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Designing for Civil Society

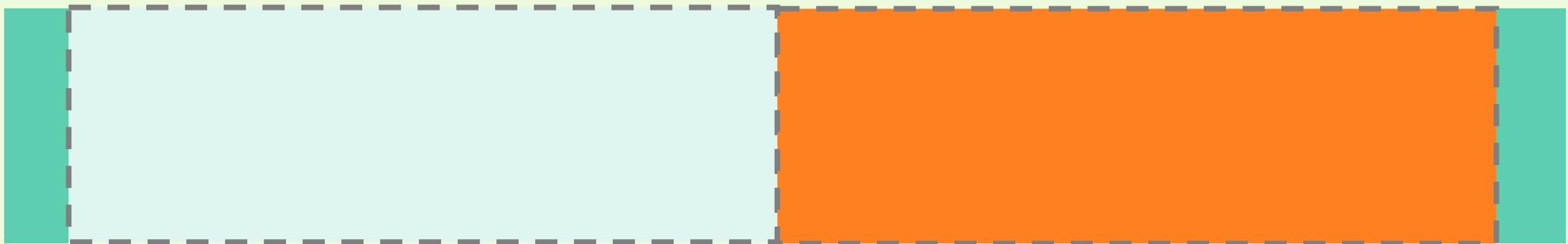
Albert S. Kochaphum
Week 6 | May 4th, 2022

Today's Agenda

Logistics

Visiting Voice

Lecture



Lab Assignment Feedback

- Meant to encourage/apply your own learning
- **Do not use the group survey**
 - Sure, you can have the similar idea/questions, but not the actual survey!!!
- Make sure everyone can take the survey
- Can have just 1-2 responses

Lab Assignment Feedback

You need permission

This form can only be viewed by users in the owner's organization.

Try contacting the owner of the form if you think this is a mistake. [Learn More.](#)

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Google Forms



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More than half way done... How are you feeling?

I just wanna graduate

more exams

mega tired

Dandy

good

okish

i'm.....functioning (on caffeine) ❤️

oh my god oh my god oh my god

still tired

tired

busy

not pushin p

idk how to code tbh



Were you OK with Monday's part lecture and part lab structure?

It was OK, could do it again if necessary

59%

It was good, no problem

35%

No! Juggling lecture and lab was too much!

6%

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What do you want to do today after visiting voice?

Lecture



47%

Either is fine



29%

Group Time



24%



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Could the group assignment feedback be improved?

Nah, it was good!

59%

More time between revisions

35%

Make it shorter

6%

Timeliness

0%



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Final in Math Sciences?

Yes



Not there on finals day



No



Visiting Voice

A long time ago in a (UCLA building) not too far away

Save us from non-people focused group projects...



You are our only hope Yohda Kawanobi



YOH(DA) KAWANO



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.

Lecture time!

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

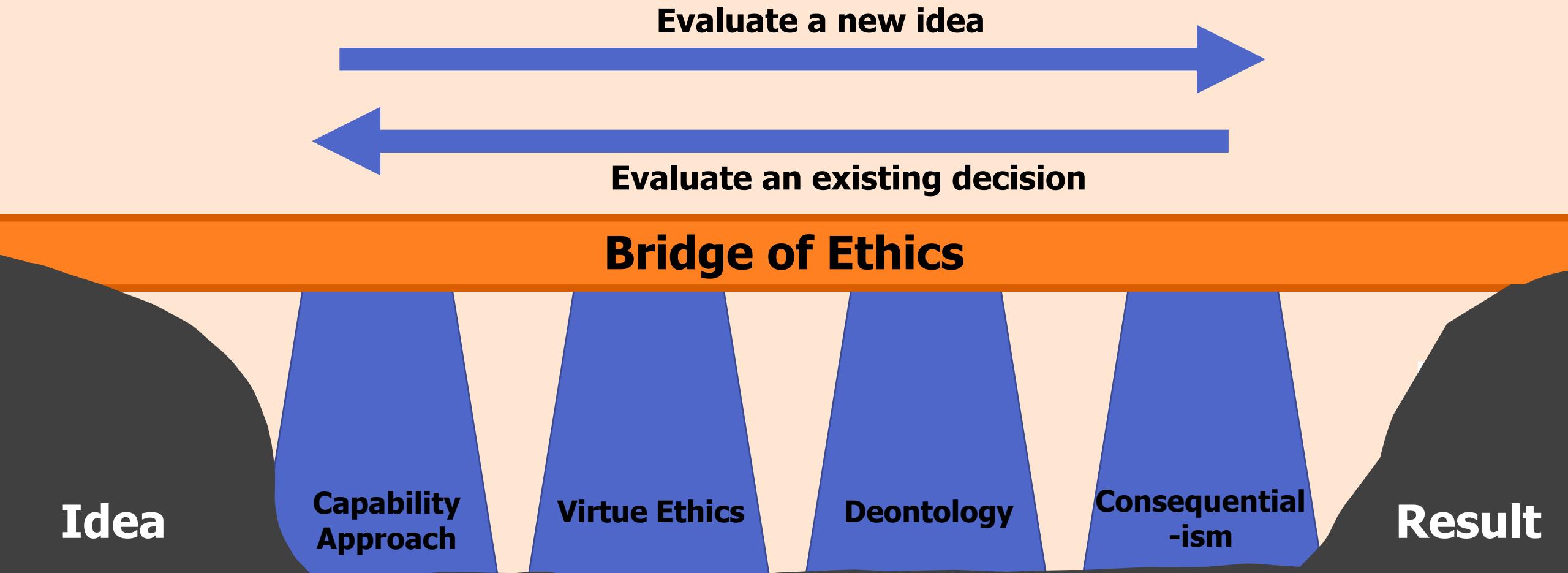
C.A.

