

Design for Social Justice

(A design thinking and response workshop)

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1. Problem Seeking (individual activity with team outcomes)

- Issue identification (broad and diverse)
- Issue categorization (social, economic, environmental)
- Issue refinement and clarification (narrowing)

2. Problem Defining (team activity based on shared observations)

1) What is the issue?

3. Problem Proposals

- Brainstorming (mind mapping)
- Rapid prototyping (making, drawing)
- Possibilities for design action
- Stakeholder participation
- Iteration
- Testing
- Refinement
- Stakeholder feedback
- More refinement
- Implementation
- Evaluation

2) Who is affected?

3) Why are they affected?

4) Where is the problem located?