

EDUCATION COUNCIL

YOUTH DESIGN PROJECT

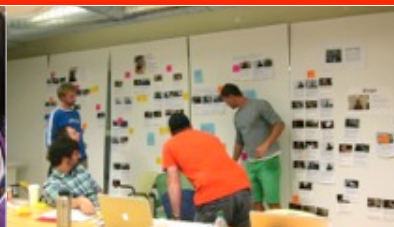
A PARTNERSHIP OF:



IMMERSION



RESEARCH



SYNTHESIS



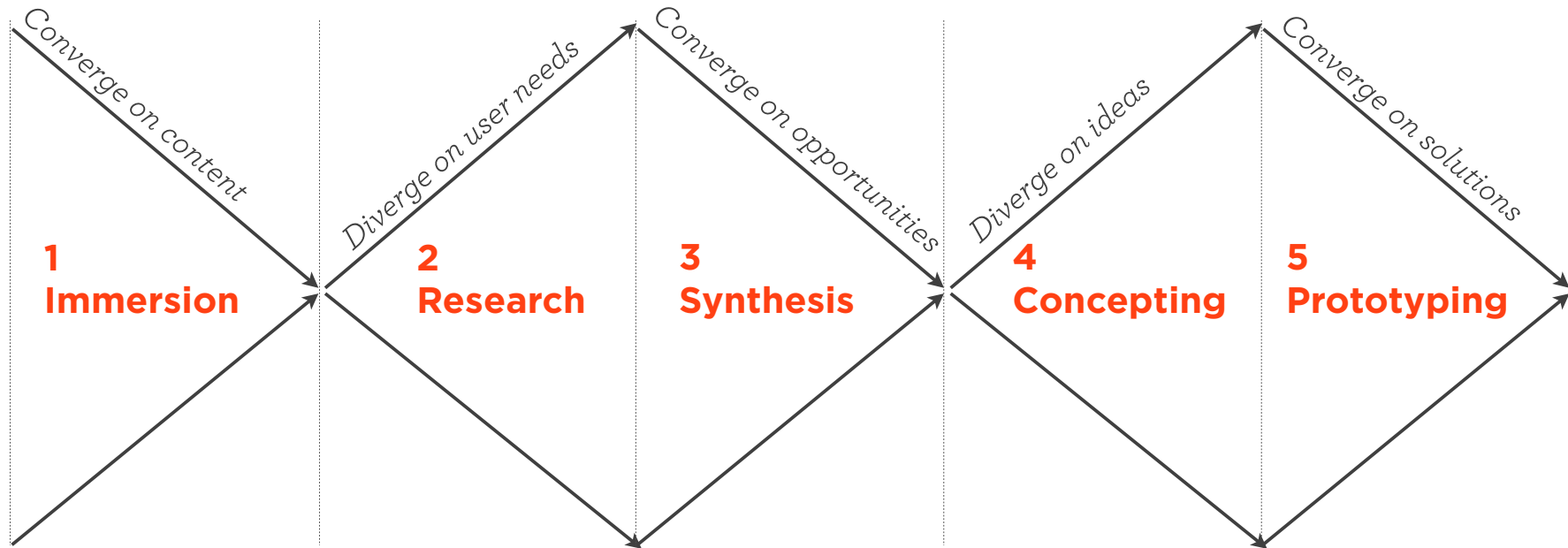
CONCEPTING



PROTOTYPING

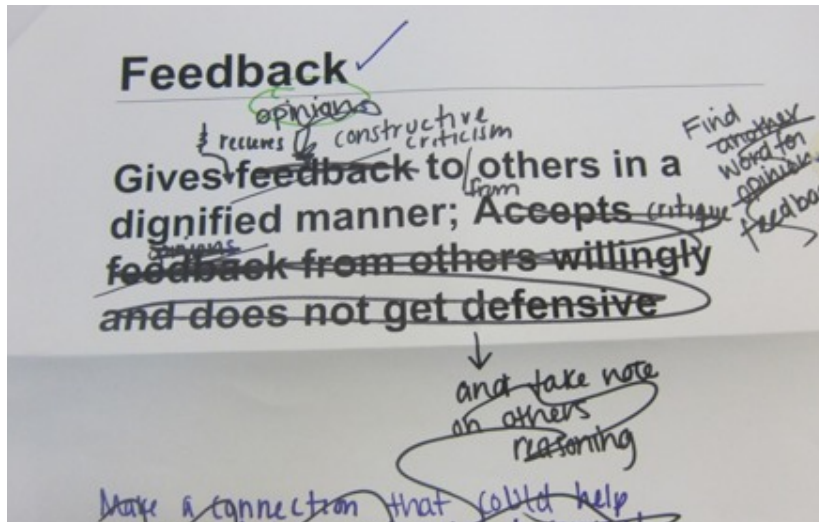
Design process

5 steps = 5 workshops



Workshop 1: Immersion

The team started by sorting over 100 21st Century Skills into the 10 most meaningful ones to them. They called them Human Achievement Tools.



Students made edits and changes to the skill definitions.



Students sorted and clustered the skills into meaningful groups.

Workshop 2: Research

The team learned about user-centered research, and identified people in their lives who had these skills. They created research plans to understand how young people learn the skills today.



Students conducted interviews with friends and family members, and observed their skill in use.



Students observed themselves and kept journals about when and why they used their skill.

Workshop 2: Research

The team captured all their research notes and photos in a Google doc - almost 200 individual stories!