V.E.

D

C

Bridge of Ethics for Web Design



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?

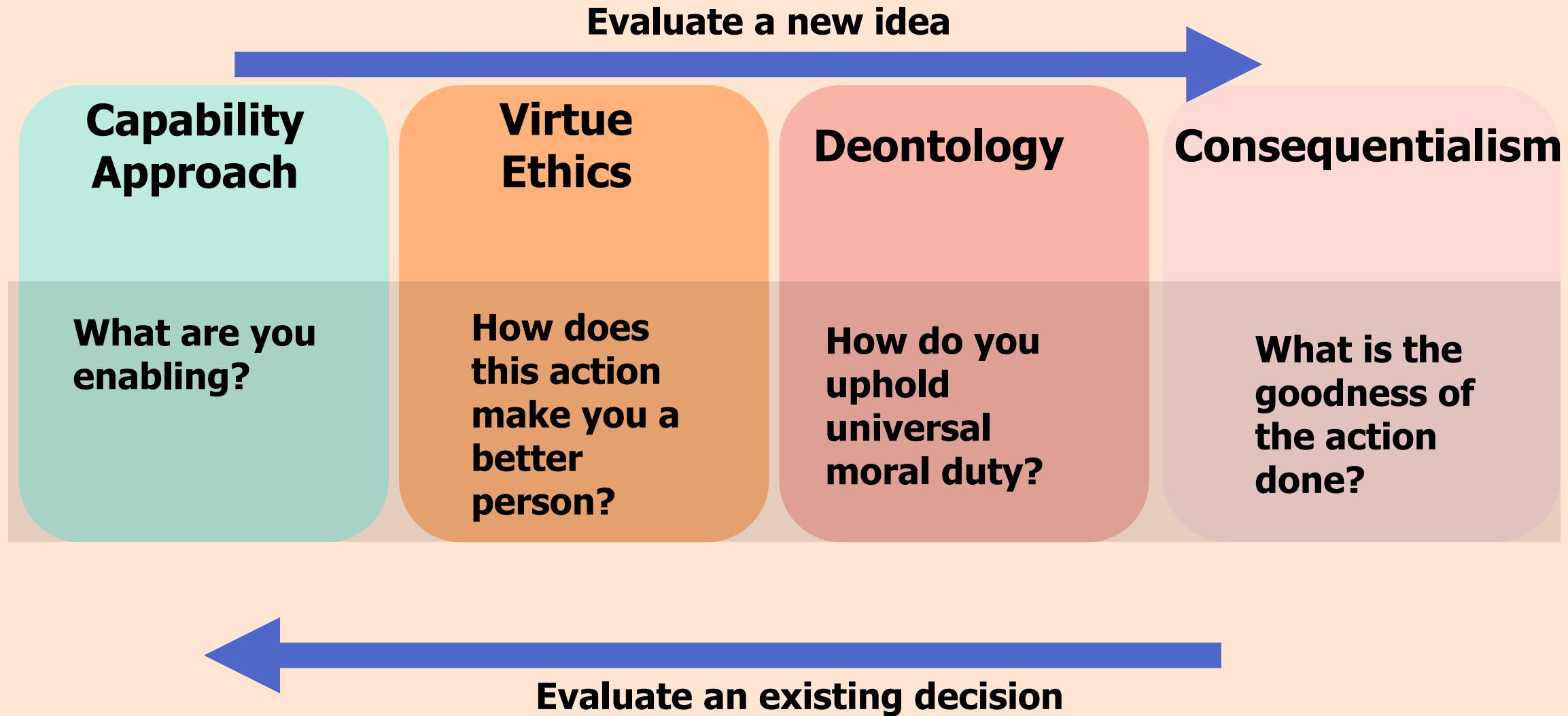
Utilitarianism

“Do the benefits outweigh the costs?”

