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Designing for Civil Society

Albert S. Kochaphum
Week 6 | May 4th, 2021

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week 6 lecture

 Start presenting to display the poll results on this slide.

Today's Agenda

Logistics

Visiting Voice

Lecture

Group Exercise



Logistics

- **Group check-in** between this week and week 7
 - Focusing on how your **mapplication** will function
 - Sign-up here:
 - <https://docs.google.com/spreadsheets/d/1B5QTtB3iDFuOXT3z6kv1Dwr1eNku9AeVAHF55YEZXFfs/edit#gid=0>
 - Make appointment on Calendly:
 - <https://calendly.com/albertkun/office-hours>
- **Policy update:** Late Assignments only up until 1 week!!!

Agenda

Option A

- Group exercise (longer) + group time

Option B

- Ethical design lecture + group exercise (shorter)

Note: Thursday's Lab will end up being shorter with option B

Week 5 ALwards

Next up:

Visiting Voice



Slido Q&A for Questions

We will choose top 5 upvoted questions!

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Visiting Voice: Yoh Kawano



[Yoh Kawano](#) is a research coordinator at UCLA's [Institute for Digital Research and Technology](#). His community empowerment is on narratives in Japan's Fukushima prefecture following the 2011 Tsunami.



Audience Q&A Session

 Start presenting to display the audience questions on this slide.

Theme of the week

How do we practice ethical design in our projects and web maps?

Theme of the week

Going from **ethical theory** to **practice**

Hold up.. Here we go again:

Where is this?



S.F. billionaire funds controversial plan to create surveillance camera network in Castro



Steve Rubenstein

May 2, 2021 5:11 p.m.




Additional security cameras could be installed in the Castro district as part of a controversial crime-fighting proposal.

Yalonda M. James / The Chronicle 2020

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Thoughts about the Castro privacy invasion due to money influence?

 Start presenting to display the poll results on this slide.

Lecture Time!

Designing for Social Change

Concepts to learn today



UI/UX Design



Human-Centered Design



Bridge of Ethics for Web Design



Design Justice

UI/UX

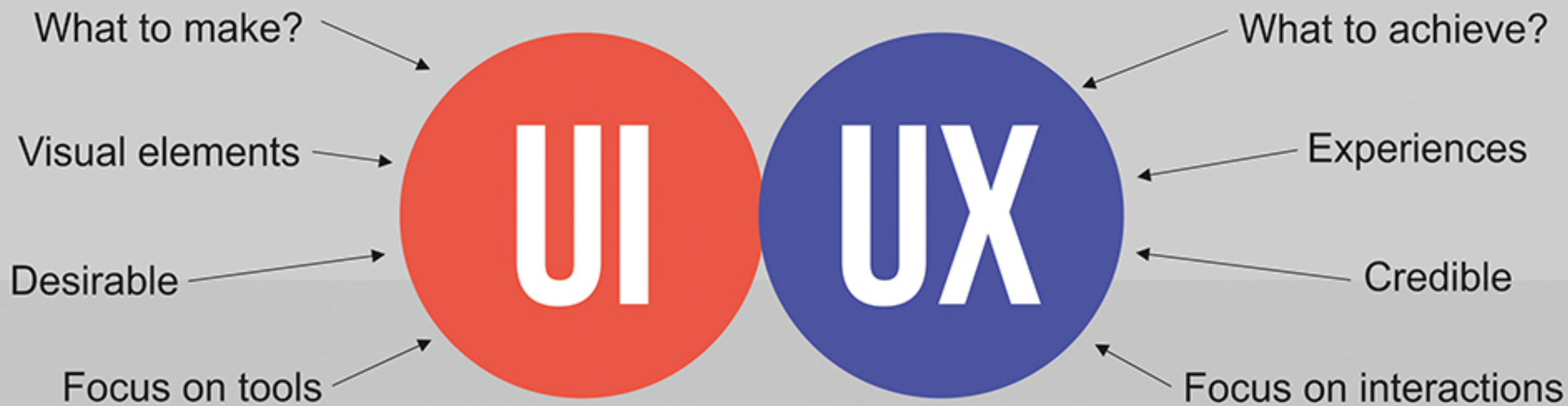
User Interfaces/User Experience

User Interface (UI) is the tool

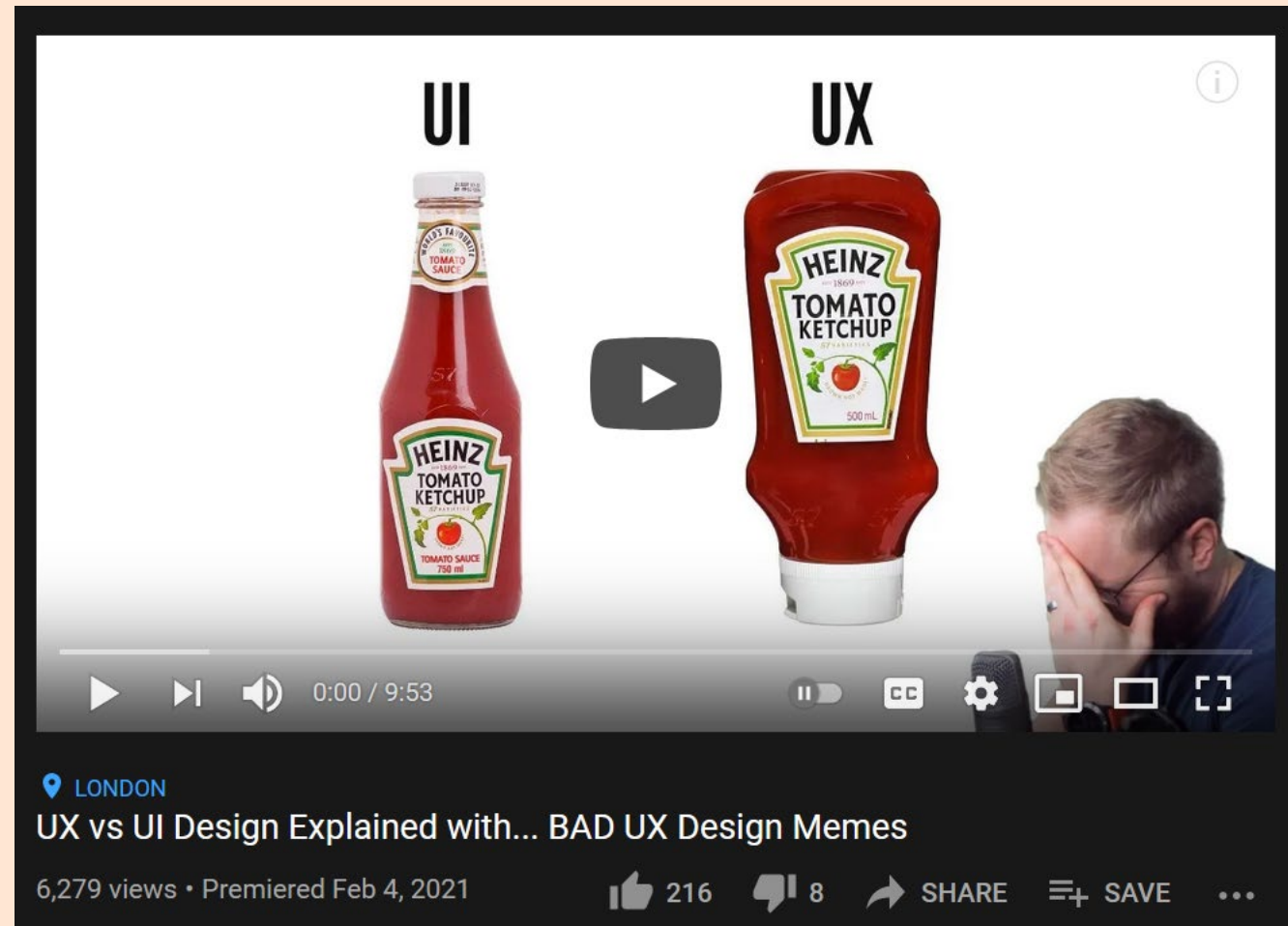
User Experience (UX) is how the tool is used



What is the difference?