Mikva Design Research Data ☆ 📁

File Edit View Insert Slide Format Arrange Tools Table Help Last edit was made 6 hours ago by saracantoraye

Present Comments Share

Background... Layout Theme... Transition...

10

11

12

13

14

Click to add notes

Observed HAT Skill Collaboration

Observation, Quote or Story

Tafts vs. Resurrection. Varsity team playing oh there second home game. The game starts off as the ball flows in the air.

Possible Meaning

The team has alot of communication in order to see who to pass the ball too.

Observed HAT Skill Collaboration

Observation, Quote or Story

Ernie and Martin help set up the Christmas Tree by placing the ornaments around the tree.

Possible Meaning

Children tend to collaborate well with what they're suppose to if they enjoy it.

Workshop 3: Synthesis

Next the team sorted and clustered their visual data and looked for patterns. How are young people learning these skills? When, where and why are they practicing them?



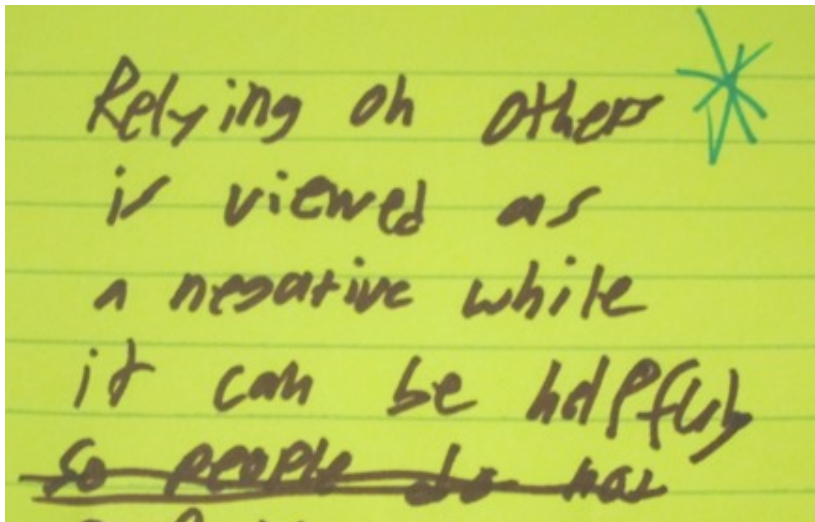
Students sorted their data by themes—common activities and behaviors.



