

DESIGN THINKING IN EDUCATION

Designing with People for People

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GPE KIX EAP
HUB
KNOWLEDGE INNOVATION EXCHANGE



HELLO.

@sinamossayeb

TODAY'S OBJECTIVE

Become familiar with
design thinking

Explore ways of
innovating in education

Become curious about how
you can apply design
thinking in your work

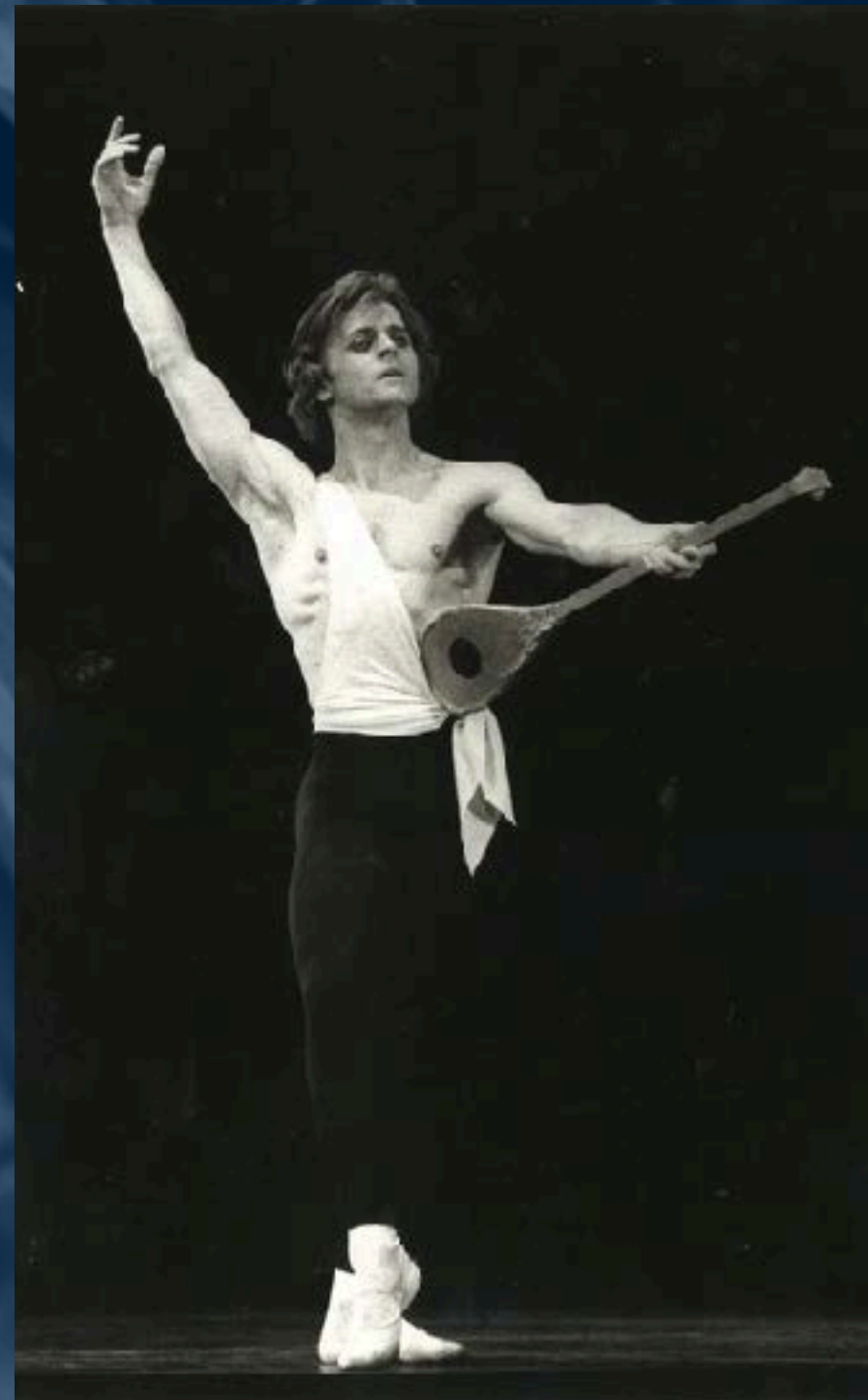
INTRODUCTION

What is Design Thinking?

WHAT IS CREATIVITY?



Painter



Dancer

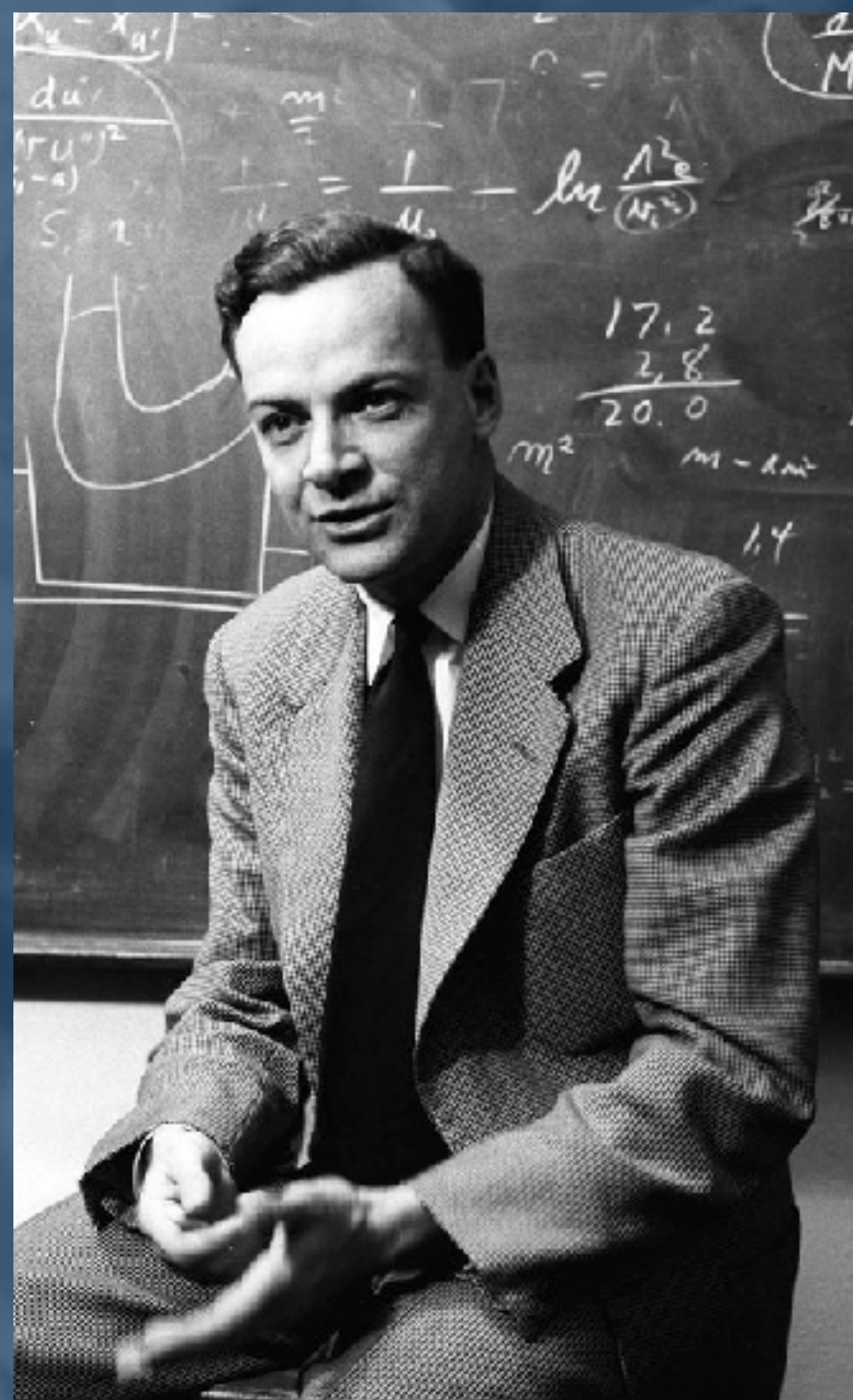


Writer



Musician

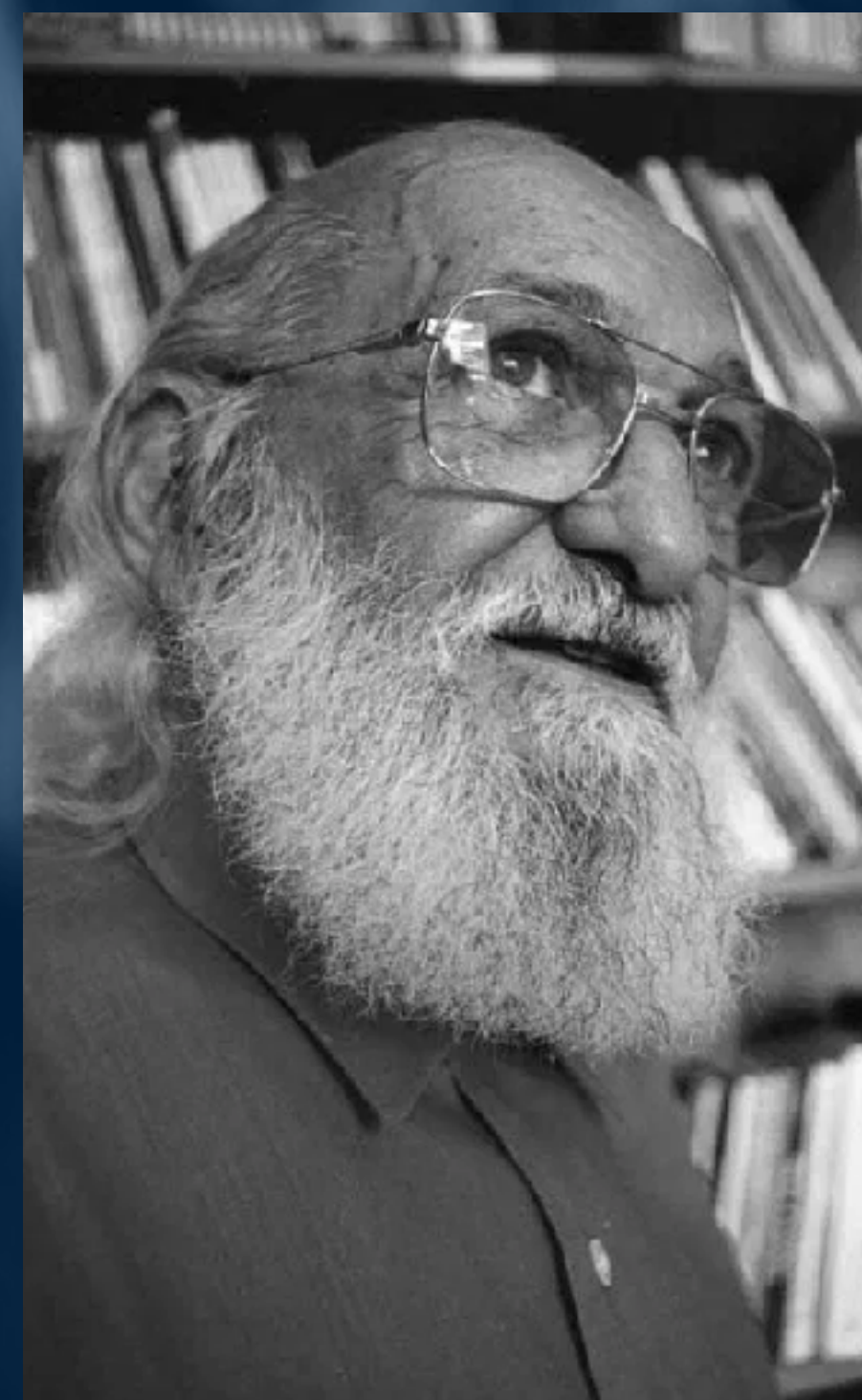
WHAT IS CREATIVITY?



