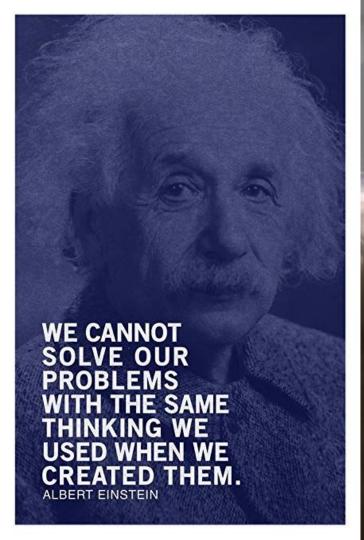
Social innovation seeks to create transformational change in underserved, underrepresented, and disadvantaged communities at the local to international levels.

We know that many social issues are often too complex to be solved by using traditional methods.

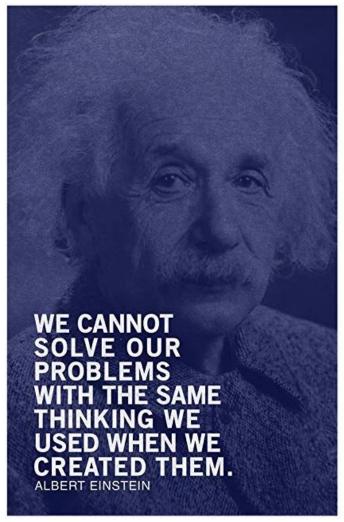


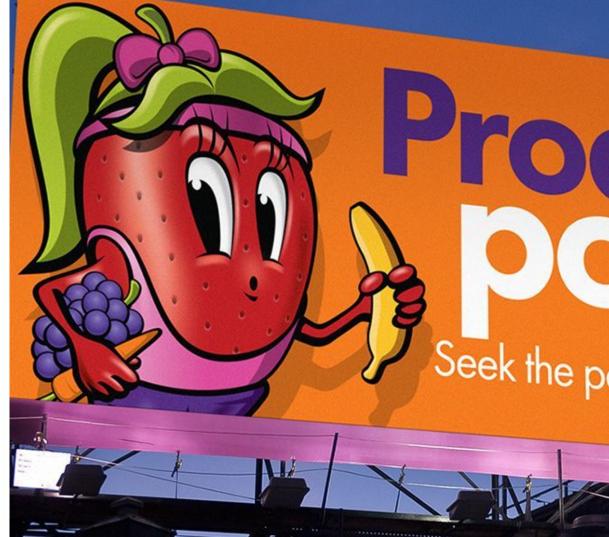












If you work for this class, this class will work for you.

You have to be a beginner before you can be anything else.



For next week!

Five slides on who you are and what you're passionate about.

Any format will work: Google Slides, PowerPoint, Keynote

5 minutes per person!

Technology Entrepreneur Center



Entrepreneurship Advising

FRIDAYS STARTING AUGUST 30
Learn more: go.illinois.edu/Fridays



Silicon Valley Entrepreneurship Workshop

APPLY BY MON., SEPT. 30 Spend a week in Silicon Valley Jan. 12-18, 2020. Learn more: go.illinois.edu/SV



Farm Hack

SAT., SEPT. 21 | 10AM-7PM
Create innovative solutions to benefit the Student Sustainable Farm! Learn more & RSVP by Sept. 12: go.illinois.edu/hack



Innovation Expo

THIS FALL!

Discover the resources you need for your startup ideas. Learn more: go.illinois.edu/TECevents



SocialFuse

WED., SEPT. 25 | 5-7PM

Come find teammates to move your idea forward! RSVP required to pitch. Learn more:
go.illinois.edu/socialfuse



Cozad New Venture Challenge

REGISTER BY FEB. 3 So much more than a competition! Learn more: go.illinois.edu/cozad