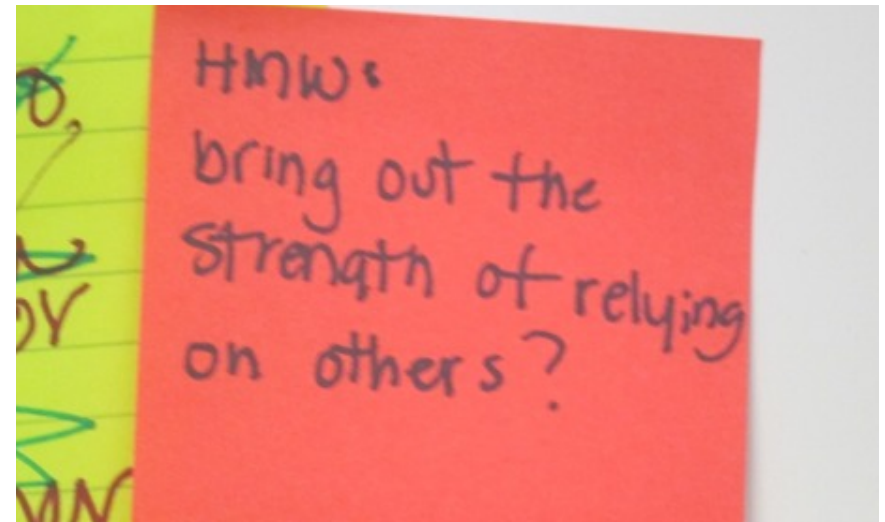
They wrote insights and opportunities about each theme.

Workshop 3: Synthesis

The team created 24 distinct and meaningful insights, each related to one or more skills.



Insights are statements that describe a tension and point to a problem worth solving.



Design opportunities, phrased as "How Might We..." statements, describe opportunities for growth or change.

INSIGHT

Because we believe we'll always have more, we don't appreciate the value of what we do have.



DESIGN OPPORTUNITY

How might we know the true value of our assets?



INSIGHT

People would rather take the risk of learning for themselves than listening to others.



DESIGN OPPORTUNITY

How might we make taking good advice have the same satisfaction as learning from mistakes?



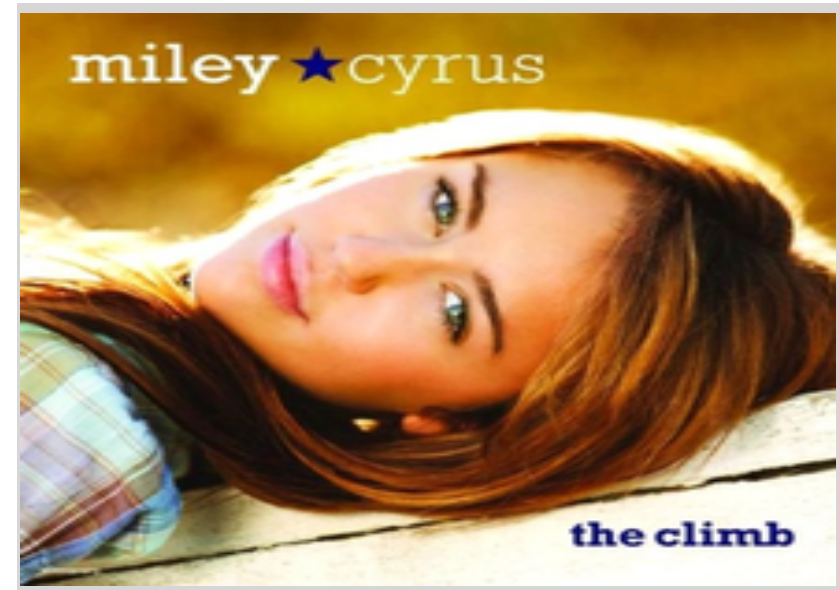
INSIGHT

When a person doesn't think they can do something, they don't try which is a lack of self confidence and hinders motivation.



DESIGN OPPORTUNITY

How might we put a greater emphasis on trying and effort than the overall result?



INSIGHT

A person must be able to succeed on their own before they can succeed with others.



