

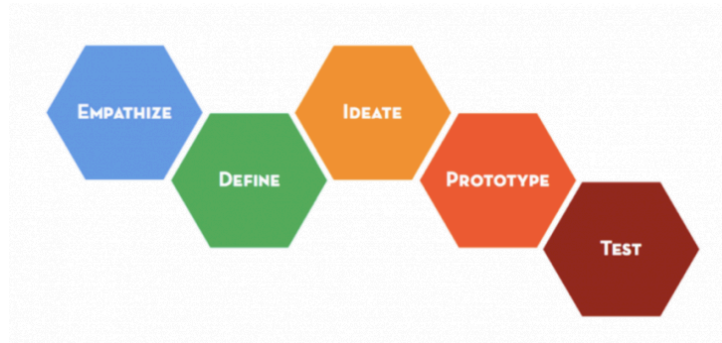


Human Centered Design

Models of Innovation:

Design Thinking:

Many variations of Design Thinking exist. The most commonly seen process is from the d.School at Stanford University. The crux for all true Design Thinking is a focus on users' needs through Empathy.



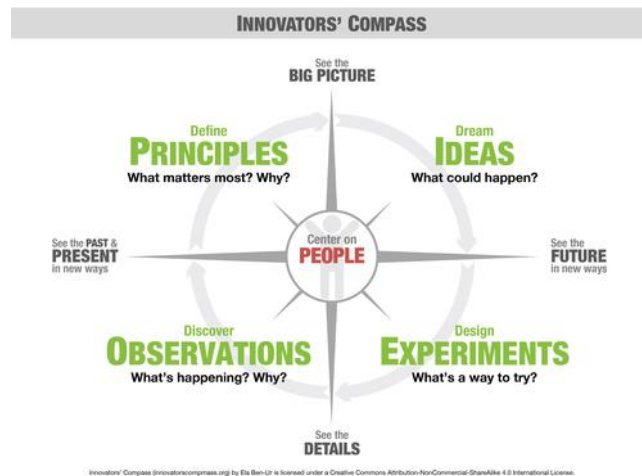
Leading School Implementations:

[Mt Vernon Institute for Innovation](#) <> [Henry Ford Institute](#) <> [AJ Juliani](#) <> [VIDA](#)

Innovator's Compass:

INNOVATORS' COMPASS is a tangible workspace for exploring possibilities in any situation. It orients us to the powerful directions we stretch in different practices of "innovation" and intuition—from personal learning and reflection practices to organizational processes like design thinking and agile development.

Developed by [Ela Ben-Ur](#)

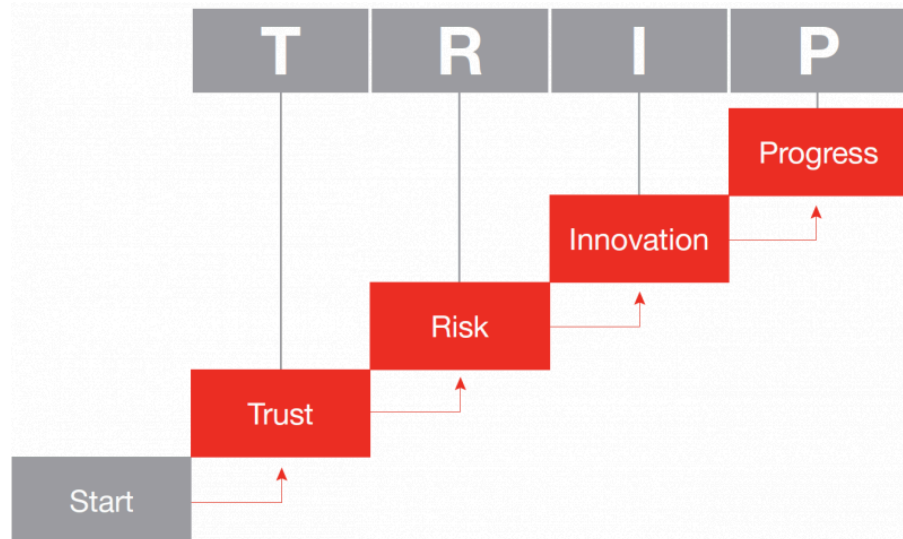


TRIP Model:

The TRIP Model is a process for understanding getting to progress, via Innovation.