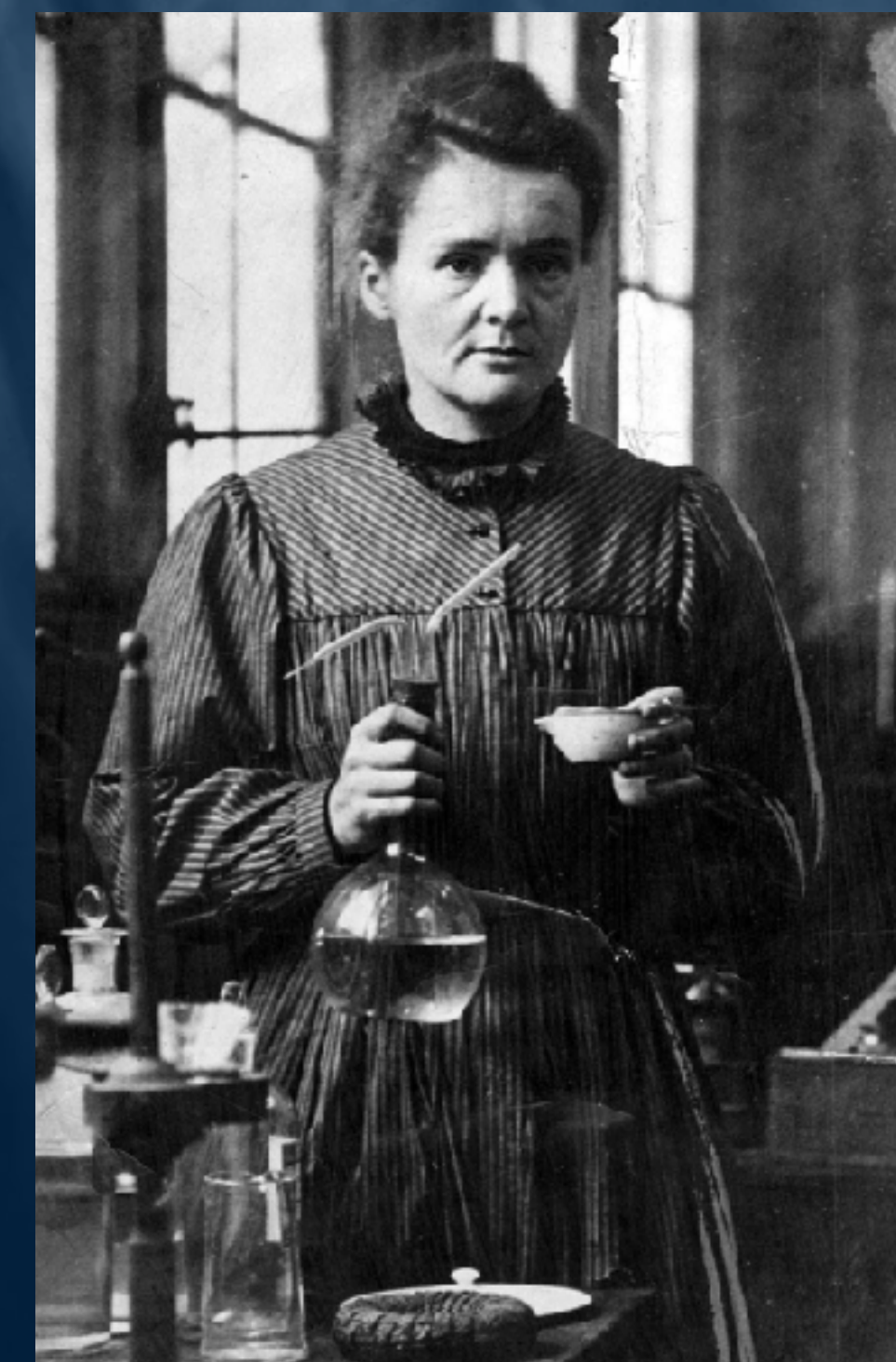
Physicist



Activist



Educator



Chemist



ARE YOU CREATIVE?



DRAW YOUR NEIGHBOR

1. Get a piece of paper and pencil/pen
2. Pick anyone you see on the screen
3. Write their name on the piece of paper
4. Turn your microphone on
5. When I say “GO” — draw the person you are looking at
6. You have one minute total



BOB MCKIM

Creativity Researcher, Stanford University



WHAT ARE THE BOUNDARIES OF DESIGN?

- Interviewer



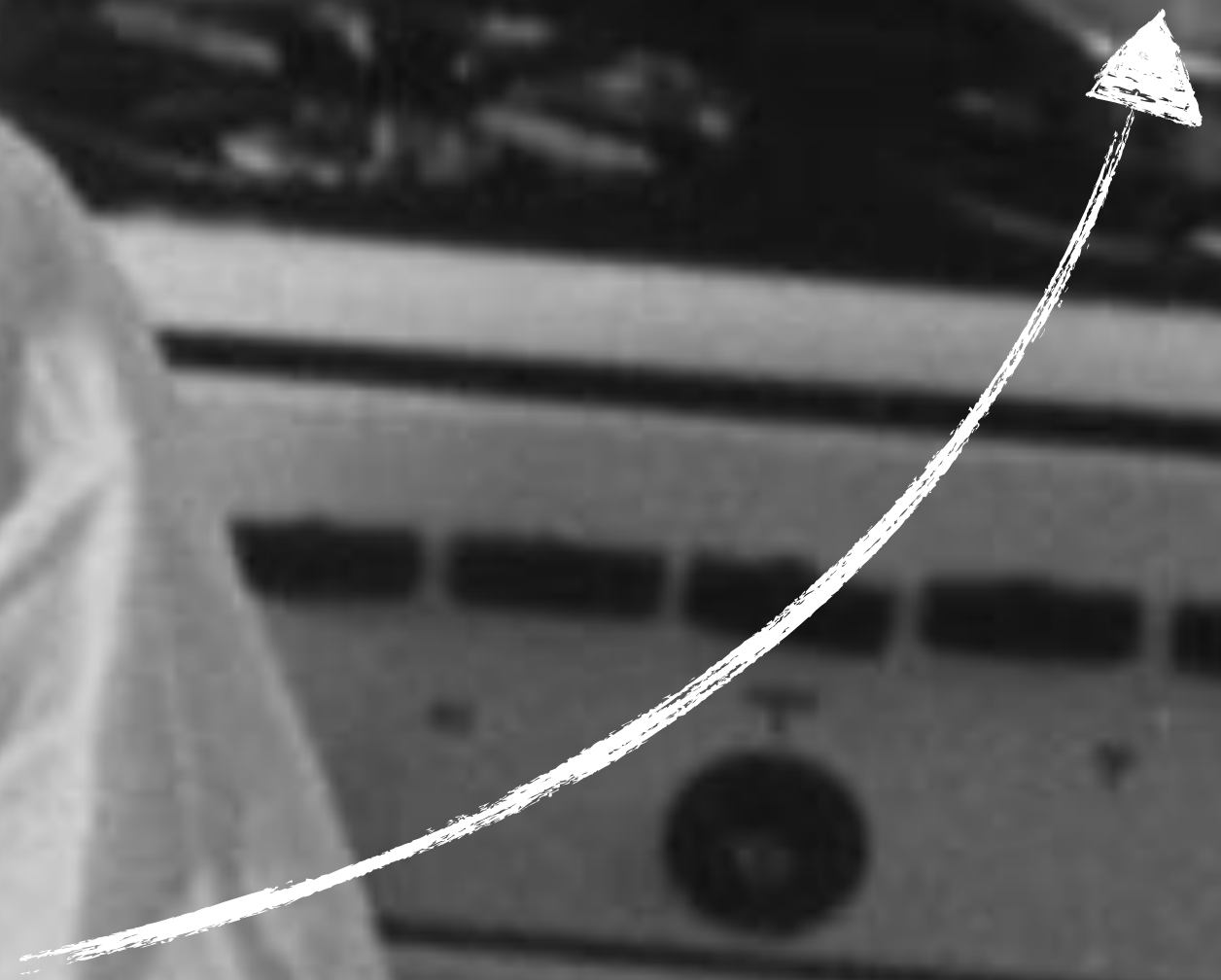
WHAT ARE THE BOUNDARIES OF PROBLEMS?