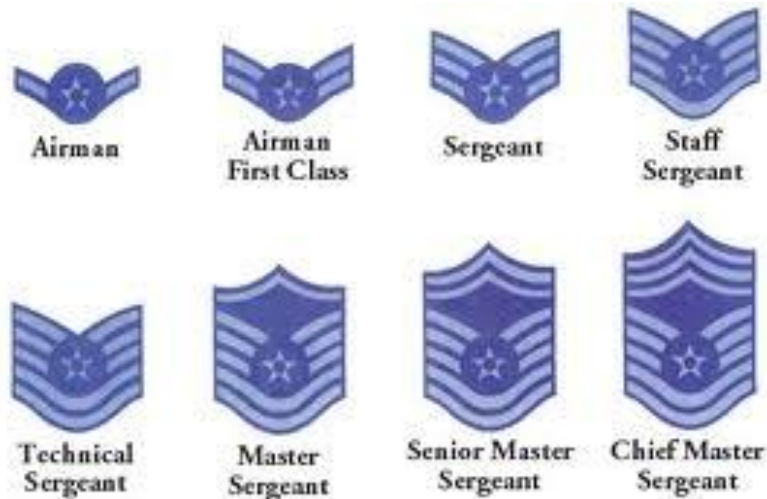
DESIGN OPPORTUNITY

How might we recognize our progress without external validations?



INSIGHT

Achievement is the point in time where a person realizes they've grown, but not everyone can recognize this growth.



DESIGN OPPORTUNITY

How might we get people to recognize their personal success and growth?



INSIGHT

People would settle for acceptance rather than risk expressing their own original thoughts.

BENCHMARKS



DESIGN OPPORTUNITY

How might we let everyone's opinions be heard without judgment?



INSIGHT

We learn more from the bad things we do than our good deeds.

DESIGN OPPORTUNITY

How might we help people learn from all their experiences?

BENCHMARKS



INSIGHT

People try to be a "team player" instead of talking about what's bothering them.



DESIGN OPPORTUNITY

How might we express ourselves in a team without being selfish?



INSIGHT

Authority figures are usually the preventers of peer pressure, but they are not always present to prevent it.



DESIGN OPPORTUNITY

How might we prevent peer pressure without the presence of authority figures?



INSIGHT

Positive and effective collaboration skills are learned from experience.



DESIGN OPPORTUNITY

HMW present more opportunities to gain experience through collaboration in everyday life?



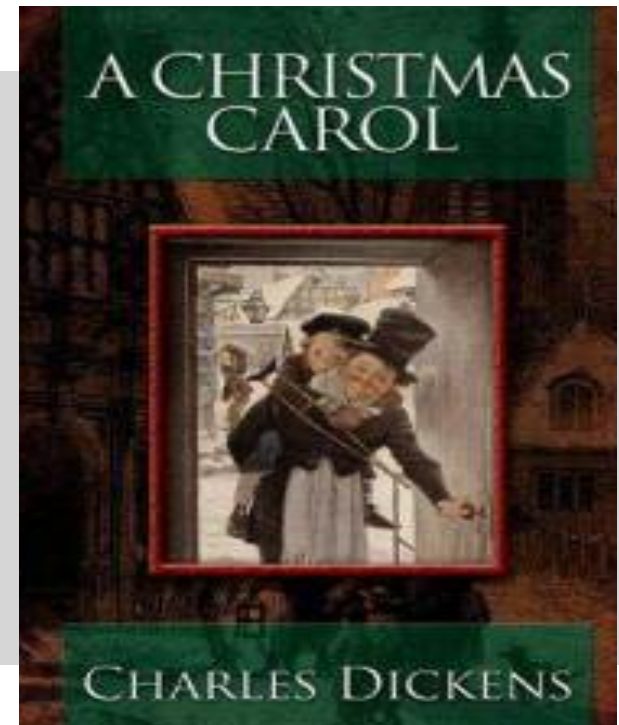
INSIGHT

People assume avoiding a problem solves a problem



DESIGN OPPORTUNITY

How might we help people accept that some problems are unavoidable?



Simplifying information
requires a lot of things
being written and presented
because of the need to find
patterns

How might we provide a template or layout for simplifying information?

