Initial Ideas for Sustainable Design Projects

Shanti

Create a set of two card decks one for a scenario and one for values.

Participants would have to ideate around how to create a product that would meet these needs. And be clear about the different steps that would make it possible.

David

Create a game where teams of players explore sustainability through collective storytelling.

Teams would have challenges introduced at different points of their journey toward launching a sustainability project.

They would have to set team priorities and use resources properly.

Laurimar

Round robin telephone game where a group of people would create a new service or solve a problem.

Sustainable constraints would be introduced at different points of the story telling.

Ideally, group would see how and when sustainable mentality can help during a project design.

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# Initial Sketches : card game with persona cards

PERSONA: Everyone has a character whom motivates their actions and story throughout the game.

ARTIFACT: A situation or a scenario that motivates the story.

VALUE: A value card is added to introduce an ethical or sustainable angle that must be considered.

WILD: Possible random twist

LOCATION: Characters learn more about how to solve the situation if they go to different locations on a board?

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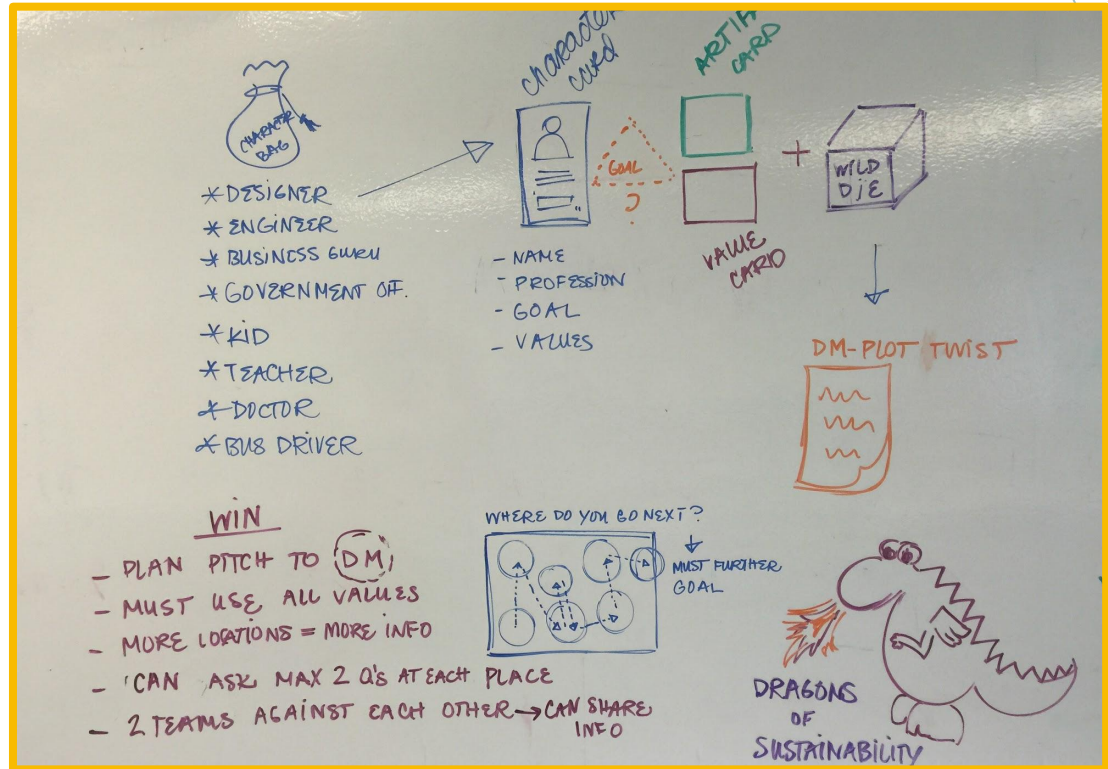
First Iteration : board game