Want to learn more about the differences?



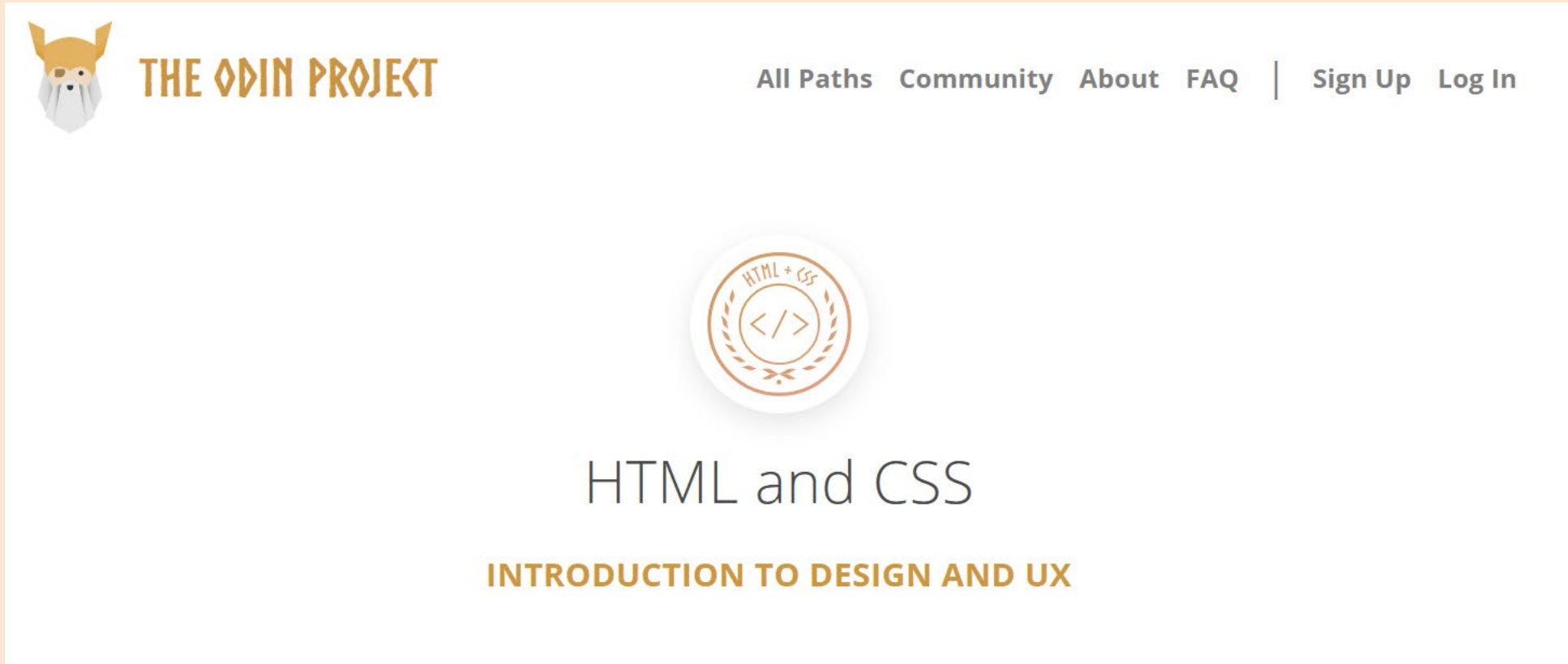
<https://www.youtube.com/watch?v=6chQ6JZpvTQ>

Why are we discussing this now?

Web Development and Design



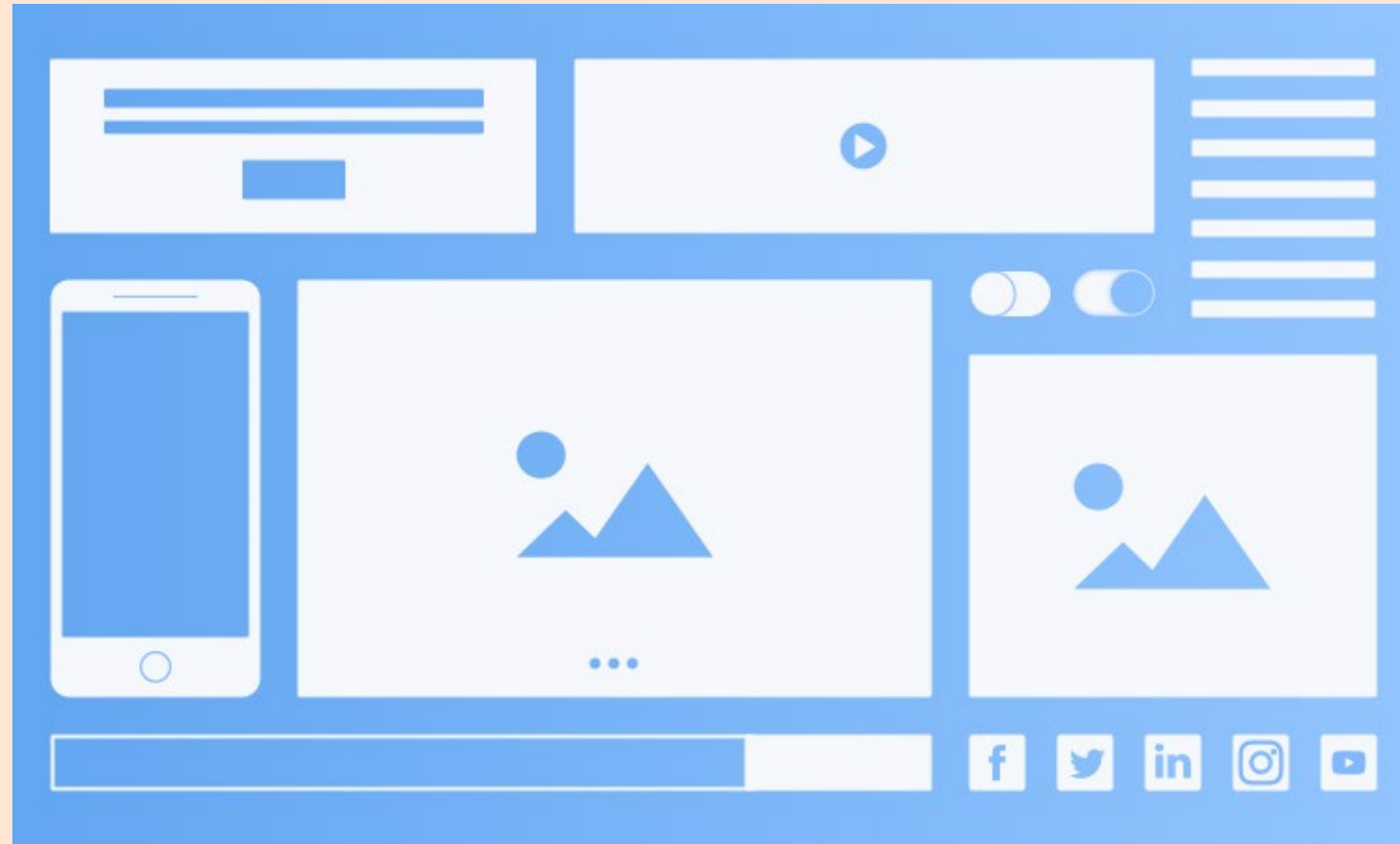
Want to learn more?



