Design for Social Justice
(A design thinking and response workshop)

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Presented by: Lisa M. Abendroth, Professor, MSU Denver,
abendrot@msudenver.edu

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?
   2) Who is affected?
   3) Why are they affected?
   4) Where is the problem located?

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