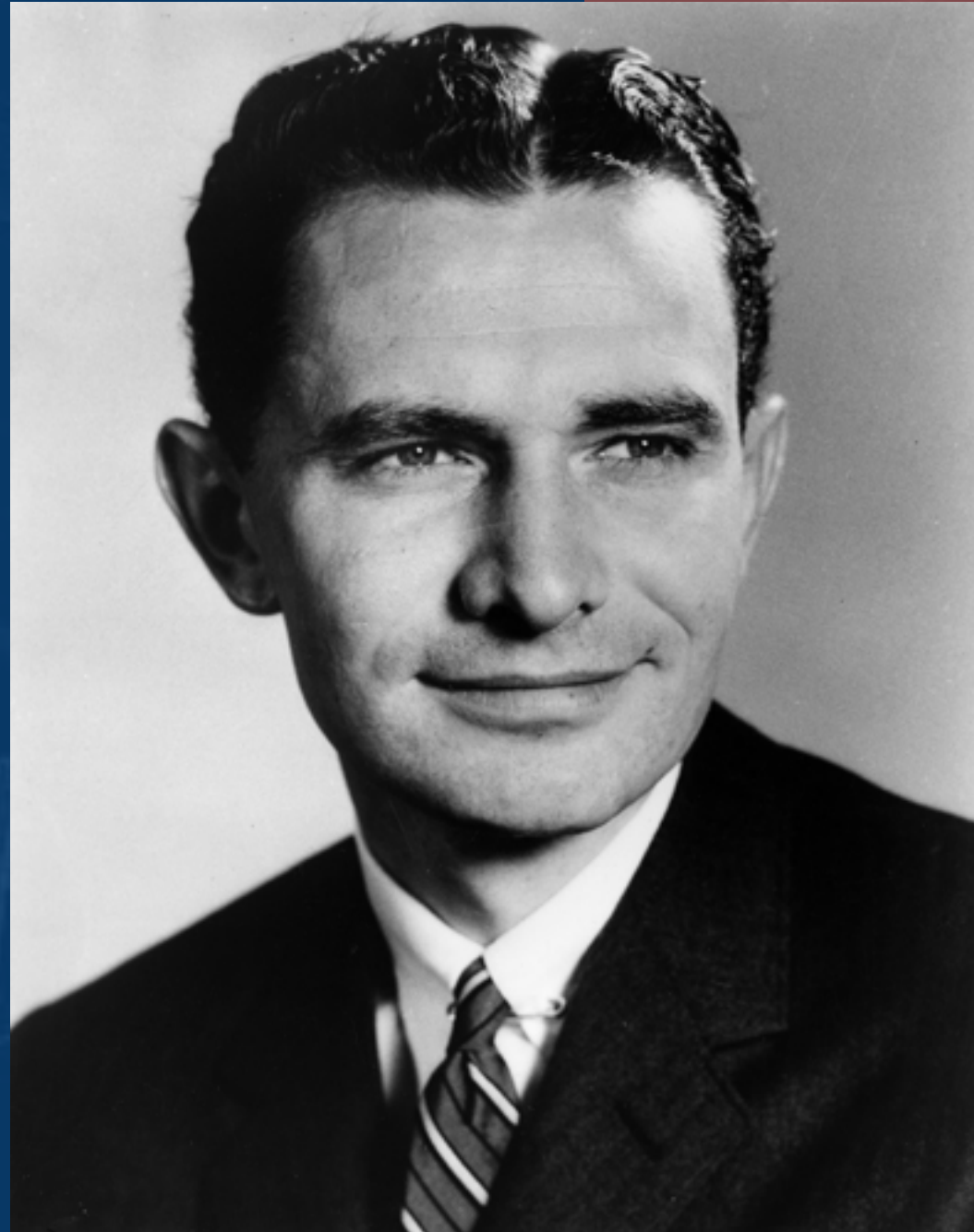
- Charles Eames



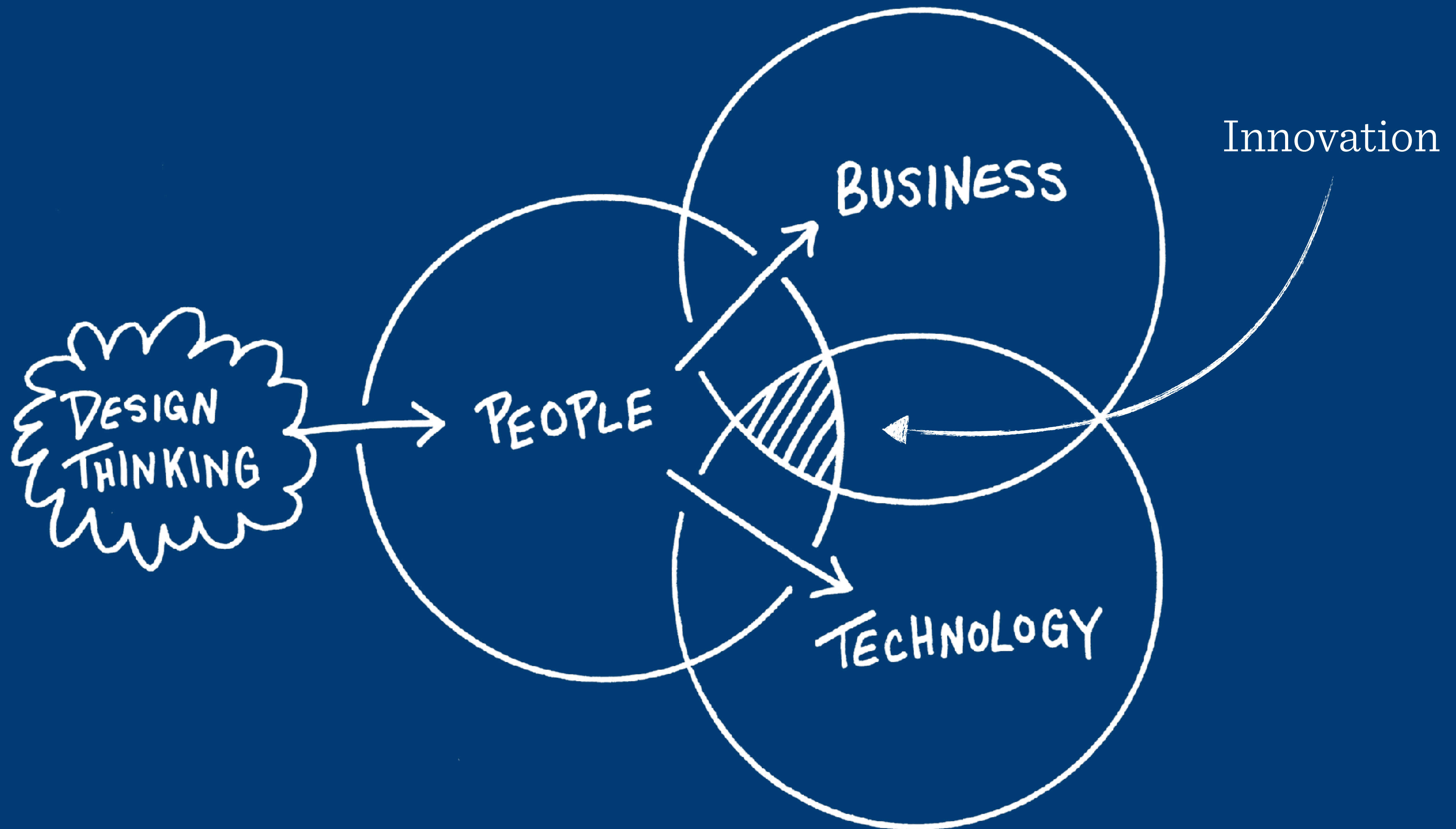


*HINT





JOE MCVICKER
Kutol Founder's Nephew





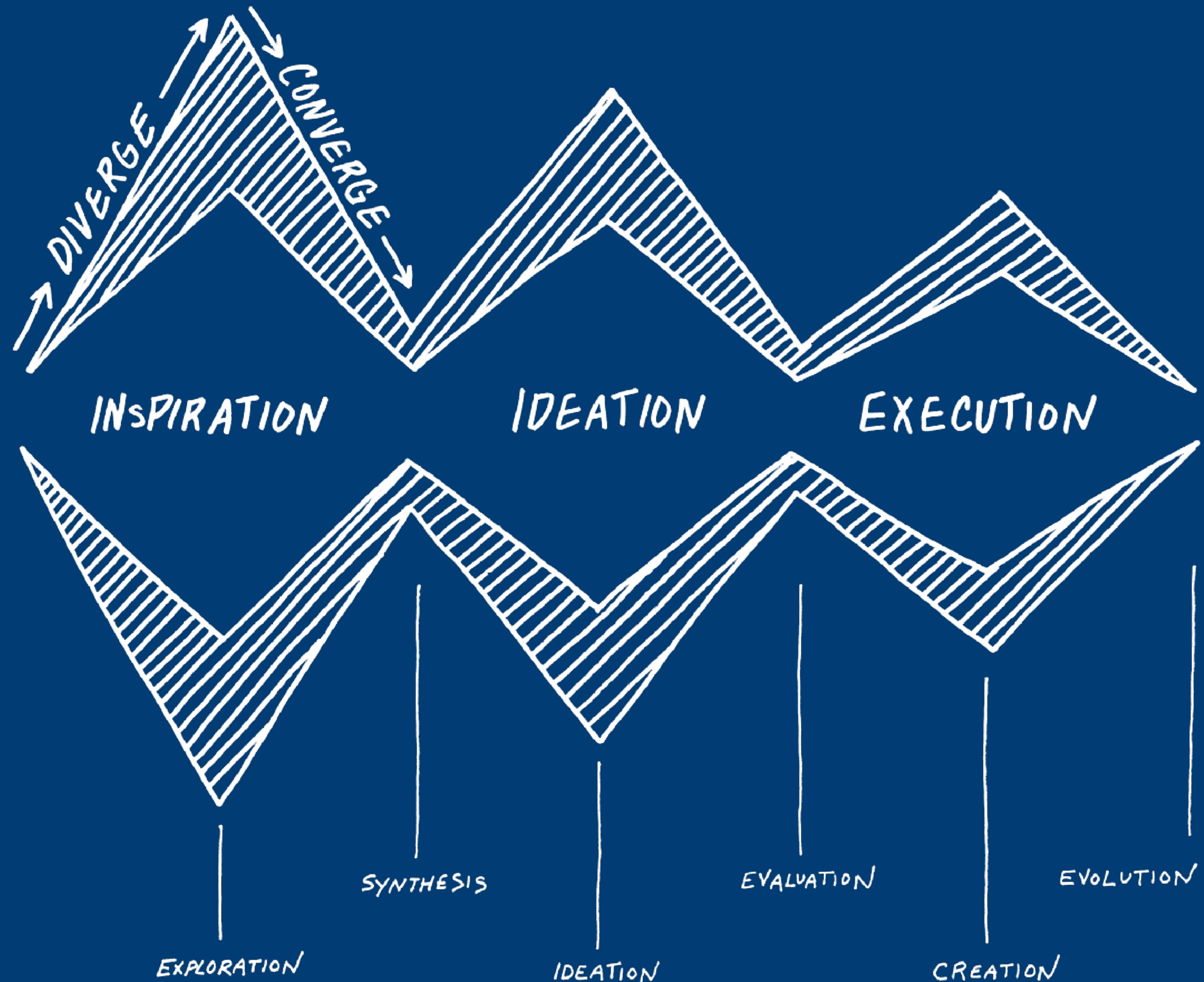
DESIGN THINKING PROCESS

INSPIRATION

IDEATION

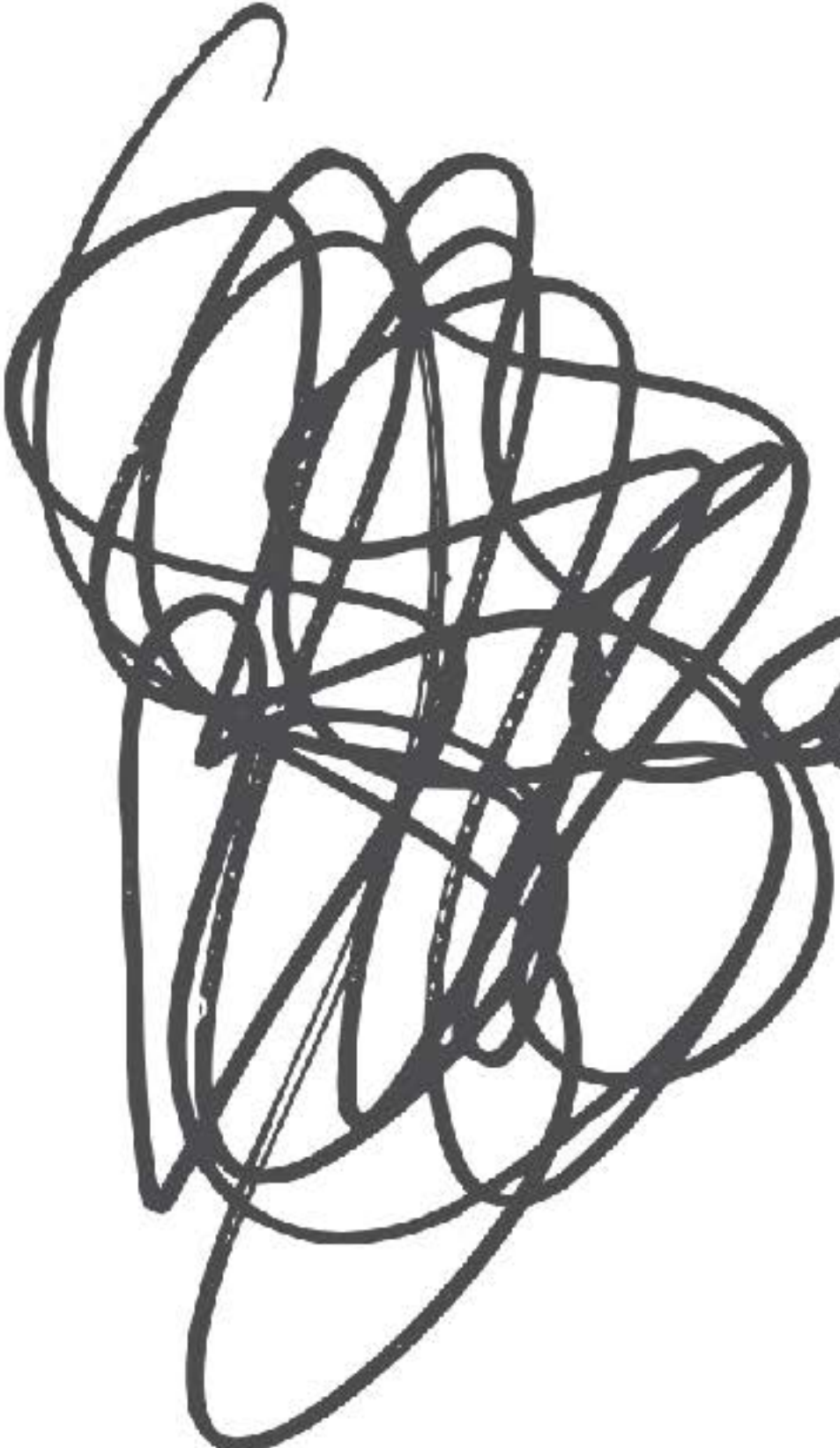
EXECUTION

DESIGN THINKING PROCESS