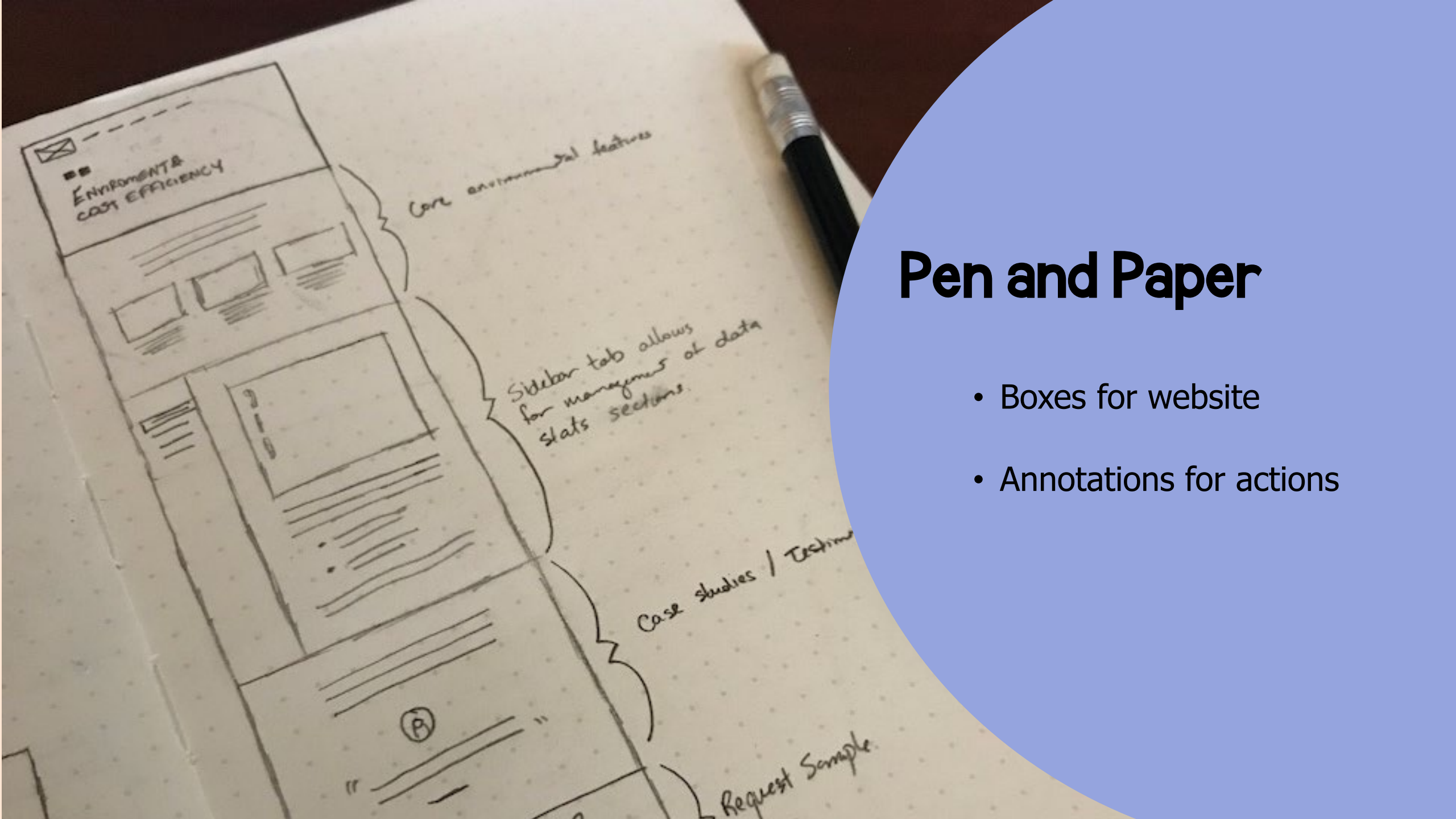
<https://www.theodinproject.com/paths/full-stack-javascript/courses/html-and-css/lessons/introduction-to-design-and-ux>

Wireframes

What is a wireframe?



