

# Issue #35: 🎓 Designing for Impact 101 Guide

**Repository:** CherrelleTucker/codesign-toolkit **URL:**

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## 🎓 Designing for Impact 101 Guide

### **Fundamental Principles for Creating Earth Observation**

### **Solutions That Drive Real Change**

**Tool Category:** Impact & Monitoring | **Phase:** Discovery | **Difficulty:** 🌱 Beginner

*Learn essential concepts and practical approaches for designing Earth observation solutions that create meaningful, measurable impact from the start of your project.*

#### 📋 Tool Summary Card

| Attribute       | Value  |
|-----------------|--|
| 🎯 Purpose       | Introduce core principles and practical methods for impact-oriented EO solution design   |
| ⌚ Time Required | 2-3 hours self-study + 30-60 minutes reflection exercises + optional 1-hour discussion   |
| 👥 Participants  | Individual learning or team study (3-8 people) + optional facilitator for group sessions |
| 📊 Outputs       | Impact design checklist, project impact plan, personal action items, team alignment      |
| 🔄 Frequency     | Once per project team member, refresher annually or for new project types                |
| 💼 Materials     | Guide content, reflection worksheets, case study examples, assessment checklist          |

#### 🎯 When to Use This Tool

#### ✓ Essential For:

- Team members new to impact-focused Earth observation solution development
- Project teams starting new EO solutions who want to embed impact thinking from the beginning
- Organizations wanting to improve their track record of creating solutions that deliver real value

- Anyone involved in EO solution design, development, or evaluation who needs impact foundations

### **Particularly Valuable When:**

- Starting a new Earth observation solution project
- Joining an existing team that emphasizes impact and user value
- Preparing for stakeholder engagement or user-centered design activities
- Reviewing and improving existing solutions that aren't achieving expected impact

### **Consider Advanced Resources When:**

- Team already has strong impact design experience and needs specialized techniques
- Project involves highly complex impact measurement or evaluation requirements
- Focus is primarily on technical development rather than user impact

### **Prerequisites:**

- Basic understanding of Earth observation technology and applications
  - Familiarity with solution development processes (helpful but not required)
  - Willingness to engage with user-centered design concepts
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## **Impact Design Fundamentals**

### **What Is Impact-Oriented Design?**

#### **Core Definition:**

**Impact-oriented design** is an approach to creating Earth observation solutions that prioritizes measurable improvements in user outcomes and organizational effectiveness over technical sophistication alone.

#### **Key Principles Comparison:**

| Traditional Tech-Focused   | Impact-Oriented Design  |
|--|---|
|  <b>Starts with:</b> Available technology and data  |  <b>Starts with:</b> User problems and desired outcomes    |
|  <b>Measures:</b> System performance and features   |  <b>Measures:</b> User benefits and organizational value   |
|  <b>Success defined by:</b> Technical functionality |  <b>Success defined by:</b> Real-world impact and adoption |
|  <b>Primary focus:</b> What the system can do       |  <b>Primary focus:</b> What users can achieve              |
|  <b>Requirements from:</b> Technical specifications |  <b>Requirements from:</b> User workflows and pain points  |

### **The Impact Design Mindset**

#### **Fundamental Questions Framework:**

- 🤔 Essential Questions for Every EO Solution
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## 🎯 Practical Impact Design Methods

### 🔍 User Impact Analysis Techniques

#### Impact Mapping Exercise:

- 📈 Step-by-Step Impact Mapping Process
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#### 🛠️ Common Impact Design Challenges