Board Game Strategy

1. Personas have a sustainability angle that determines how they win the game.
2. Each phase has different pieces of the design process that you must roll a die to see what you get. (ie. how many team members, and how long do you have?)
3. As you advance you learn more about the project.
4. At the end you reach a stakeholder that you have to pitch to with everything that you have learned.
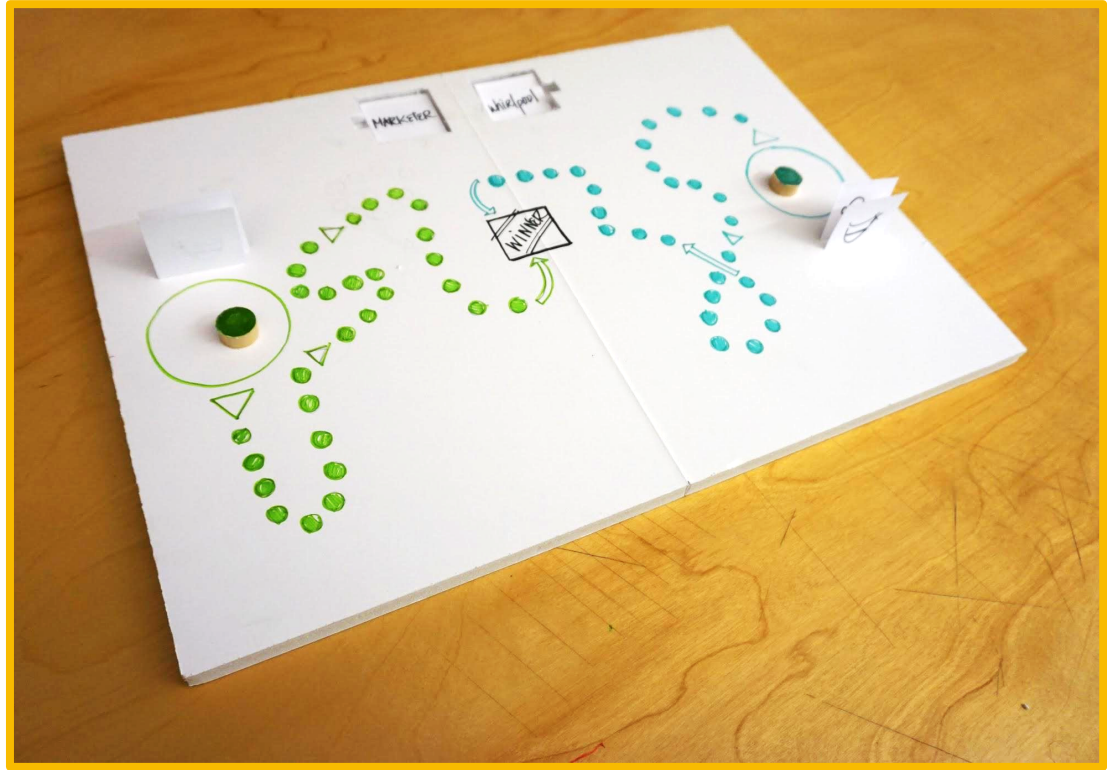

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Second Iteration : board game
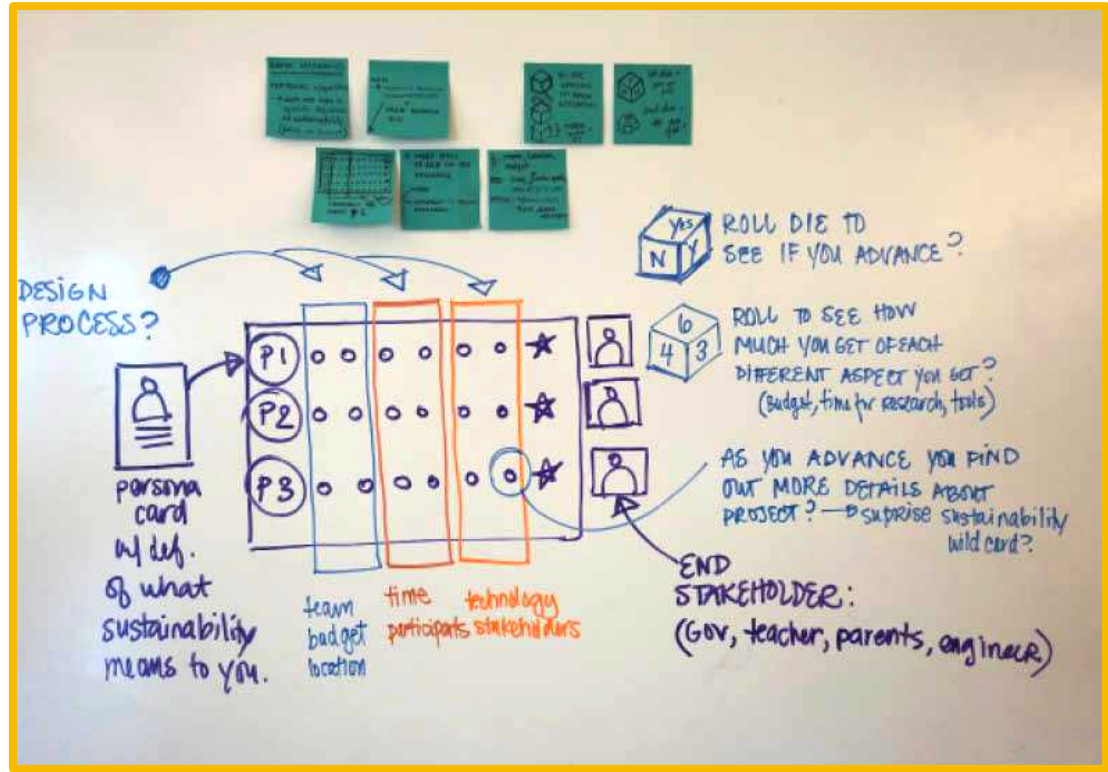
Goal is to work together, think critically, and quickly.
Realizing that sustainability needs to be adaptable to speak to different types of people.

