

Design Thinking: An Entry Point to DEI by Blossom Pua Johnston & Adán De La Paz



www.idahopartners4good.org















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WHERE ARE YOU ON YOUR DEI JOURNEY? Just beginning >> Some experience >> Further along

Use chat to provide your name, org/company, and where you are on your journey







PARTICIPANTS OF THIS SESSION WILL LEARN THE FOLLOWING:

- Basic Design Thinking (DT) principles while gleaning ideas to create more equitable and inclusive workplaces and organizations.
- Strategies and techniques to solve big challenges related to DEI.
- Value of DT as an effective tool to help individuals begin or advance their DEI journey.







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GROUP AGREEMENTS

Be open Be curious Be humble Be kind Be respectful



Together we invest Time, Treasure & Talent



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WHERE DID DESIGN THINKING COME FROM?

Design Thinking History

	Age of Design	User Centered	The First Wave	
	1940s	1980-90	1990-2000	
	Walter Gropius	David Kelley	Tim Brown	
	Bauhaus	Richard Buchanan	Corporate America	
		Stanford, CMU	IDEO, GE, IBM	
Figure: The history of Design Thinking It's been around for many decad				ades in



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The Second Wave

2000-20 Numerous Branches Social, Services, Agile

many forms & sectors





Build empathy = inspire

Ideation requires diverse perspectives

Design Solutions

STEPS

Inspire

Explore, empathize, understand your end-user's experience

2 Ideate Research, collaborate, uncover BIG & diverse ideas!

Implement

Build prototypes, test, evaluate & implement

We are reinventing how people give, share expertise & do greater good together in order to develop stronger, healthier, better equipped nonprofits so they can do more of what they do best.

FOR MORE INFORMATION: BLOSSOMJ@IDAHOPARTNERS4GOOD.ORG



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Seek to understand end-user needs

Build WITH not FOR!





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Diverse perspectives

Iterate & learn

Creative confidence

Craft clarity

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SPECTRUM OF EMPATHY





I am moved by you

I feel with you

I feel for you

I am sorry for you

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Seek to understand end-user needs

Build WITH not FOR!



Be inspired by...

Gather the data on your end-user: 1:1 interviews, observations, day in the life..., review policies, observe team/board meetings, confidential surveys, EAP data, review pay scales/promotions, listening circles, focus groups, etc.

• GOAL: TO BETTER UNDERSTAND THE END USER, THEIR NEEDS, FRUSTRATIONS, FEARS, ASPIRATIONS, AND DREAMS SO WHATEVER IS DESIGNED TRULY MEETS THEIR NEED

· END-USER: COMMUNITY MEMBERS, IN PARTICULAR THOSE THAT ARE HISTORICALLY MARGINALIZED, AND MOST VULNERABLE.



Together we invest Time, Treasure





PERSONAS HELP YOU UNDERSTAND THE END-USER EXPERIENCE

Javier, married with three kids. Works in construction 50–60 hours per week.









Fatima, single mom with two girls (2 & 6). Works at local food production facility.







Game changing statements represent the end-user's Point of View that is based on the data!

It would be game-changing to create a world for Javier/Fatima where he/she _____ and makes him/her feel





____ so that ____



BREAKOUT #1 INSPIRATION

Open link to PDF shared in the chat

Variety of methods used to collect data, analysis needed

Review data on persona handout for either Javier & Fatima

Come up with an end-user 'game-changing' statement





Identify key needs based on data

Discuss what would be game-changing



IDEATION BLAST OFF!

Go for 'moonshots' - big diverse ideas

Piggy back off others ideas!

Use Chat! 3 minutes to come up with ideas for Fatima



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Pick 1 idea you believe is highly desirable for Fatima & write it down

Use Chat! 3 minutes to come up with ideas for Javier

Pick 1 idea you believe is highly desirable for Javier & write it down



BREAKOUT #2 IMPLEMENTATION

Grab a clean piece of paper & pen/pencil/markers

Decide on 1 idea to sketch into a prototype (something to show end-users)

Select an idea based on whether your team believes it would be highly desirable & solve the challenge? Turn the idea into a sketch! Use stick figures, emojis, etc if needed

Take a picture of your sketch & share it via email.



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Complete the Idea Dashboard questions!



Use Idea Dashboard to explain your concept!

CAPTURE AND FLESH OUT YOUR CONCEPT Names:

Give your concept a name

Sketch the concept here

FULL SENTENCES WHAT IS IT?

Describe the concept

HOW DOES IT WORK?

Describe who the concept works

WHY IS IT IMPORTANT TO OUR USER?

Describe why it's important to Javier or Fatima









What typically happens next?

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> Work through whether prototype is **Desirable** - put it out into the world!

Environmental Scan: what exists?

Once you know it's desirable check to see if it's Feasible & Viable?







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How might you leverage this approach in your work?



Use Chat to share ideas