**BUT IT'S NOT THAT
SIMPLE. IT GET'S
MESSY.**

inspire



iterate



ideate



execution



HOW IS IT APPLIED?

PRODUCTS



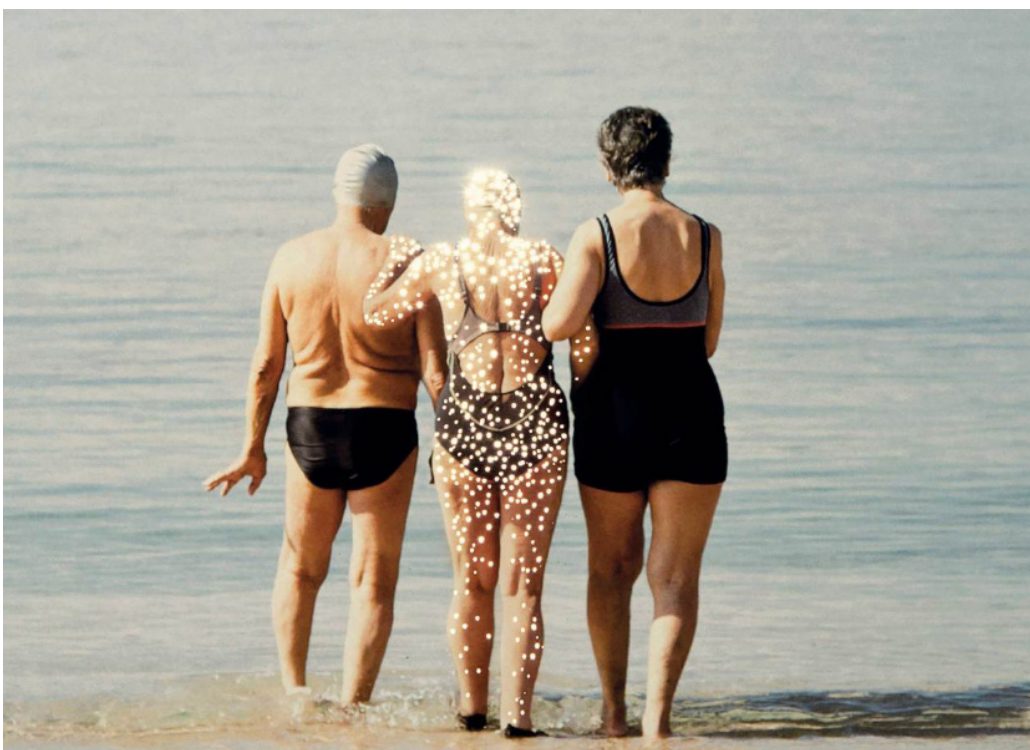
SERVICES



ORGANIZATIONS



MOVEMENTS



**REMEMBER
KUTOL?**





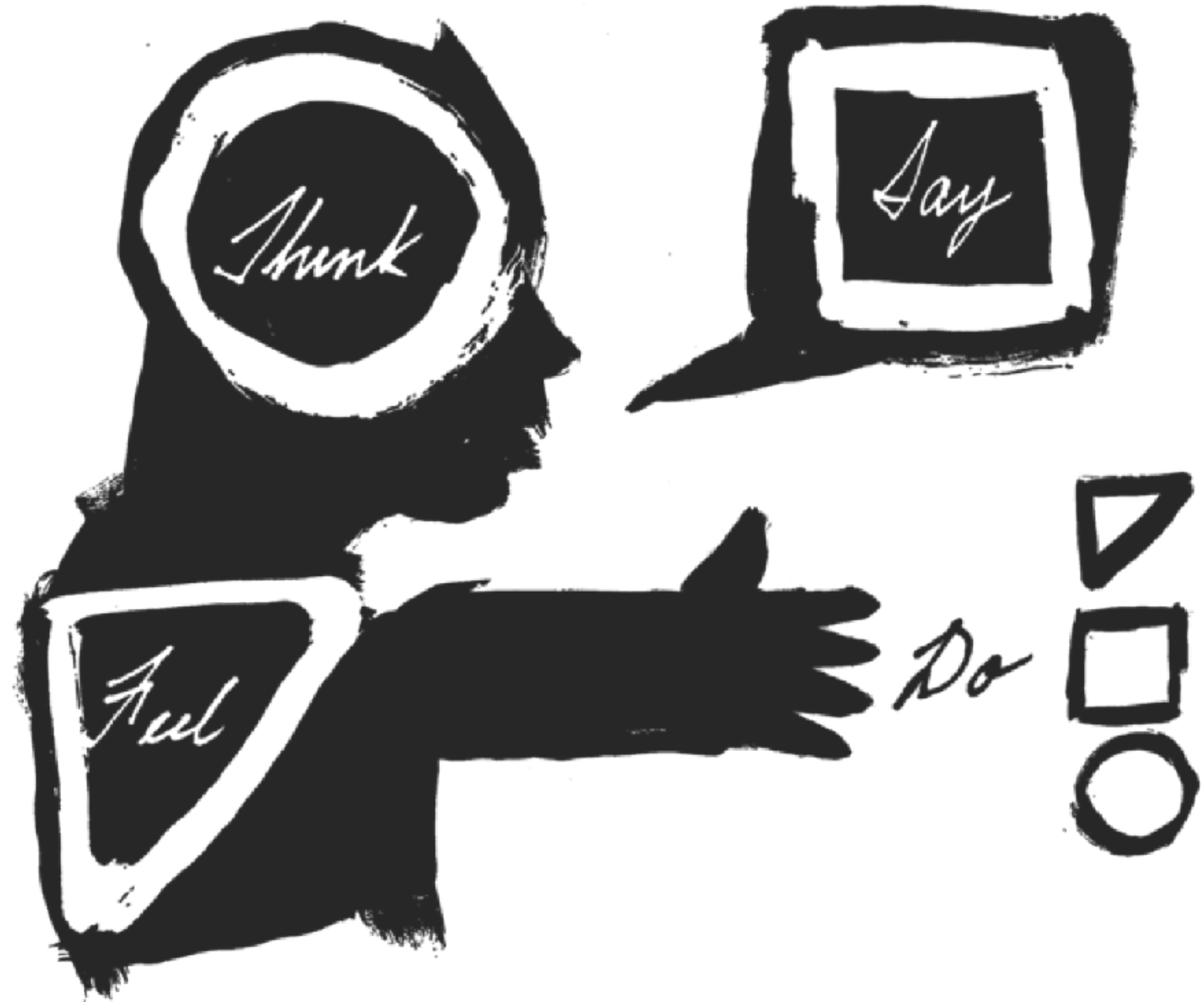
KAY ZUFFAL

Teacher
(Joe's sister-in-law)