A rough draft of what you will be creating

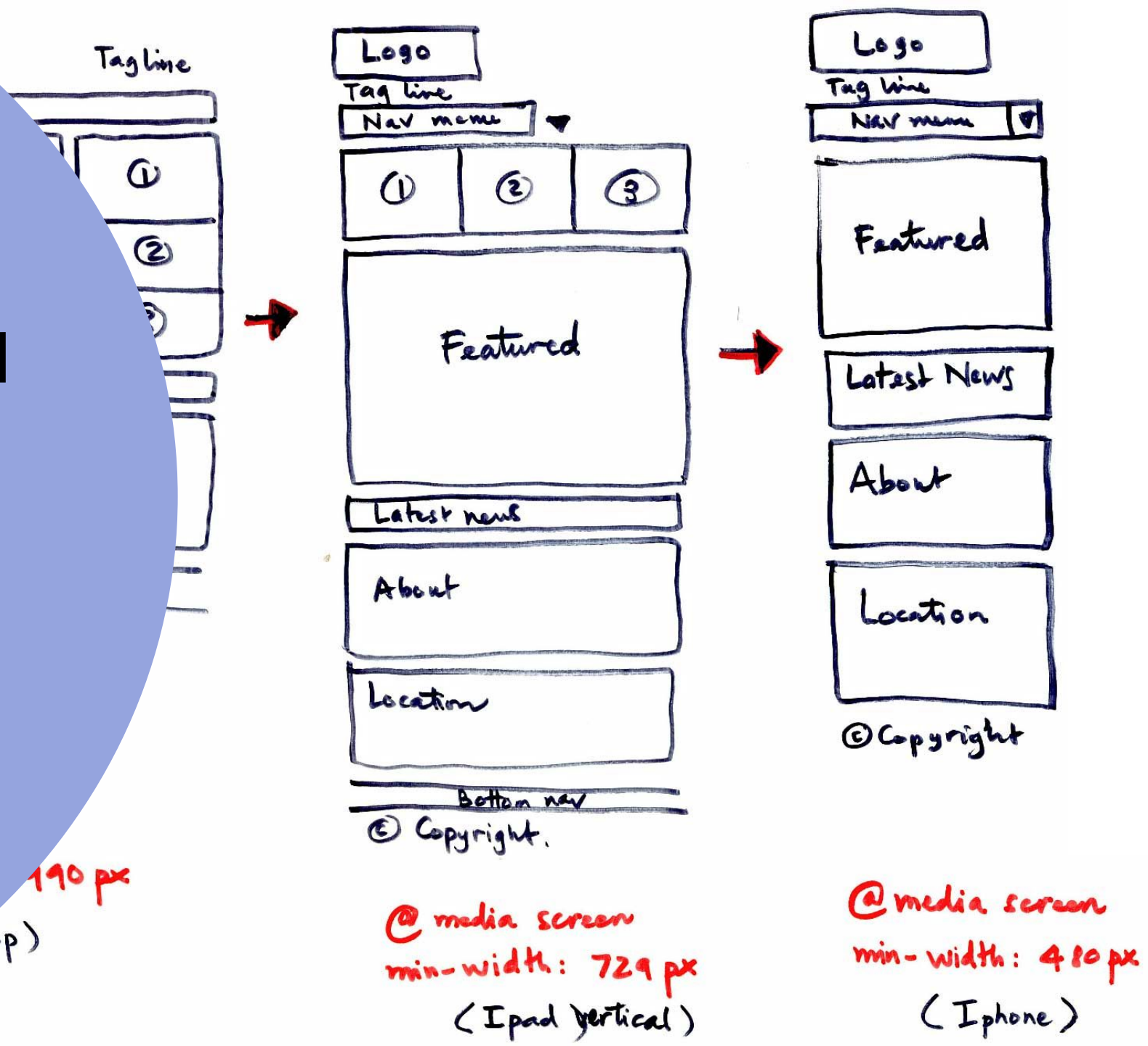


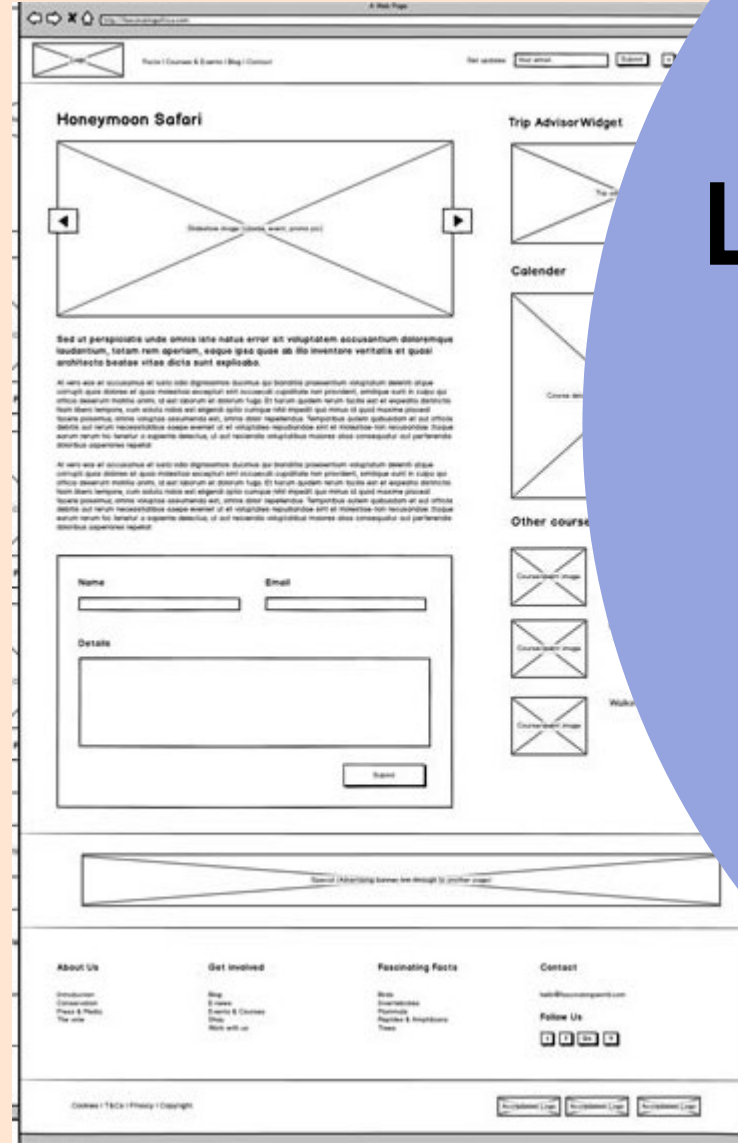
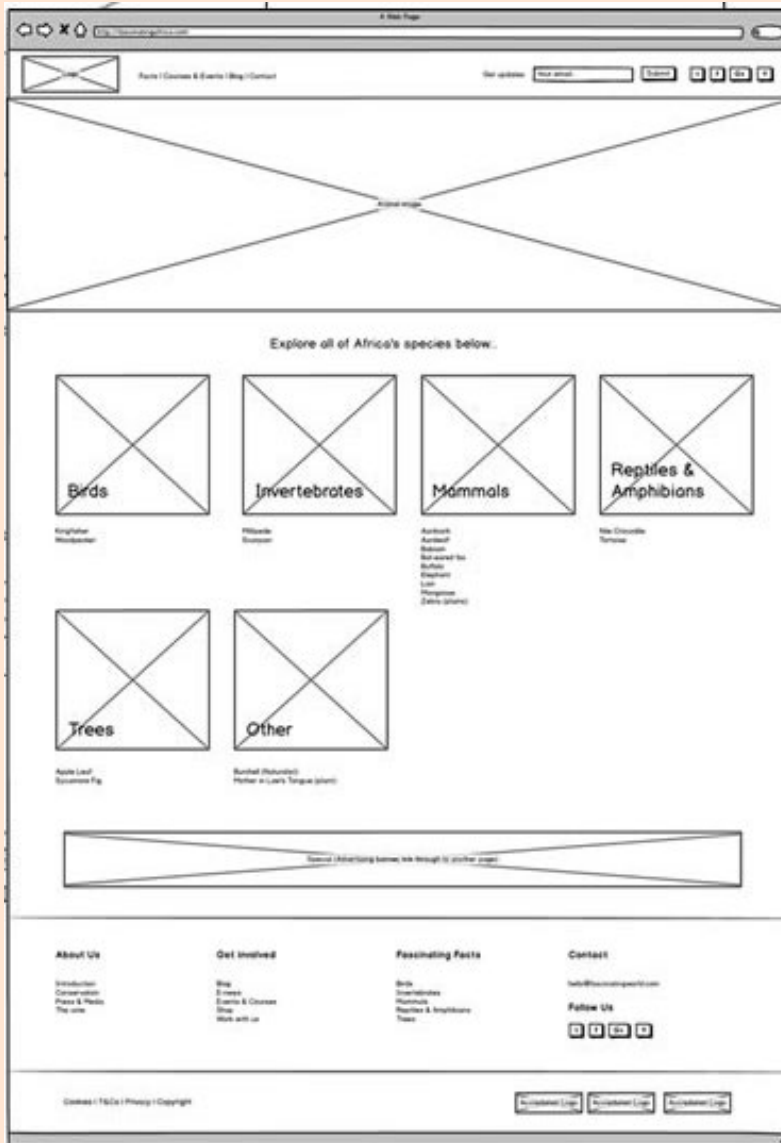
Pen and Paper