Import EXIF Data

For selected items: ☒ Add ☐ Auto Add ☐ Skip

Event	Name	Tag	Def Name	Default	For Export	For Import
Image						
<input checked="" type="checkbox"/>	Image Name	0100	ImageCaption		Remove	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Name	0101	Name		Remove	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Model	0102	Model		Remove	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Software	0103	Software		Remove	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Artist	0104	Artist		Remove	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Copyright	0105	Copyright		Remove	<input type="checkbox"/>
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Camera						
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<input checked="" type="checkbox"/>	White Balance	0109	WhiteBalance		Remove	<input type="checkbox"/>
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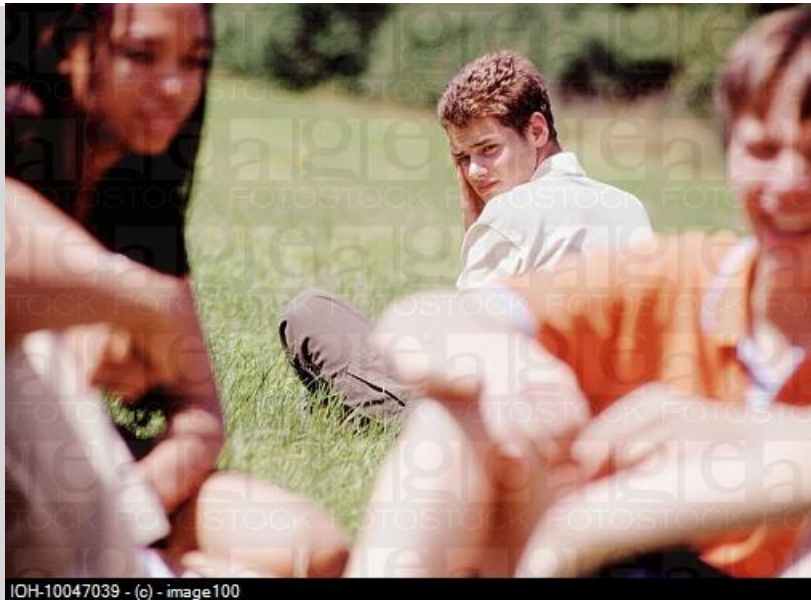
INSIGHT

Not having proper social skills limits how much a person participates.

DESIGN OPPORTUNITY

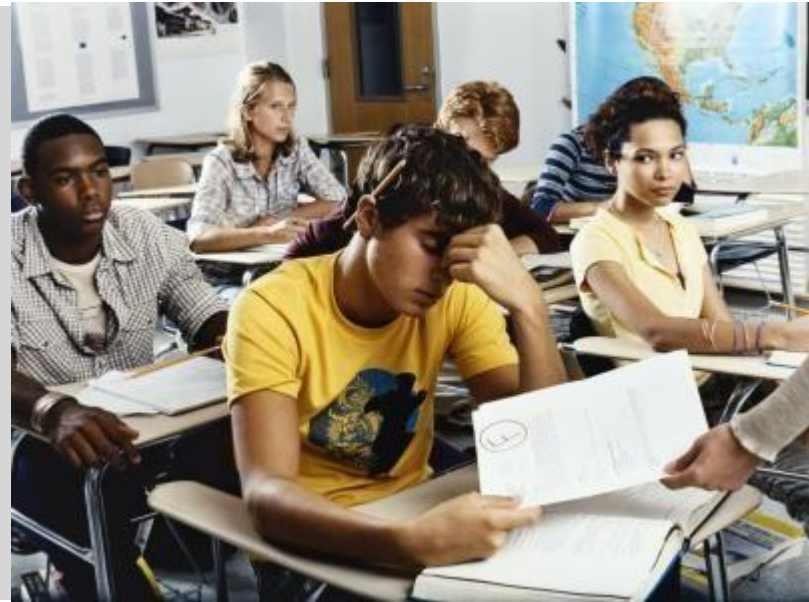
How might we create a way to actively participate without the need for social skills.

BENCHMARKS



INSIGHT

It's hard to be good at something without comparing oneself to others



DESIGN OPPORTUNITY

How might we take the competition aspect out of judging, being confident, or critiquing yourself?



INSIGHT

People overlook organization because there is a false illusion that everything will fall into place.



DESIGN OPPORTUNITY

How might we make organizing not feel like an extra step?



INSIGHT

Most people do not take the time to reflect because they don't have the time to do so.