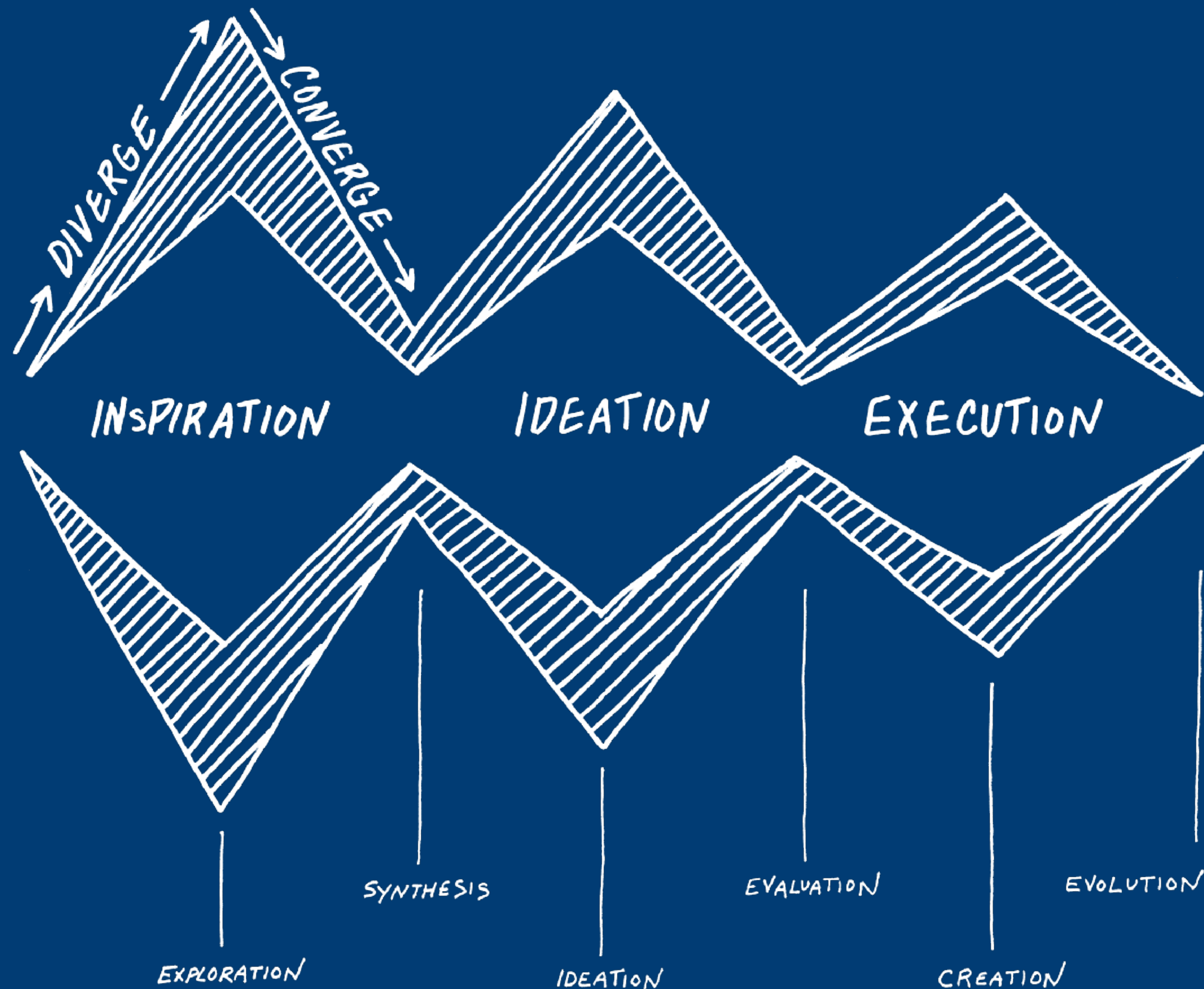
ENTER
PLAY-DOH



**PEOPLE
ARE NOT
BINARY**



DESIGN THINKING PROCESS

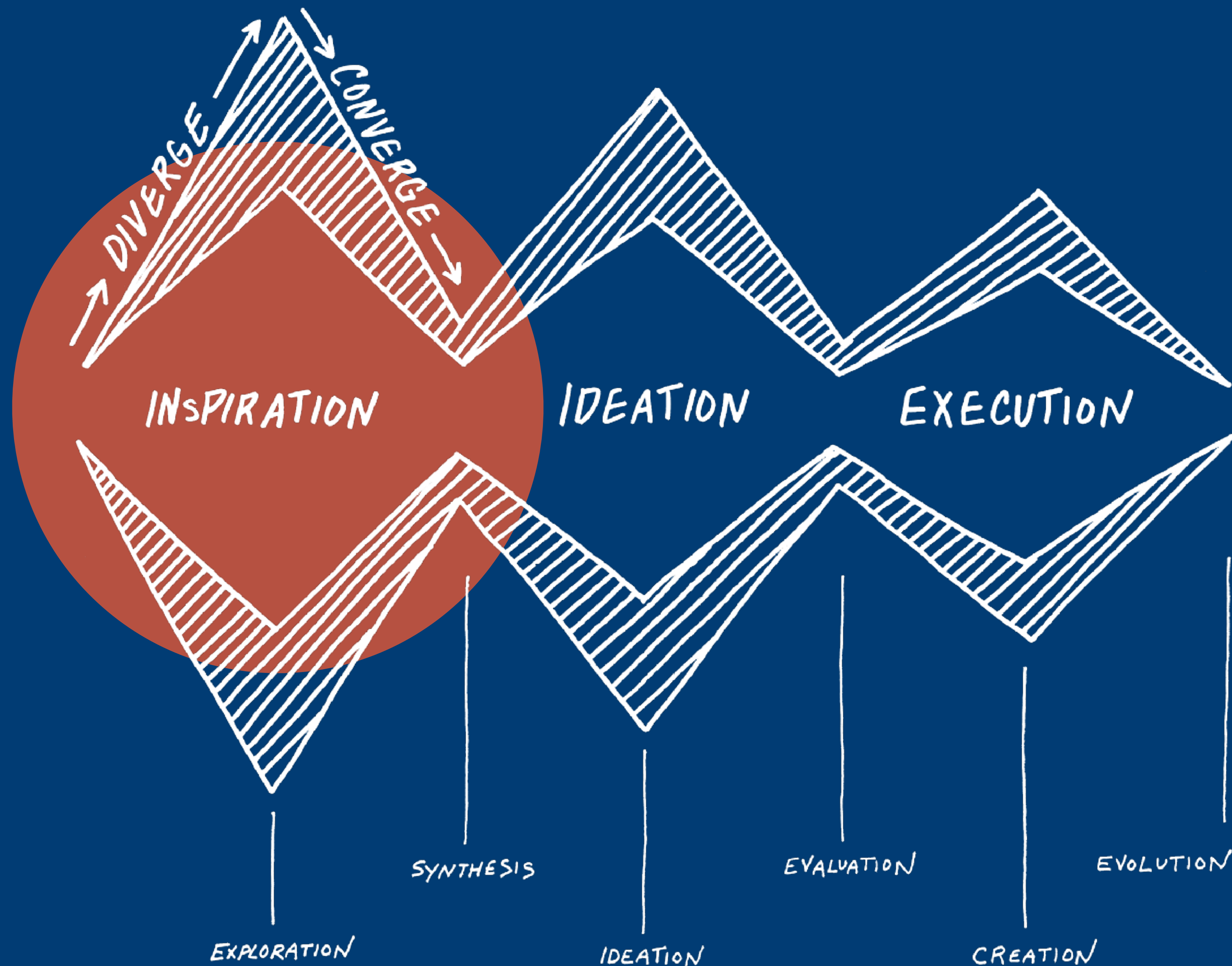




THE PROCESS

Putting it to work

DESIGN THINKING PROCESS

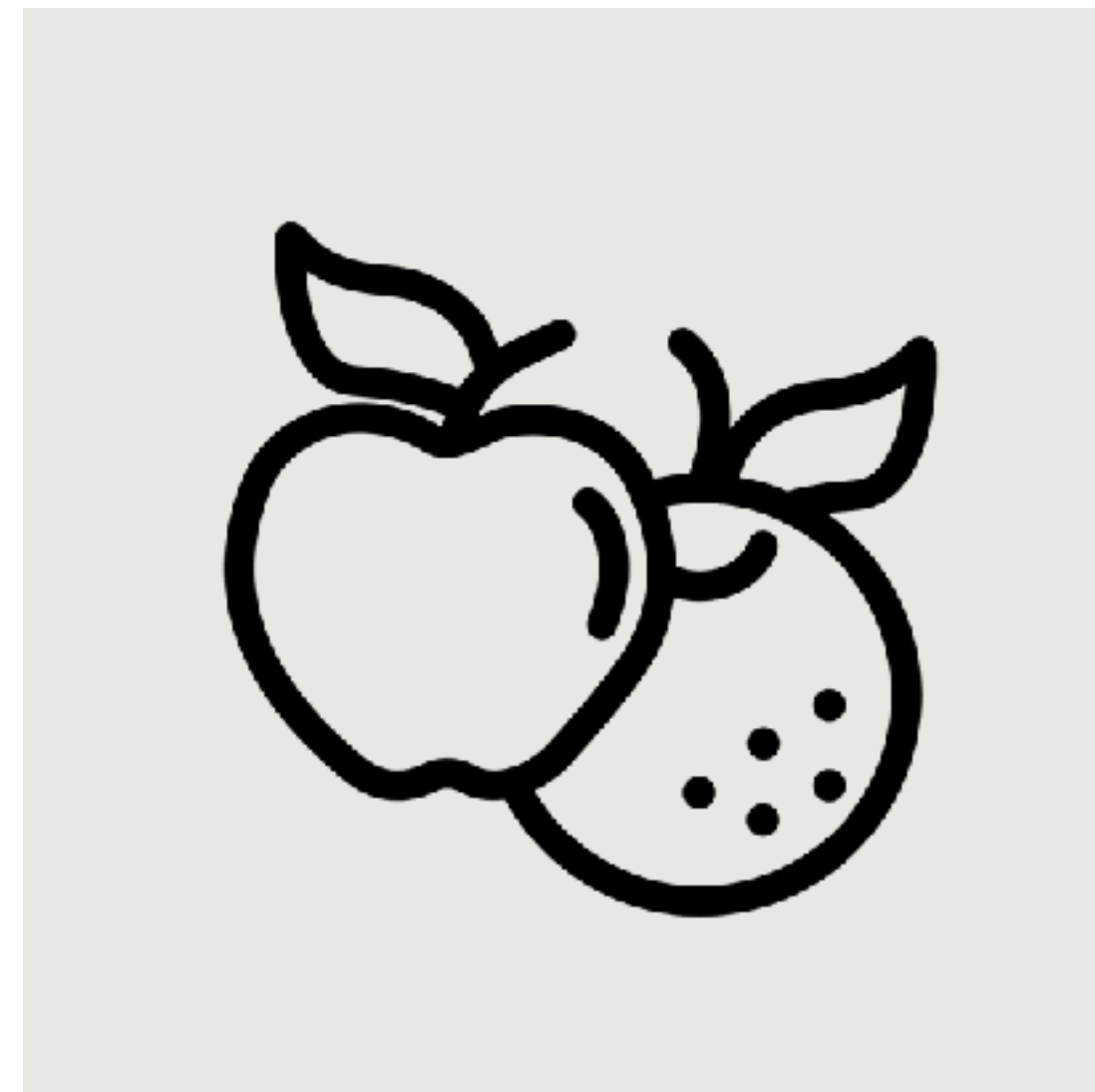


INSPIRATION

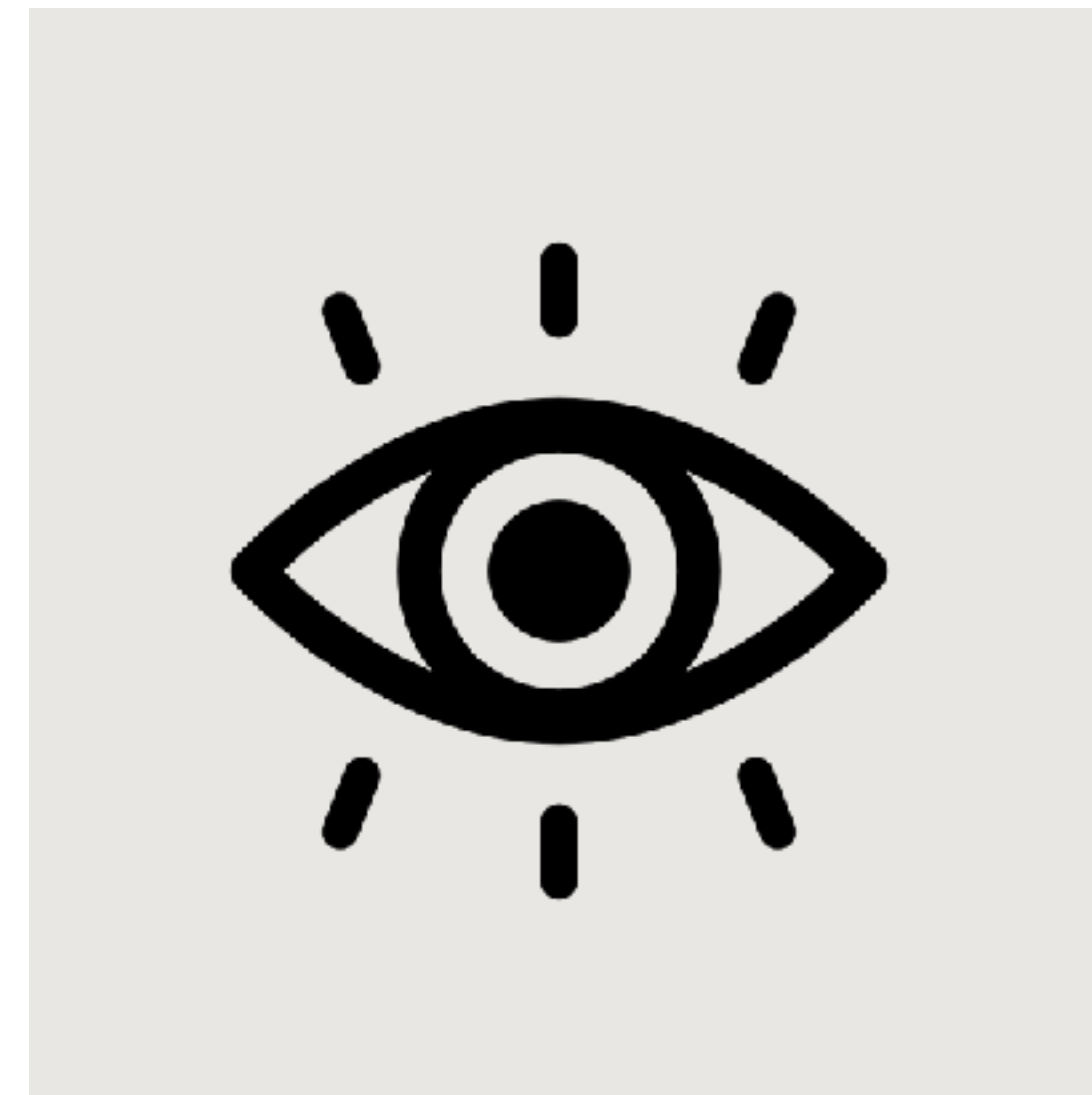
Some Key Instruments in Design Research



Interviews



Analogous



Observations

INSPIRATION

Interviews



- Broad to Deep
- Open-ended
- Get Specific
- Go visual
- Show Me





• Basic priority

Area 1	1
Area 2	2
Area 3	3
Area 4	4
Area 5	5
Area 6	6
Area 7	7
Area 8	8
Area 9	9
Area 10	10

Innova Schools

INNOVA SCHOOLS
Lima, Peru

INSPIRATION

Analogous



- Situations
- Experiences
- Organizations





BRICOLAGE ACADEMY
New Orleans, USA

INSPIRATION

Observation



- Immersion
- Look for adaptations
- Look for what people care about
- Look for things that are missing





OBSERVATION

What do you observe?