- Boxes for website
- Annotations for actions

Digital Pen / Whiteboard

- More free form
- Multiple iterations





Low fidelity

- Boxes for content
- Placeholder text

High-fidelity

- Actual text planned for website
- Proper image-sizing

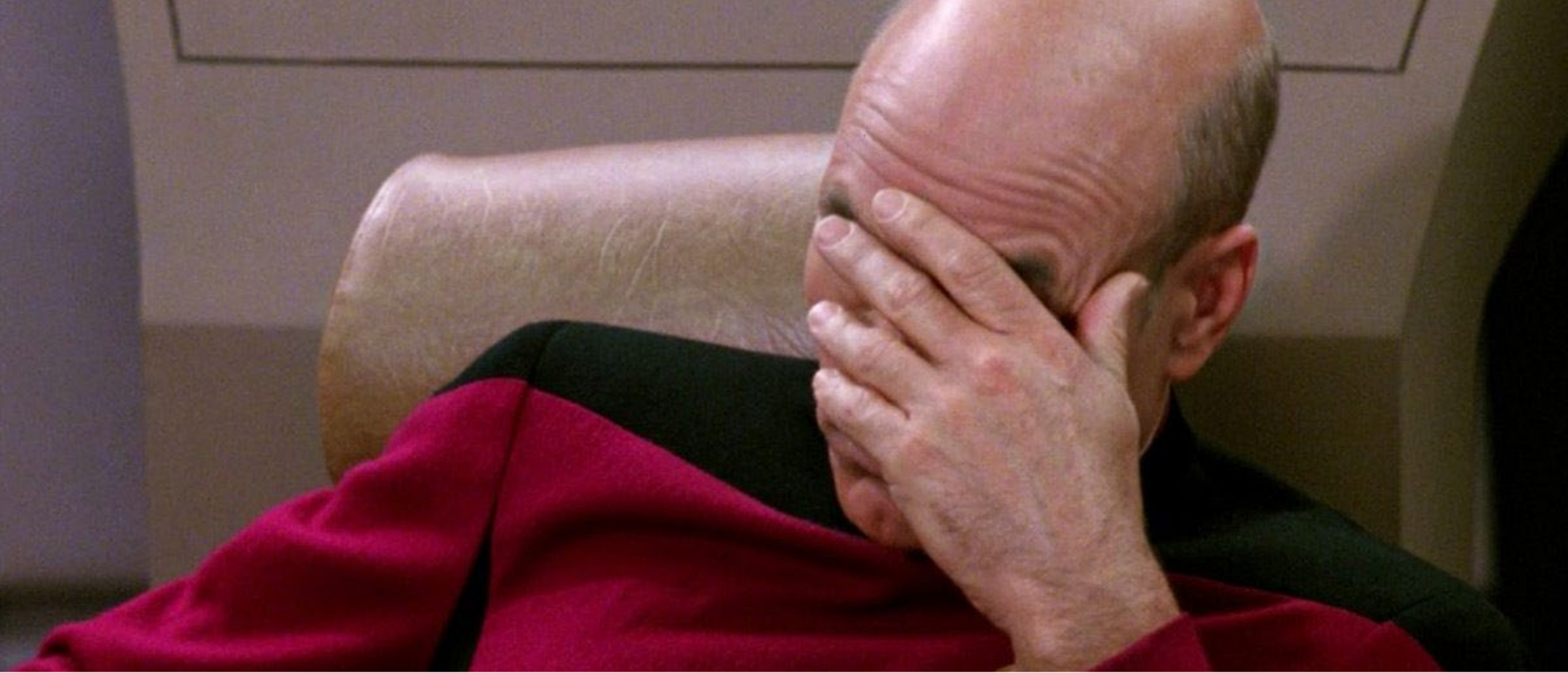


Borryoh'd examples from Yoh Kawano

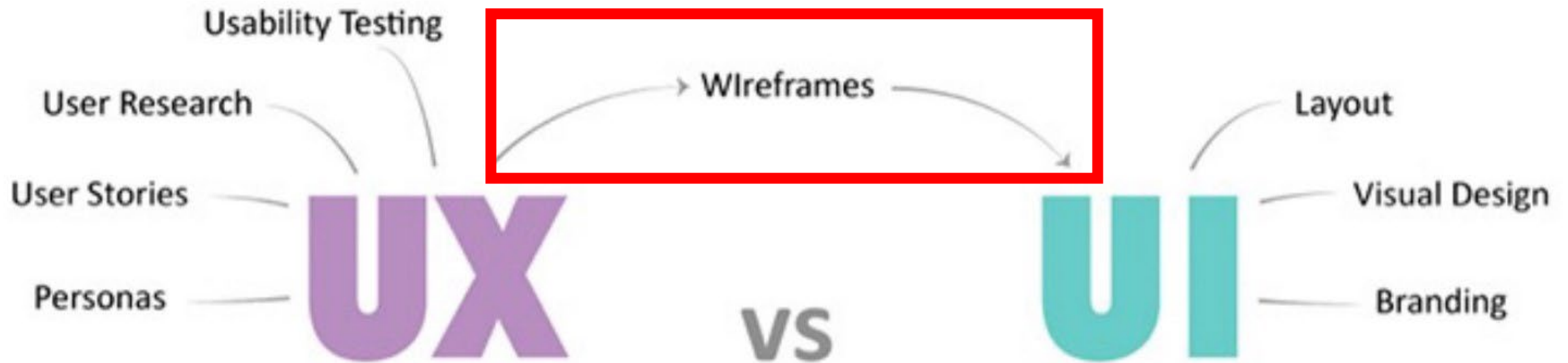
https://docs.google.com/presentation/d/1famiX2lWNtsAk-o3_S48Ka7bImBAvRq3UXBKlIDwMvw/edit#slide=id.p

(also found in Group Assignment #4)

Why Wireframes?



More like... U-why-reframes.

