Learning by Design

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Library Learner’s Lunch
Wednesday, March 2nd
What is design
Who are designers
What is design

Design is a plan for arranging elements in such a way as best to accomplish a particular purpose.

- Charles Eames
Who are designers

Everyone designs who devises courses of action aimed at changing existing situations into preferred ones.

- Herbert Simon
What is design thinking
Design thinking is a **creative approach to solving wicked problems** by understanding people’s needs and findings **insights** to meet those needs.
Wicked problems

Complex problems. Problems that can be solved in a multitude of ways.
Design thinking is a mindset & a process.
Design thinking is a **mindset** & a process.

- Be empathetic
- Reflect regularly
- Seek stories
- Listen for feelings and emotions
- Ask why (five times)
- Document everything
- Ideate and experiment
- Seek feedback
- Fail early, fail often, and learn
- Be optimistic
Design thinking is a mindset & a process. 

Observe  
Empathize  
Define  
Ideate  
Prototype  
Test
Observe

Empathize

Define

Ideate

Prototype

Test

Observe

Look at people’s behaviors. Pay attention.

Look for design opportunities.
Empathize

Seek to understand people’s needs.

Listen deeply. Ask why.
Define

Reflect on what you’ve heard and seen to reframe the problem based on people’s needs and insights.
Ideate

Generate a lot of ideas. From practical to wild.
Prototype

Make or try something fast and cheap.

Fail early, quickly, and cheaply. Learn.
Test

Reflect on the use of the prototype.

Iterate.
How the design process looks like

Observe
Empathize
Reflect
Ideate
Prototype
Test
How the design process feels like

Baby incubator

Example
Key parts of the design thinking process

Put people first.
Identify unmet needs.
Reframe your problem.
Try something.
Fail early.
Learn.
Design thinking and learning
Design thinking and learning

Curious
Empathetic
Questioning (in a good way)
Forming connections
Thinking outside the box
Challenge assumptions
Strategies

Perceiving
Patterning
Abstracting
Embodied Thinking
Modeling
Play
Synthesis
Perceiving

Perceiving

Observing & bringing to mind what you’ve observed.
Patterning

Identifying a repeating form in apparent randomness.
Abstracting

Finding commonalities between different things.
Embodied Thinking

Thinking with your body & empathizing.
Modeling

Creating representations.
Play
Pushing boundaries.
Synthesis

Putting together multiple ways of knowing.
Resources

Creative Confidence (book)

Change by Design (book)

Design Thinking (book)

7 trans-disciplinary habits of mind (article)