STEELCASE
Design by IDEO

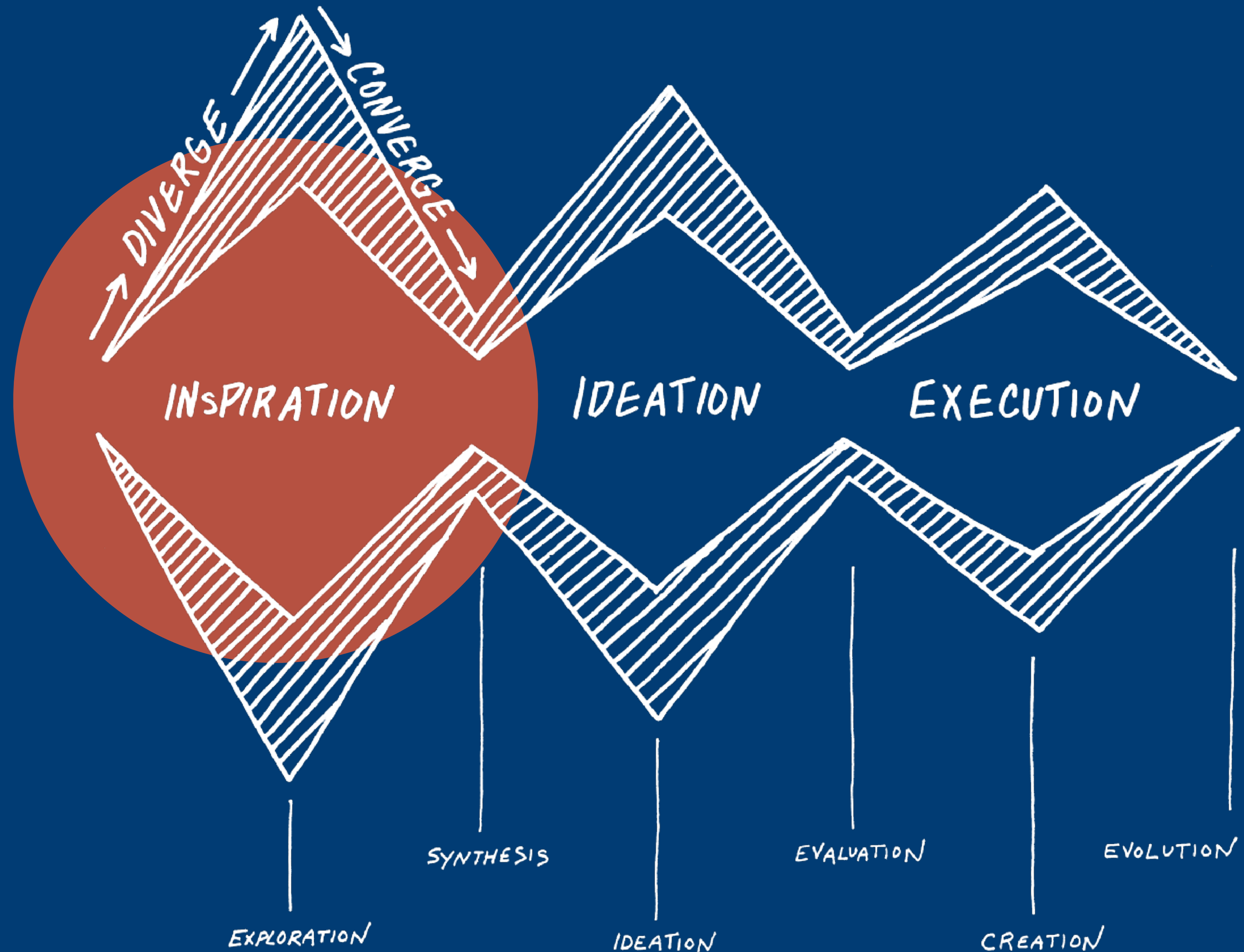
INSPIRATION

Observation



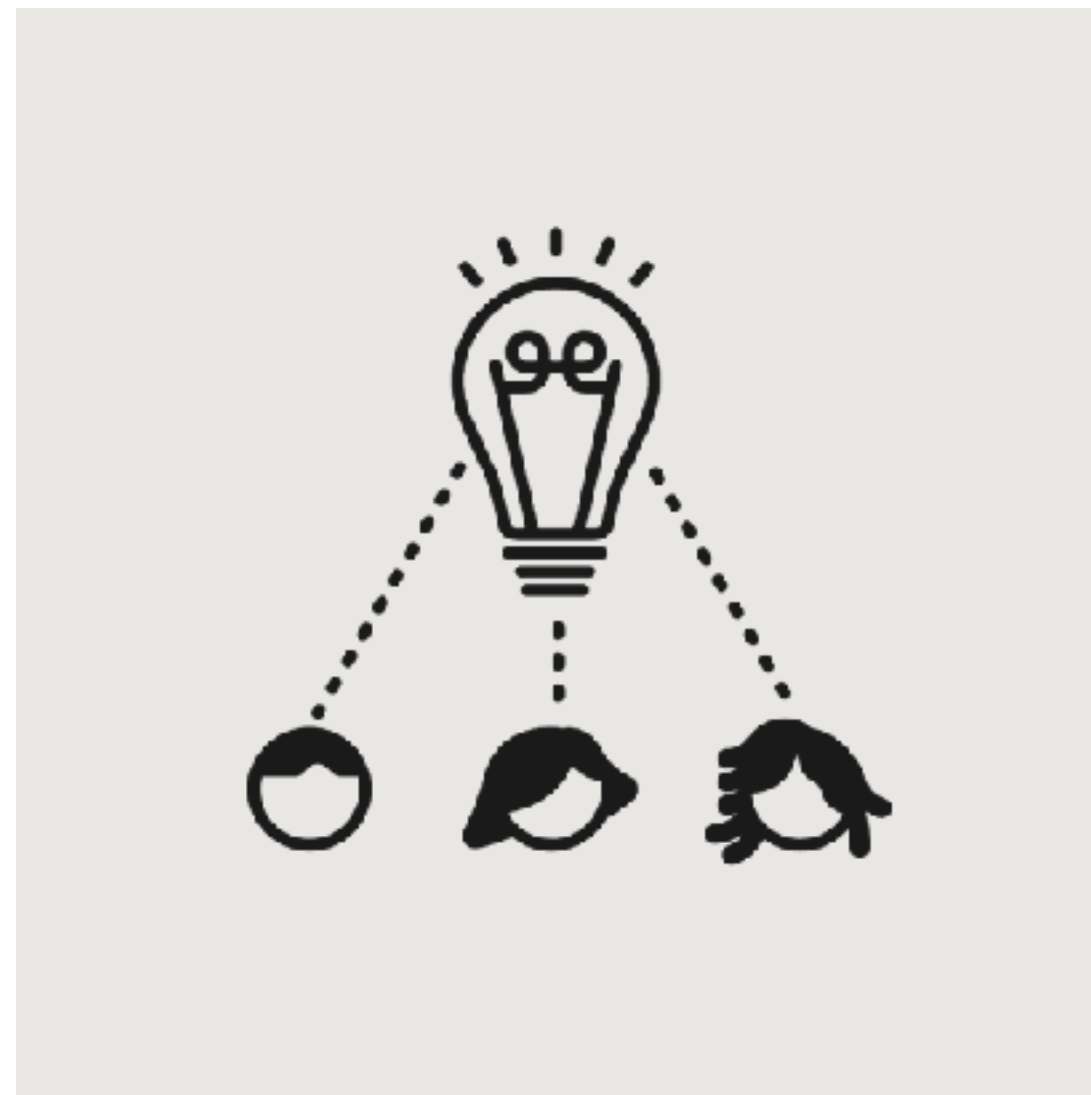
INNOVA SCHOOLS
Lima, Peru

DESIGN THINKING PROCESS

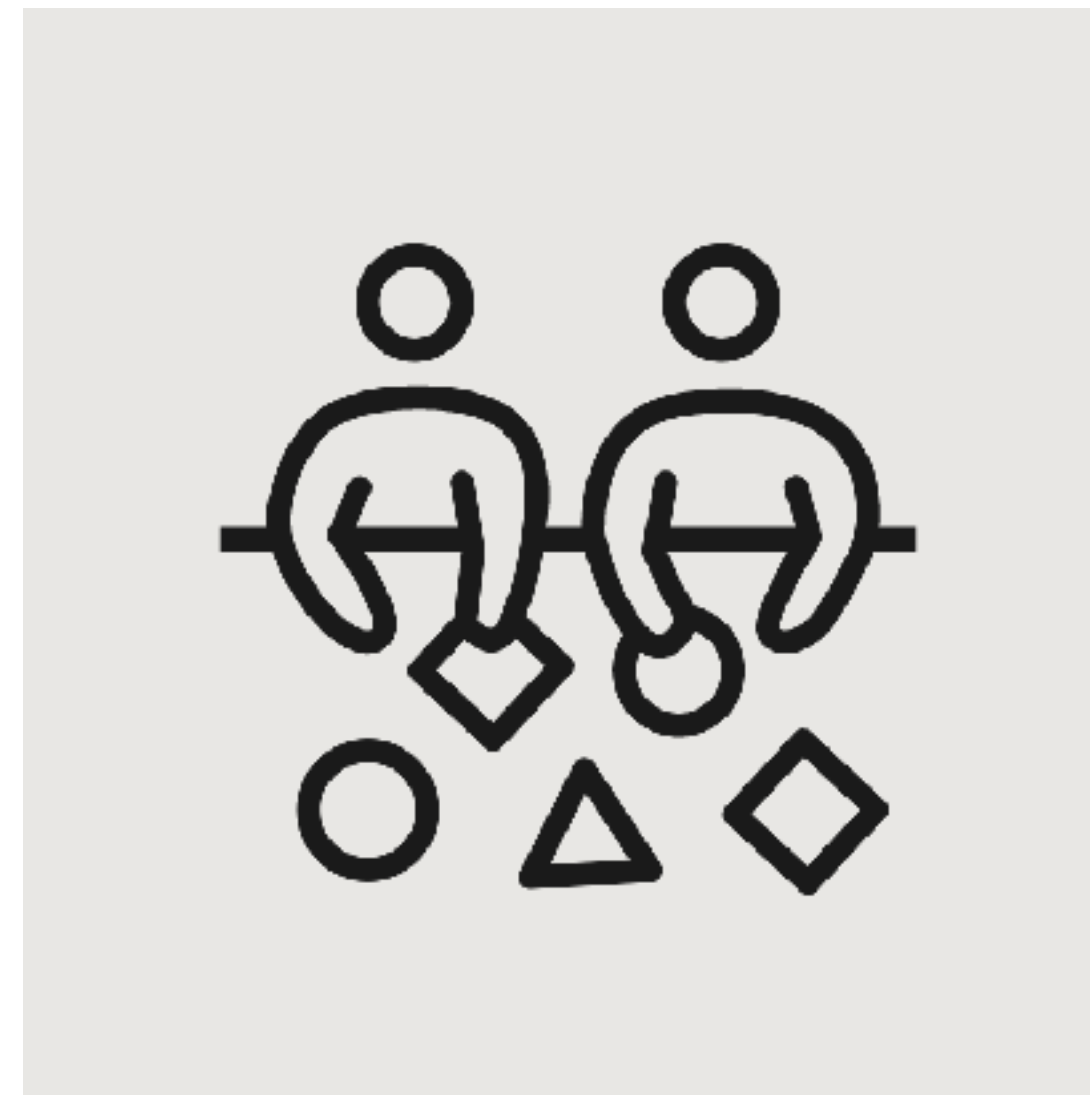


IDEATION

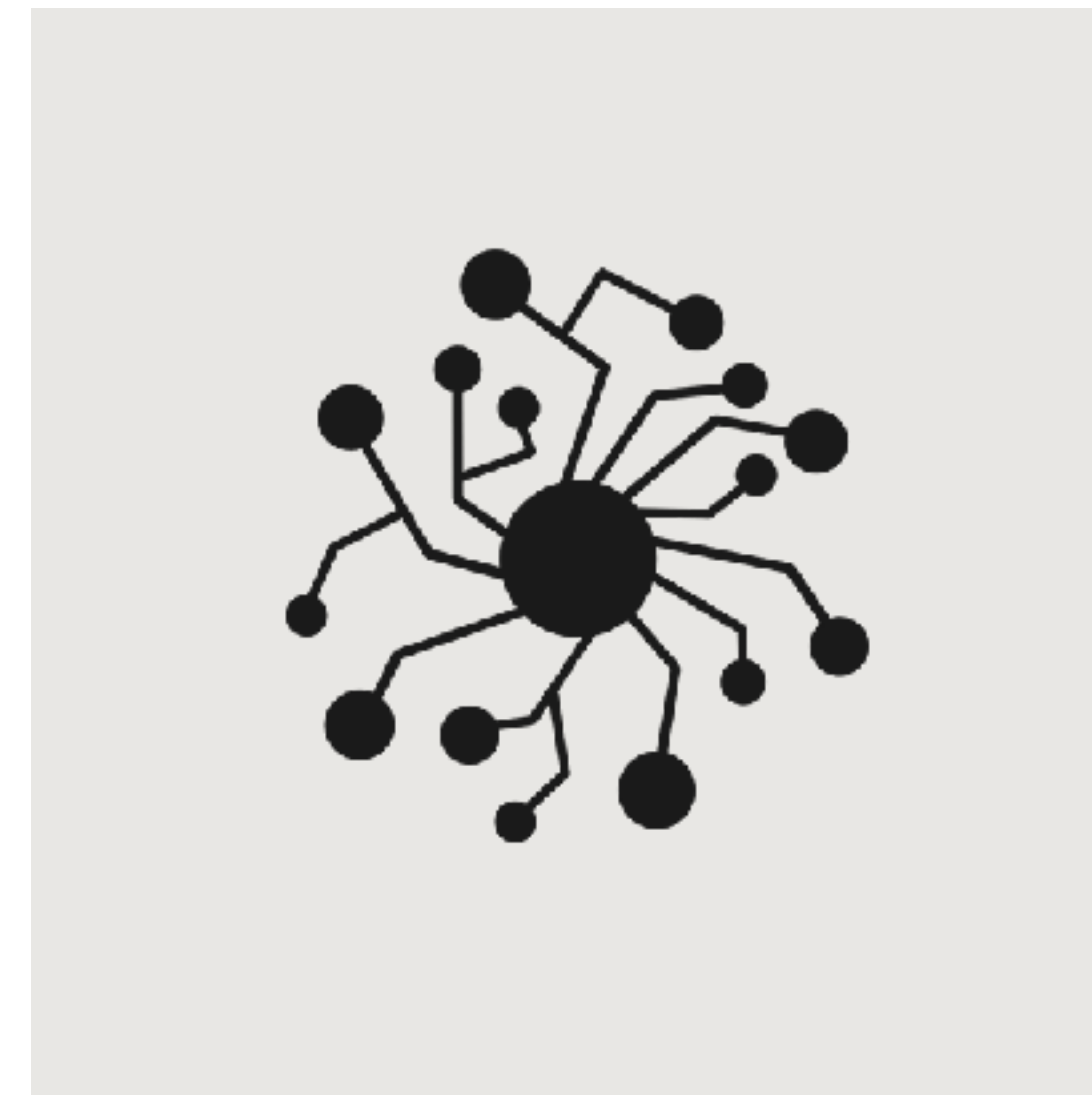