### ⚠️ Typical Pitfalls and Solutions

#### Challenge Resolution Framework:

| Common Challenge       | Why This Happens  | Prevention Strategy  | Recovery Approach  |
|------------------------|---|--|--|
| 🔧 Feature Creep        | Building capabilities because we can, not because users need them | Regular user validation of feature priorities                | Feature audit against user value; remove unused features     |
| 📊 Weak Success Metrics | Focusing on system performance rather than user outcomes          | Define user success criteria before technical requirements   | Redesign metrics around user value and organizational impact |
| 👥 Poor User Adoption   | Insufficient understanding of user context and workflows          | Deep user research and workflow integration planning         | User experience redesign focused on workflow fit             |
| ⌚ Delayed Impact       | Expecting immediate results from complex behavioral changes       | Realistic timeline with leading indicators and milestones    | Accelerate quick wins while maintaining long-term focus      |
| 💰 Unclear ROI          | Vague benefit definitions and poor baseline measurement           | Establish clear baselines and quantified benefit projections | Implement comprehensive impact measurement and validation    |

#### Red Flags Warning System:

- 💡 Early Warning Signs of Impact Problems
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### 📚 Self-Assessment and Action Planning

### 📋 Impact Design Readiness Assessment

#### Personal/Team Readiness Checklist:

- ✅ Impact Design Knowledge and Skills Assessment

## Integration with Other Tools

### Tool Integration Matrix:

| Integration Type  | Tool   | Information Exchange  |
|---|--|---|
|  Builds Foundation For |  Needs Assessment Tool                | Impact-oriented approach to understanding user requirements |
|  Builds Foundation For |  Monitoring, Impact and Learning Plan | Fundamental impact concepts for comprehensive planning      |
|  Builds Foundation For |  Indicator Development Guidance       | Understanding of impact types and measurement approaches    |
|  Enables               |  Impact Story Collection Templates    | Framework for identifying and documenting meaningful impact |
|  Enables               |  Economic Impact Assessment Guide     | Conceptual foundation for understanding and measuring value |
|  Informs               |  Requirements Definition Canvas       | User-centered, impact-focused requirements approach         |

### Learning Pathway Integration:

| Before This Tool   | After This Tool  | Advanced Follow-up  |
|--|--|---|
|  Basic EO knowledge |  Impact design fundamentals |  Advanced impact measurement |
|  Technical focus    |  User-centered approach     |  Economic impact analysis    |
|  Feature planning   |  Outcome-oriented design    |  Adaptive management         |

### Application Context:

| Project Phase  | How to Apply This Guide                 | Expected Outcomes                 |
|--|---|-----------------------------------|
|  Project Initiation       | Foundation for impact-oriented planning | Clear user value focus from start |
|  Team Formation           | Shared language and approach            | Aligned team understanding        |
|  Requirements Development | User-centered requirements approach     | Impact-focused solution design    |
|  Process Improvement      | Audit and enhance existing approaches   | Stronger impact orientation       |

## Source Attribution

#### **Primary Sources:**

- **Solution Co-Development Toolkit Narrative** - User-centered design principles and impact-focused development approaches for Earth observation solutions
- **NSITE Solution Project Requirements and Expectations** - Impact measurement and user value requirements for EO solution projects

#### **Supporting Sources:**

- **SERVIR Service Design Tool 2021** - Service impact design and user outcome measurement methodologies
- **MSFC Coordination on Solutions Co-Development Toolkit** - Multi-stakeholder impact design coordination and implementation approaches

#### **Methodology Foundation:**

- Theory of Change and Logic Model frameworks from program evaluation and development practice
- User-centered design principles from human-computer interaction and design thinking literature
- Impact measurement methodologies from social innovation and technology evaluation research
- Lean startup and agile development approaches adapted for public sector and research contexts
- Behavioral change and adoption theory from organizational psychology and change management literature

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## **Community Discussion**

#### **Share your impact design experience:**

- What impact design concepts have been most transformative for your EO solution work?
- How do you balance technical capabilities with user-centered impact focus in your projects?
- What early indicators have been most predictive of long-term solution success and impact?
- How do you maintain impact focus throughout long development cycles and technical challenges?

#### **Tool improvements:**

- What additional impact design concepts would be valuable for Earth observation contexts?
- How do you adapt impact design approaches for different organizational cultures and contexts?
- What examples or case studies would make these concepts more concrete and actionable?