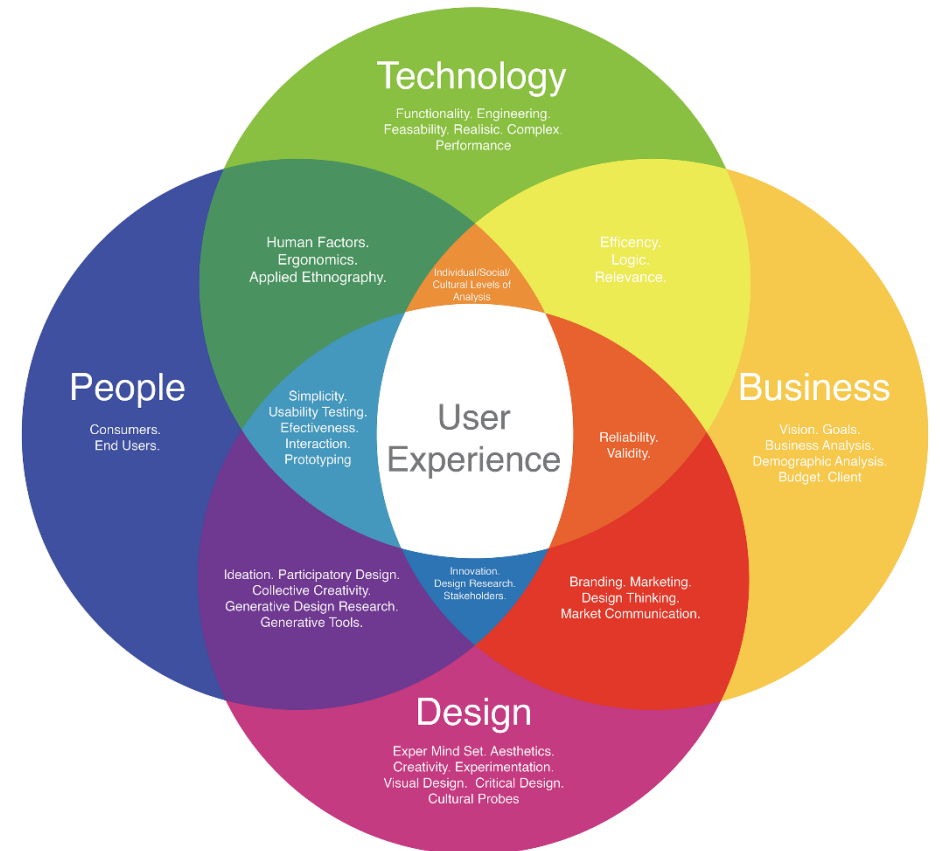


They connect User Experience to User Interface

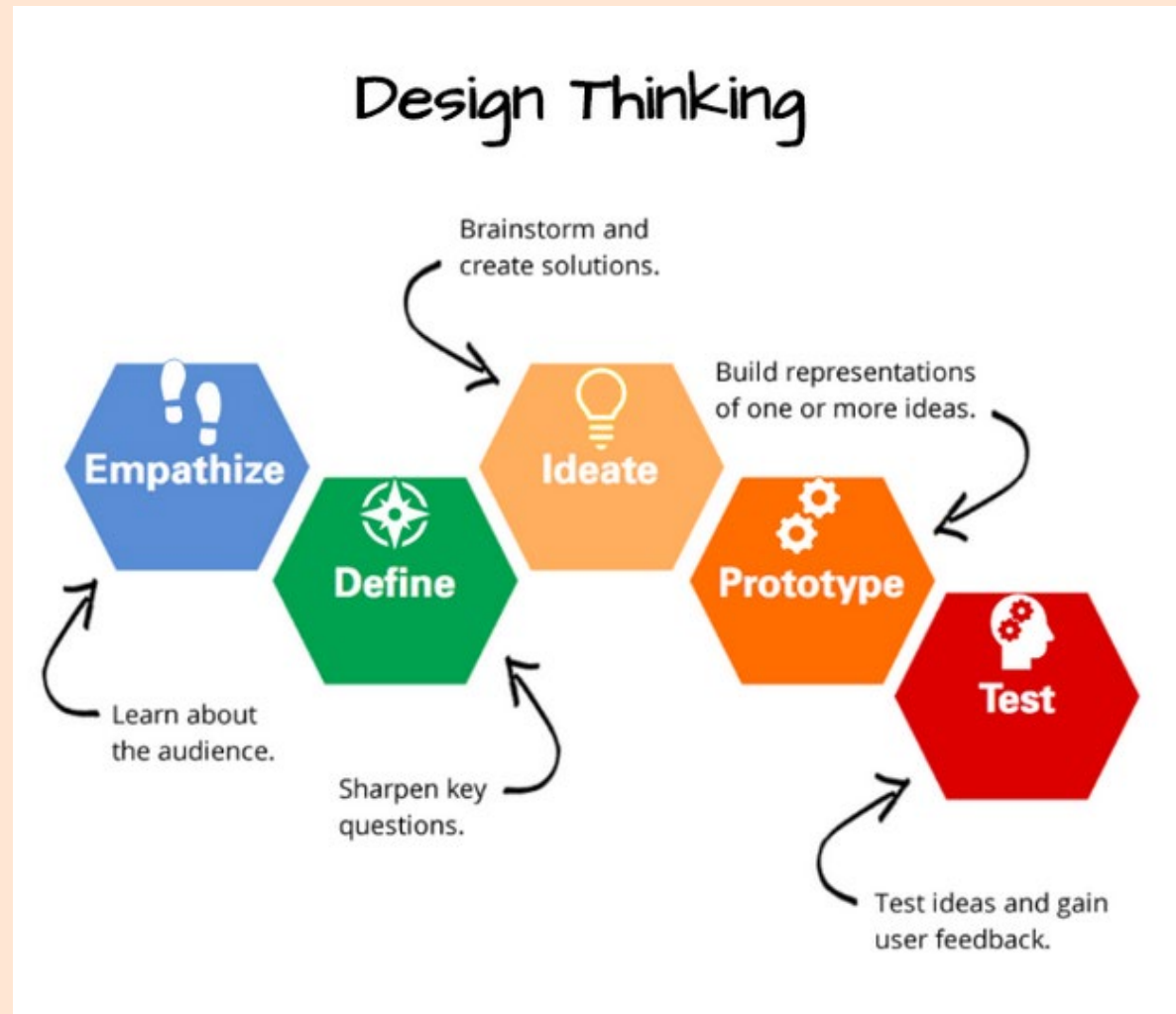
**Also... makes sure you have an idea
of what you are doing before you
(git) commit to doing it.**

Human Centered Design

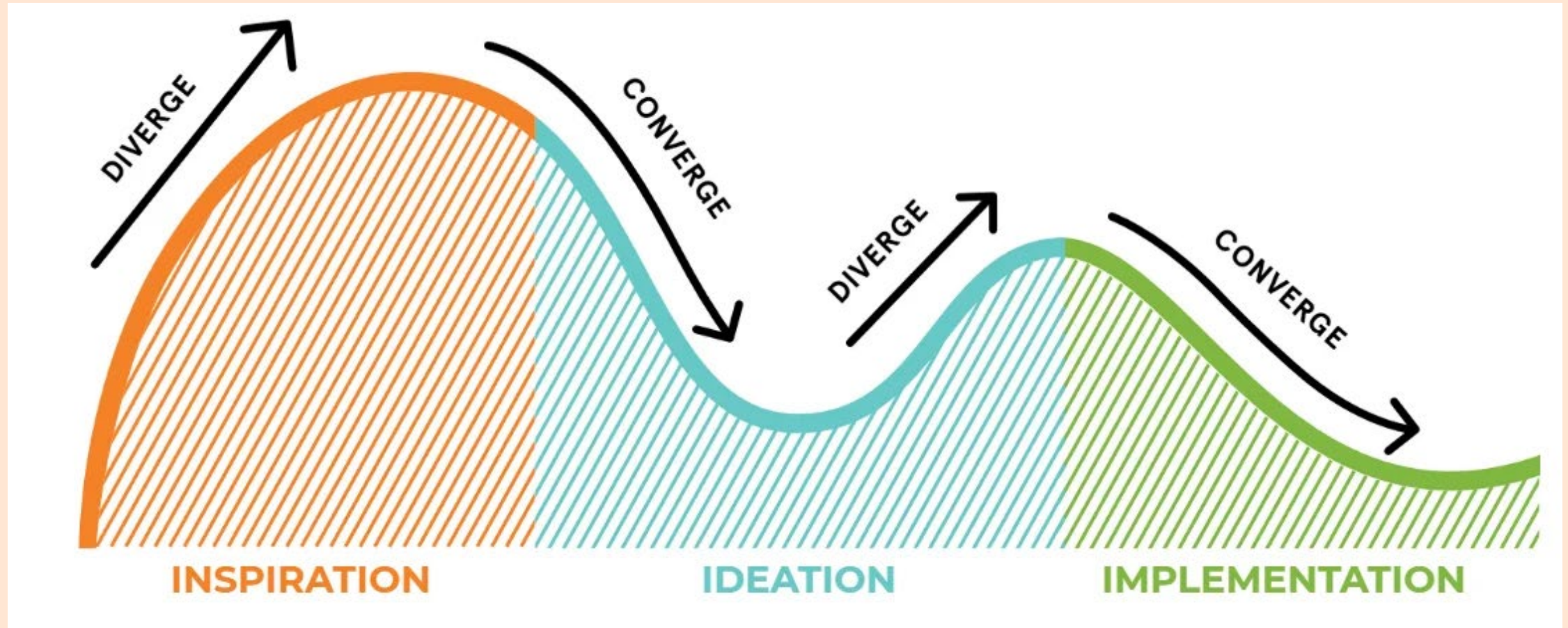
Human Centered Design



What is regular design?



What is human centered design?



Ensure that the products are relevant and beneficial— in the long run — for the people they are intended to serve

Learn more here

Designing for access

IDEO.org is a nonprofit design studio.

We design products and services alongside organizations that are committed to creating a more just and inclusive world.

<https://www.ideo.org/>

A man in a tuxedo and bow tie stands behind a dark podium. On the podium are a bottle of water, a glass, and a white rotary telephone. The background is dark and out of focus.

And now for something completely different

Reminder about ethics



No right answer!!!



But... personally, I agree with Socrates:

“The unexamined life is not worth living.” i.e. Keep asking questions!

My Thinking Cap

Personally, I believe that **technology** and **society** are **holistic** and **cannot** be reduced to either **technological determinism** or **social determinism**.