Generating concepts from insights



Brainstorm



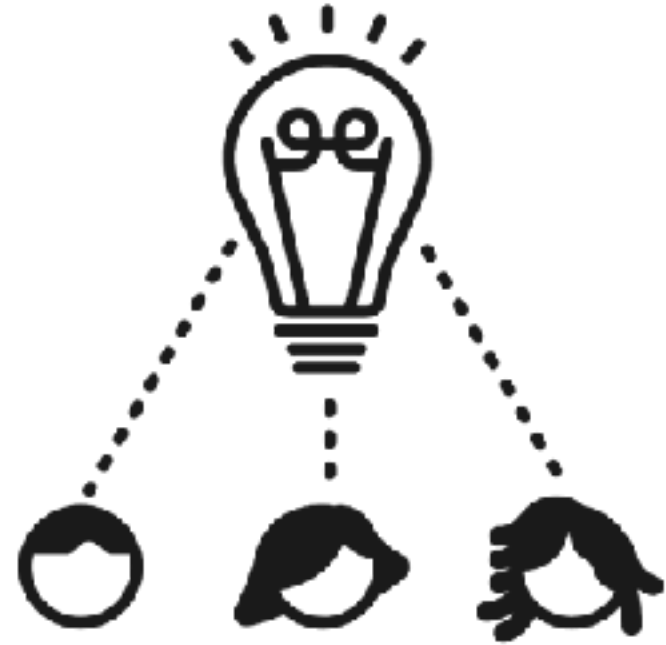
Co-Create



Crowdsourcing

IDEATION

Brainstorm



- Defer judgment.
- Encourage wild ideas.
- Build on the ideas of others.
- Stay focused on the topic.
- One conversation at a time.
- Be visual.
- Go for quantity.



