DESIGN THINKING

FOR COMMUNTIES AND ADMINISTRATION

MPA Short Course Overview

Intensive Weekend

April 19-21

THIS SHORT COURSE examines the relatively new field of design thinking and its application to public endeavors. This course overview gives you a glimpse at the course; a more detailed syllabus will be posted during Spring Break.

IN THE INTENSIVE WEEKEND, we examine contemporary approaches to social and physical problems and challenges, often called "wicked problems," from a design thinking perspective. Design thinking uses design methodologies such as observation, prototyping, building and storytelling, and can be applied to a wide range of people and problems/challenges. It brings together people from different disciplines to effectively explore, in collaboration, human-centered ideas. While we'll study the theory of design thinking, the main focus of this short-course is on the application of design thinking in communities and administration. We will be looking at both design as a physical element to create/make/sustain communities as well as design as a method for social innovation, service delivery, and management. Over the course of the weekend we'll study design thinking, cases of social innovation using design thinking, and work together to apply design thinking to real-world situations.

This course is applicable for students interested in social and administrative innovation and community building.

OUR TEXT IS:

- ➔ *Change By Design* (Tim Brown - also see his work at IDEO and his TED Talk).

I also highly recommend the book we used last year for this course: *This is Service Design Thinking.*

READ ASSIGNED TEXT before our first Friday meeting.

THE TEXT HAS NOT BEEN ORDERED through the bookstore. Use other means to get your book (and let me know if this is a problem).

THE WEEKEND WILL LOOK like this (all of these elements will be incorporated across the weekend - details forthcoming):

- ➔ Friday - in class activities (lecture, film, workshop, guest speaker, seminar), course design project teams formed.

- ➔ Saturday - in class activities (lecture, film, workshop, guest speaker, seminar); "Ideal Design" sessions; design project team work.

- ➔ Sunday - Design project team work. Field Trip: An Eye to Design.

THE MAJOR ASSIGNMENT for the course is a team design project (applying design principles to a situation).

A MORE DETAILED SYLLABUS will be available Spring quarter.

QUESTIONS? Contact Cheryl Simrell King (kingcs@evergreen.edu).