DESIGN OPPORTUNITY

How might we learn to learn from failure without being prompted to.



INSIGHT

Because we believe we'll always have more, we don't appreciate the value of what we do have.



DESIGN OPPORTUNITY

How might we make the value of what we have more tangible?



INSIGHT

Being constructive in large groups is tough.



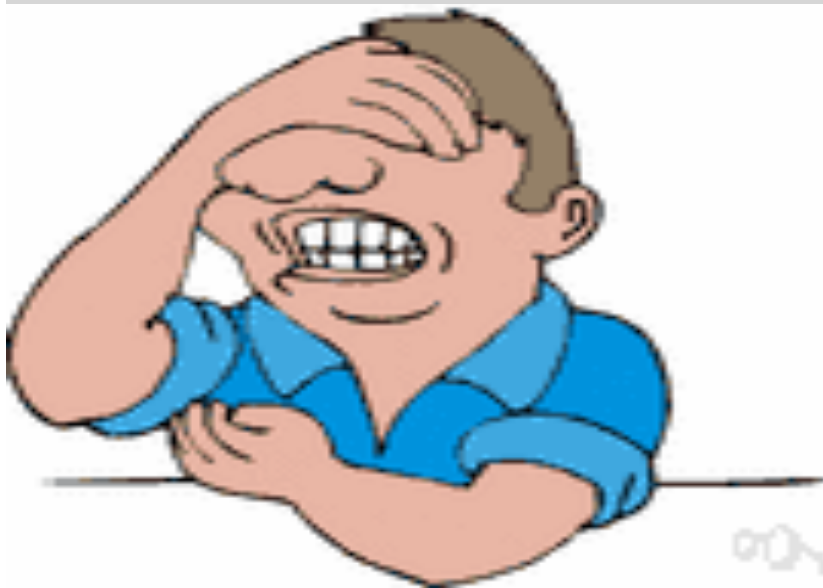
DESIGN OPPORTUNITY

How might we find ways to make bigger groups more productive?



INSIGHT

Embarrassment outweighs self confidence; people's fears of embarrassment keep them in the same place



DESIGN OPPORTUNITY

How might we make criticism a positive thing?



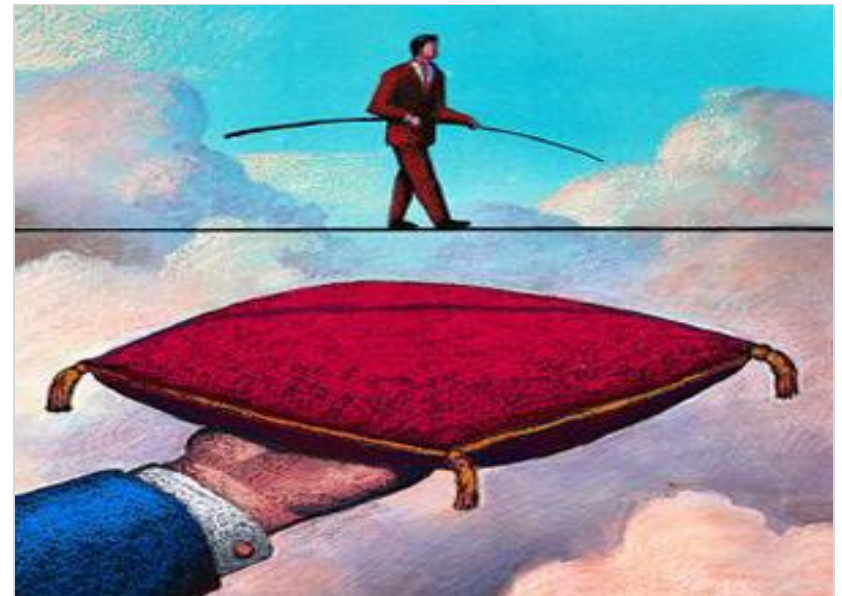
INSIGHT

People end up taking major risk due to the fact that don't have enough time to come up with a plan to avoid the risk



DESIGN OPPORTUNITY

How might we plan for risk?



INSIGHT

People tend to overthink a problems' solution.