IDEATION

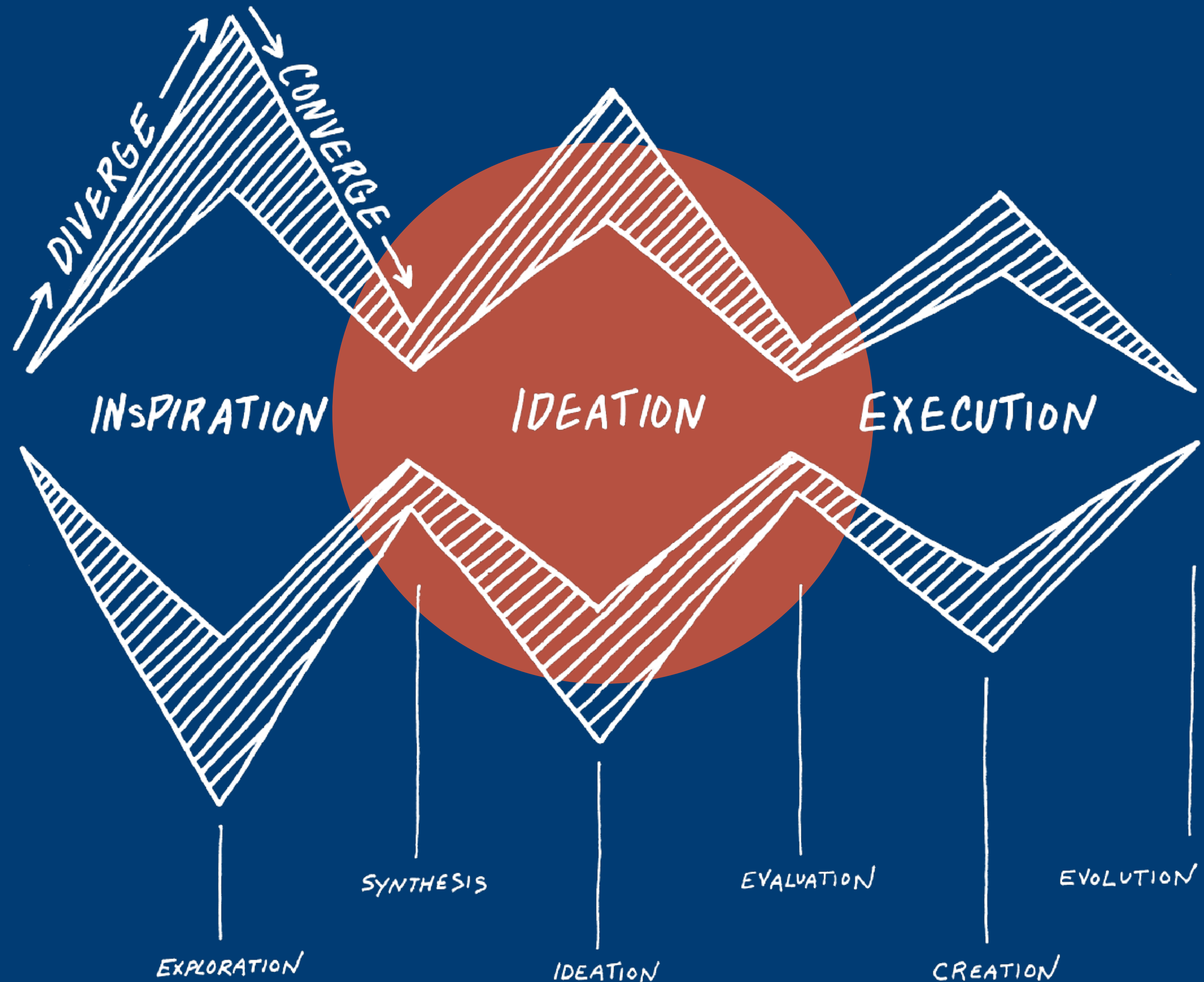
Co-Create



- Make-a-thon
- Design charettes



DESIGN THINKING PROCESS

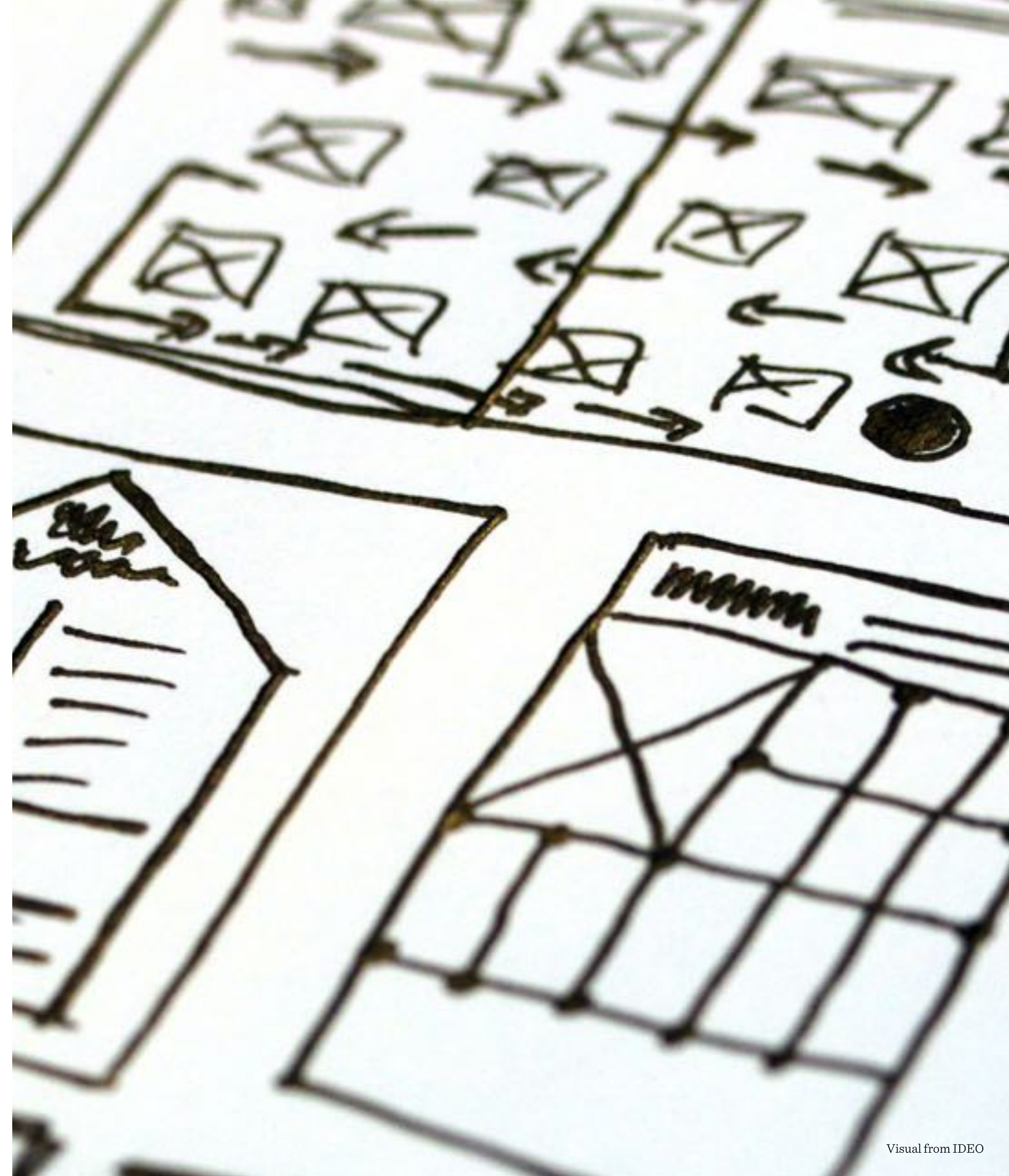




PROTOTYPING

Executing and Building to Think

- Sketches & mock-ups
- Temporary builds
- Time-bound iterative cycling
- Role-Play
- Storyboards

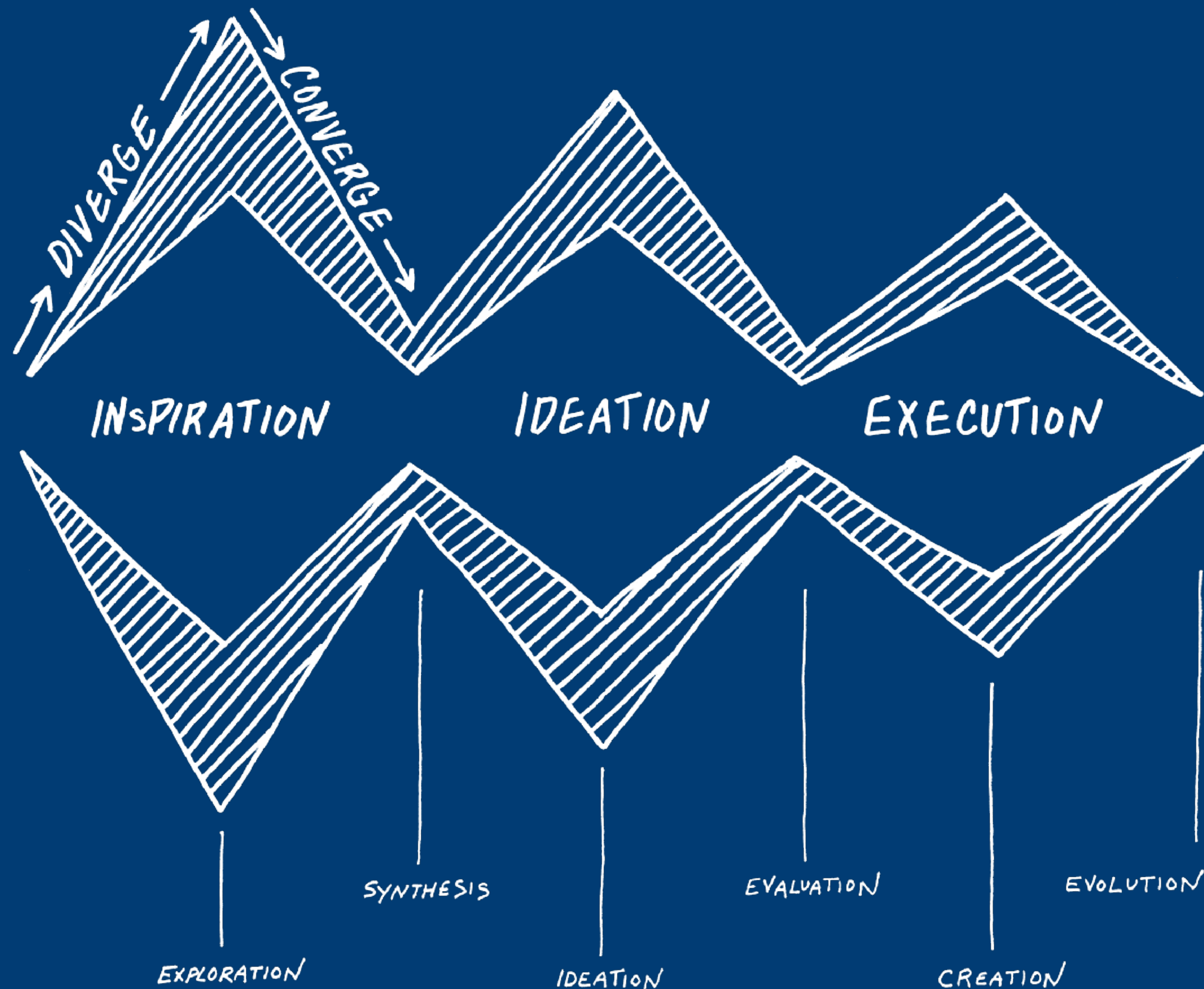






NEW YORK SCHOOL SYSTEM

DESIGN THINKING PROCESS



DESIGN BLINDSPOTS

Caution of Pitfalls



Designer Biases

Gender, Race, Culture, & More

Panacea Mentality

It's not going to solve all
problems

Operator Error (ID10T)

Competency in applying
methods







THANKS.

Let's Talk.

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