We should constantly evaluate how **society** and **technology** are **connected** and need to affect each other in a balanced way.

Right now, it is imbalanced, so we have **social** issues we need to address.

Let's **Link** **ethics** and **action** together



Bridge of E-Idin-thics



Bridge of E-Idin-thics



C.A.

V.E.

D

C

Bridge of Ethics for Web Design

Evaluate a new idea



Evaluate an existing decision



Bridge of Ethics

Idea

**Capability
Approach**

Virtue Ethics

Deontology

**Consequential
-ism**

Result

Consequentialism

“The ends justify the means”

- What are the consequences of your decision?
- Do they improve the common good of those affected?

Deontology

“Every time you do something, do the thing every person should do in the same situation.”

- What norms and expectations are you establishing?
- Are you upholding your duties of care?

Virtue Ethics

“Are you living a good life true to yourself by doing this action?”

- What type of person do you become in the process?

Capability Approach

“What is the actual capability for a person to achieve their own well-being?”

- What world are you building for the end-user?
- What capabilities are you granting or enabling?

Utilitarianism

“Do the benefits outweigh the costs?”

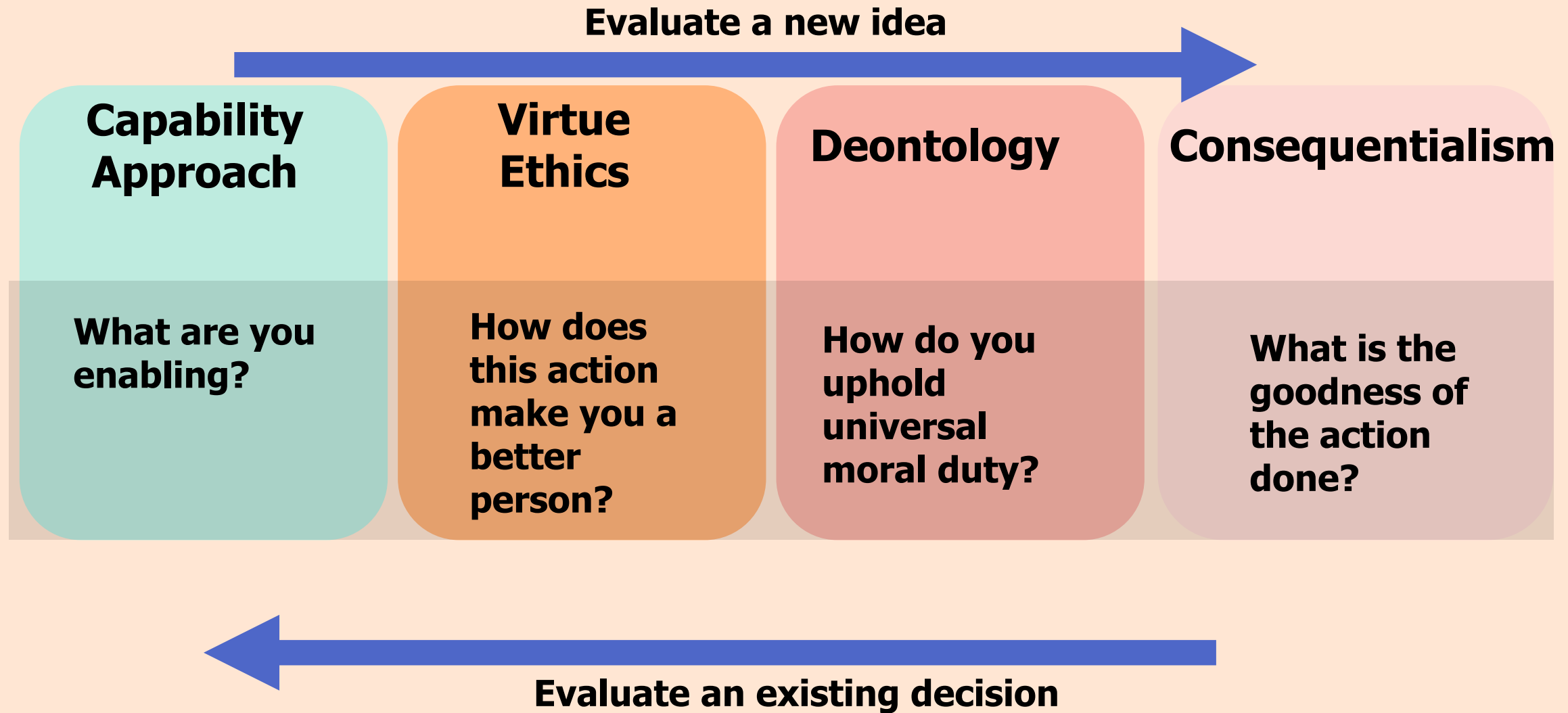


The diagram consists of two nested rectangles. The outer rectangle is dark blue and contains the word 'Consequentialism' at the bottom left. The inner rectangle is light blue and is centered within the outer one, containing the word 'Utilitarianism' in the center. This visualizes Utilitarianism as a specific form of Consequentialism.

Utilitarianism

Consequentialism

Summary:



Design Justice

DESIGN JUSTICE



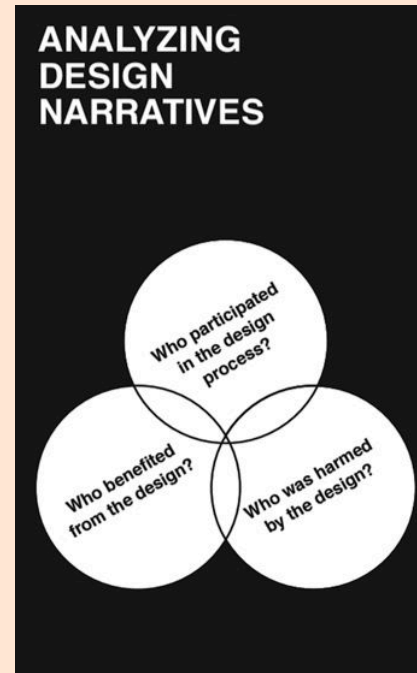
COMMUNITY-LED PRACTICES
TO BUILD THE WORLDS WE NEED

SASHA COSTANZA-CHOCK

What is Design Justice

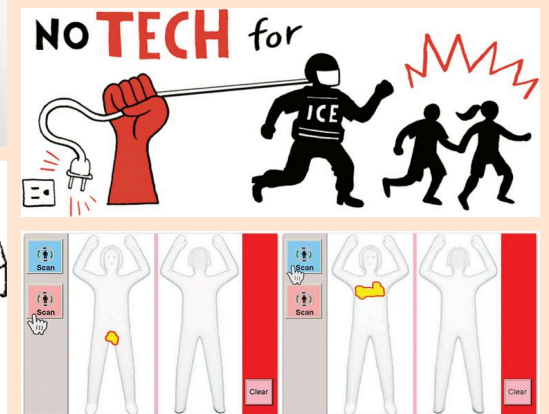
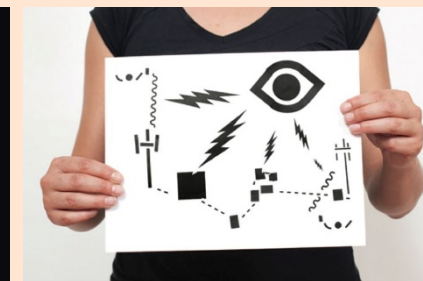
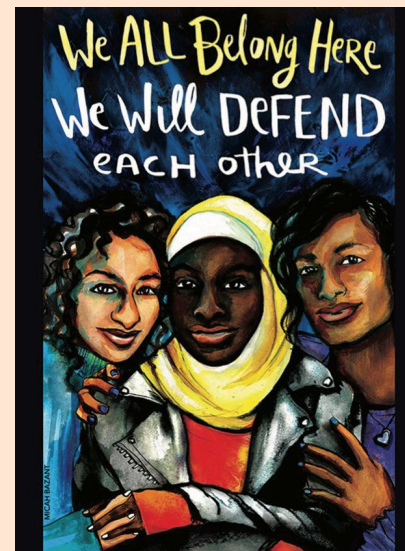
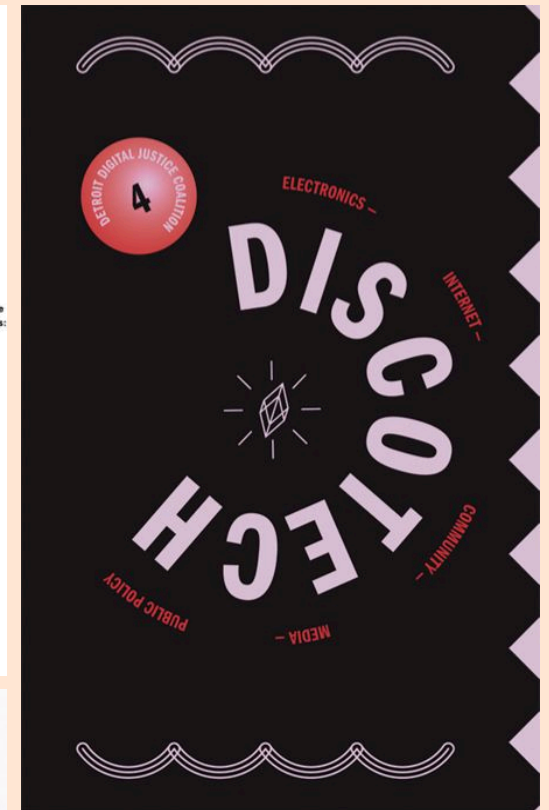
Design should be led by marginalized communities and that aims explicitly to challenge, rather than reproduce, structural inequalities

Design Justice



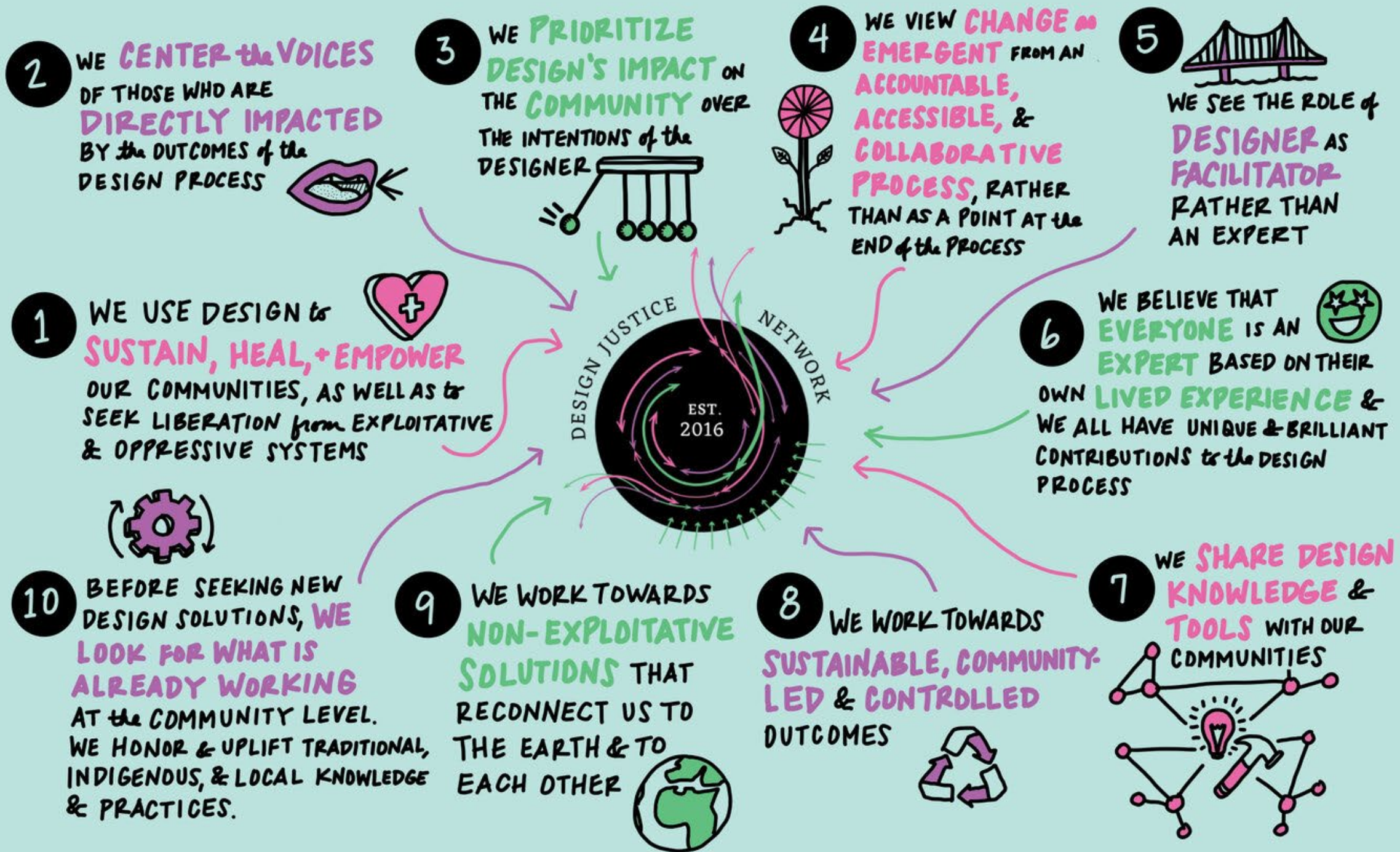
DESIGN JUSTICE WORKSHOP ACTIVITIES

1. In groups, look at three Detroit "design for change" stories:
a) DETROIT FUTURE CITY <https://vimeo.com/96930973>
b) SHINOLA <http://www.bloomberg.com/news/videos/b/05125438-2cf9-4784-a515-30549ee39d97>
c) EMPWR coat <http://www.empowermentplan.org>
2. Recorded the "characters" in the story in a Venn diagram to understand:
a) Who is involved in the design process?
b) Who is harmed?
c) Who benefits?
3. Look at the design process:
Define the problem
a) Research
b) Creative
c) Develop & produce
d) Deliver & distribute
e) Evaluate
4. Each group redesigned one part of the process by responding to these prompts:
a) Who should participate?
b) What are they motivated by?
c) What do they have to offer?
d) What methods could be used?
5. Individually or collaboratively, responded to these prompts:
a) Design justice is...
b) We do this by...



<https://design-justice.pubpub.org/pub/ev26fjji/release/1>

FRAMEWORK & PRINCIPLES



For more information



<https://designjustice.org/>

Group Exercise

Group Peer Review Exercise

1. Go to this Google Doc:

<https://docs.google.com/document/d/1QLzovR8mEavMx5PtCNhZv6SiVLeEpp6Jq8N00TxXnqc/edit#heading=h.kgjqegsc8c1b>

2. Find your group and open the linked Google Doc.

3. Take the survey's listed, and try to break their survey

4. Read the memo's objective

5. Provide feedback

Thinking Cap for the week:

**What do you think about design justice?
How might you apply it in your designs
going forward?**

Assignments

Due Thursday 5/6:

Lab Assignment #4

Group Assignment #4