DESIGN OPPORTUNITY

How might we show that the most elaborate solution is not always the best?

How might we make simple ideas just as attractive as the complex ones?



INSIGHT

People have the ability to use the skills they have, but they need to apply them in different areas.



DESIGN OPPORTUNITY

How might we learn to apply traditional skills with new settings?



INSIGHT

Relying on others is viewed as a negative thing while it can be helpful.

DESIGN OPPORTUNITY

How might we bring out the strength of relying on others?



Insight

When people work together different perspectives come together to come to one conclusion



Design Opportunity

How might everyone's opinions be heard without judgment?

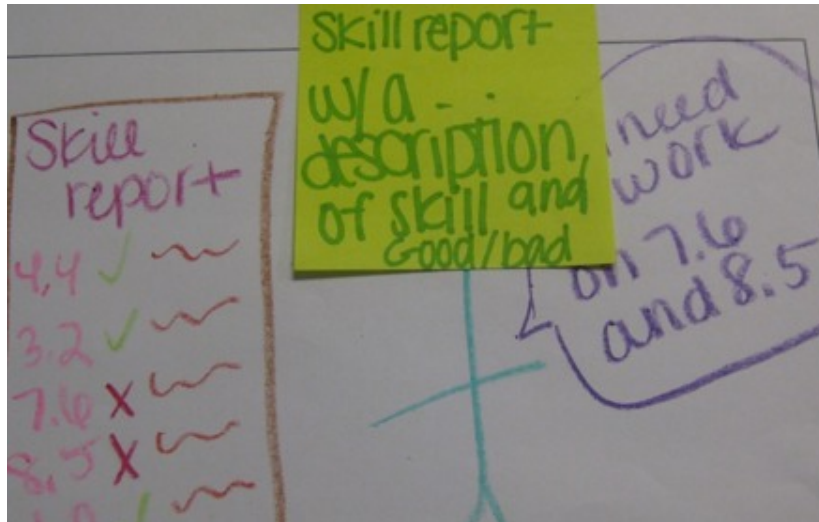
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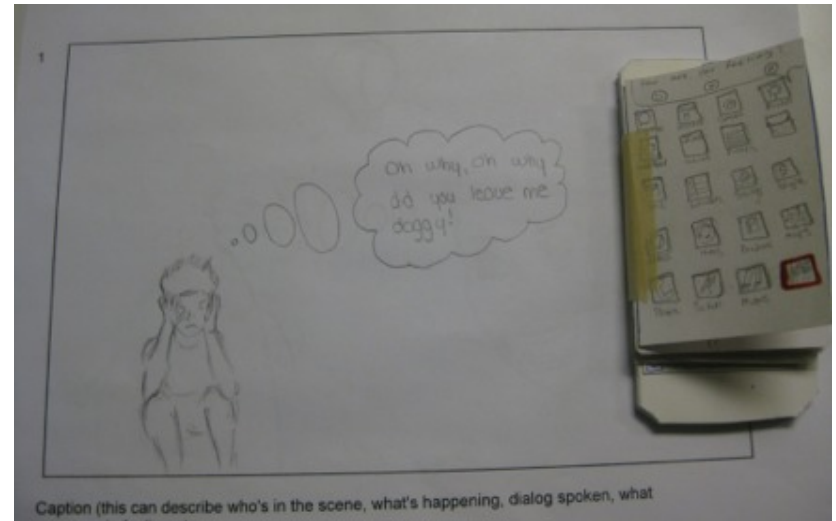
"OK, now that we all agree, let's all go back to our desks and discuss why this won't work."

Workshop 4: Concepting

The team brainstormed hundreds of ideas that responded to the How Might We statements, and voted for their favorites.



Students sketched and shared, building on each other's thoughts and encouraging wild ideas.



Students created storyboards of the strongest ideas, in order to envision each one's experience.

Workshop 5: Prototyping

The team spent two days creating prototypes of their ideas and testing them on fellow teammates. After updating each idea based on user feedback, they did a final share-out.



Students created low-fidelity mockups of their ideas and gathered feedback from peers.



Students presented their ideas and demonstrated their final prototypes.