Revised Game Strategy

1. You receive a card with a client and a project
2. Select a stakeholder
3. Role for mode of delivery
4. Each team takes turns thinking through how to pitch
5. Each team performs for the other
6. Opposing team votes whether they believe it was convincing.
7. You advance the number of paces your die lands on

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Sustanability

act, sing, or sketch your pitch

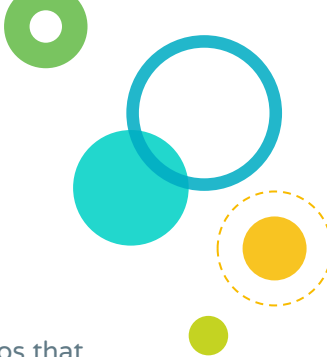David Pierce . Shanti Mathews . Laurimar Garcia | Ethics in Design . F2015

Instructions for use

Form two teams and get ready to think and play through different scenarios that mimic real world decisions that designers have to make everyday.

GOAL

Convince the opposing team that your method and strategy are appropriate and gain points to further your token on the game board. The first to reach the middle (30 paces) you win!

HOW TO PLAY

1. Thumb wrestle for first round
2. Choose a client and proposed project
3. Choose a stakeholder from the pile to pitch to.
4. Role to find out the method for delivery
5. 5 minutes to plan with team
6. 2 minutes to convince the opposing team
7. Opposing team votes yes or no
8. If yes, role dice to see how many paces
9. If no, your turn is over
10. Round is over!

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Game feedback

1. It is too long to complete with its current gameplay. It should use preparation time more efficiently.
2. The dialogue didn't occur as hoped. To help the judging team get into their roles, the game master should give them some objections to start with. Then they can raise objections to the first pitch and the pitch team can respond.
3. The methods of delivery make the game lively, but some methods don't fit some stakeholder groups. ie. rapping to the elderly

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Sustan...**RAP**...ability

SKETCH

CITY OF CHICAGO

THE CHICAGO TRANSIT AUTHORITY IS CAMPAIGNING TO BUILD A BUS RAPID TRANSIT ALONG ASHLAND AVENUE. THIS SYSTEM WOULD CONNECT CHICAGO'S WEST SIDE NEIGHBORHOODS TO EACH OTHER AND TO OTHER AREAS OF THE CITY THRU MULTIPLE TRAIN LINES. OVER 230,000 PEOPLE LIVE WITHIN HALF A MILE OF ASHLAND AND 1/4 OF THEM DO NOT HAVE A CAR. CONSTRUCTION WOULD TAKE SEVERAL YEARS, DISRUPTING BUSINESSES AND CAR TRAVEL, WHILE COSTING LOTS OF TAX-PAYER-DOLLARS — OF WHICH THE CITY IS VERY SHORT.

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