Human-Centered Design principles can easily be overlaid with this model.

Developed by [Dov Seidman](#)

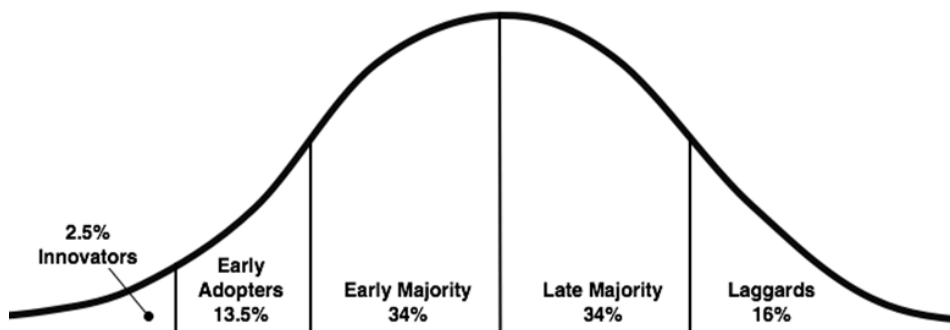


Step 1

- Review the models above. To go from Theory to Action, what needs to be considered?
 - What makes sense?
 - What is confusing?
 - Which can you see fitting into your context?
- What is on your mind.
 - What are you concerned about at your school, site, organization, class?
 - What is keeping you up at night?
 - Culture, Innovation, Development
- Design Thinking is biased towards action.
 - Let's do this!
 - Construct a mini-Design Challenge
 - Review the Tips & Tricks of Human-Centered Design
 - What is the WHY!
- Structure
 - Who are the players?
 - What will you do? How will you do it?
 - Eric's Examples: School-wide Design Challenges, Staffulty 'School Culture' Design Challenge, Deep Dives (Intervention Taskforce, Homework/Grading, Expo's -next).
- Gaining Empathy
 - What strategies will you use?
 - See the d.School & VIDA packets from Day 1

Step 2

- Deep Dive into Empathy
 - Interviews & Observations
 - Open-ended questions, "Why?"
 - What stated needs do the users have?
 - By listening to users, what *unstated* needs might they have?
 - Consider "extreme users"
 - For the "Theory of Innovation Diffusion" (Rogers, 1971) it would be "Innovators" & "Laggards"



Source: Everett Rogers, Diffusion of Innovations model

- Would an Empathy Map help? [CLICK HERE](#)

UNDER CONSTRUCTION

Step 3

- Deconstruct the data from the Empathy Deep Dive
 - Try using the “[Understanding Map](#)” (Project Zero, Harvard GSE).
 - Describe what’s there - what do you see & notice?
 - Wondering - What are you curious about?
 - Consider different viewpoint - what is another angle on this?
 - Reason with evidence - why do you think so?
 - Make connections - How does this fit what you already know?
 - Uncovering complexity - What lies beneath the surface of this?
 - Capture the heart & form conclusions - what’s at the core, or center of this.
 - Build explanations - what’s really going on here?
- Develop a Theory of Action
 - If _____ (action), then _____ (result).
 - How Might We....
- Consider the “[Concierge Continuum](#)” (www.LeadInVans.com)
- Don’t forget about the Strengths, Interests & Values of Others and also YOU!
- Ideate solutions!
 - Go from Individual to Group!
 - Start with the worst idea first!
 - Rapid Fire - get those creative juices flowing!
 - “Yes, and...”
- Prototype!
 - This is where ideas become reality
 - Put structure to ideas, build the construct
 - It does not have to be a “thing” - it may be a program, an idea, a letter, a fundraiser, a design challenge, etc.
 - Consider culture, culture, culture.