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**

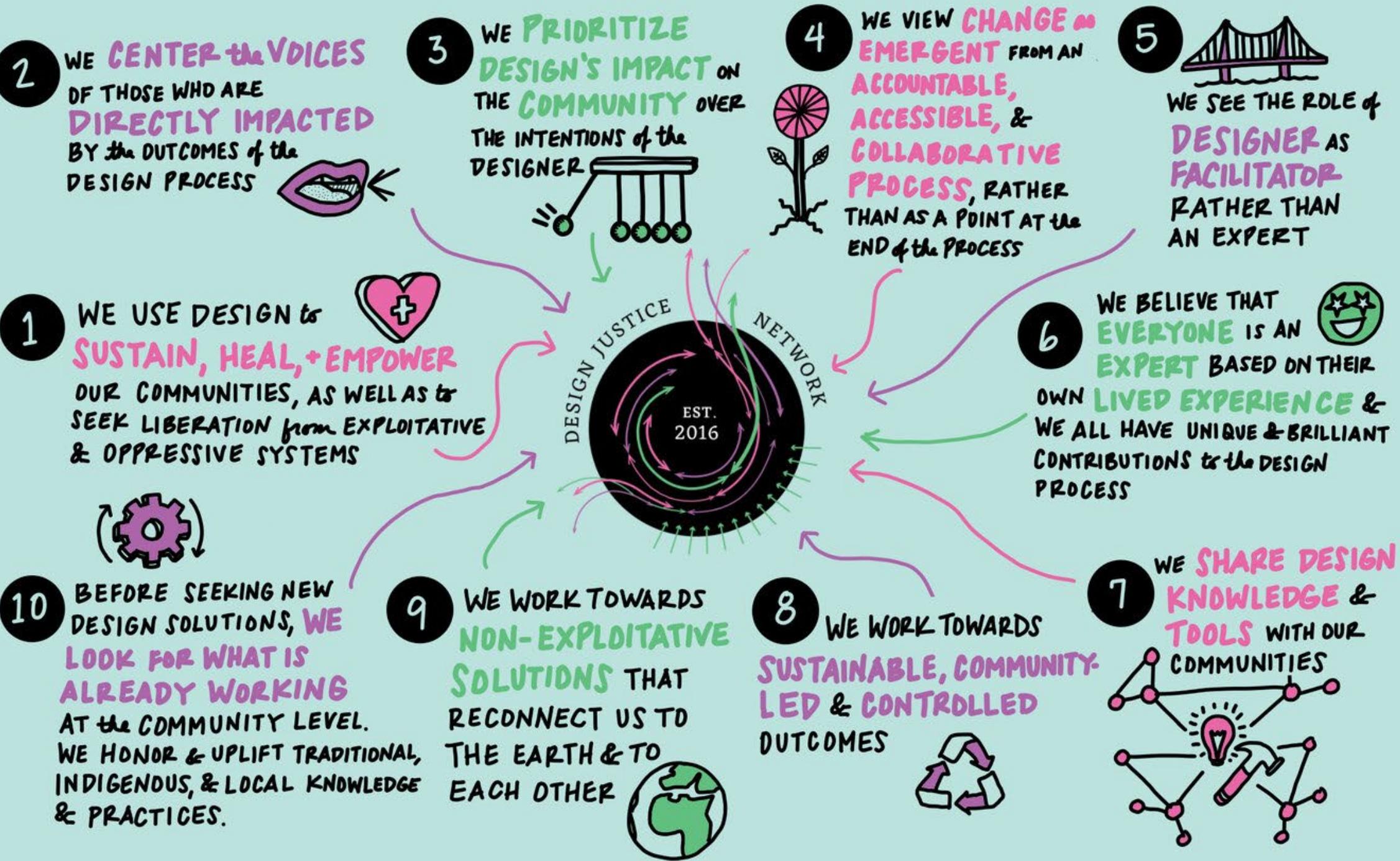
Design Justice

The collage consists of five distinct panels:

- ANALYZING DESIGN NARRATIVES:** A Venn diagram with three overlapping circles. The top circle contains the text "Who participated in the design process?". The bottom-left circle contains "Who benefited from the design?". The bottom-right circle contains "Who was harmed by the design?".
- DESIGN JUSTICE WORKSHOP ACTIVITIES:** A black box containing a white diagonal banner with the text "DESIGN JUSTICE WORKSHOP ACTIVITIES". Below the banner is a numbered list of 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/0/91525438-2cf9-4784-a515-3054ee39d97>
 - 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...
- DISCO TECH:** A graphic poster with the word "DISCOTECH" in large, stylized, purple letters. The poster features various icons and text labels: "ELECTRONICS", "INTERNET", "COMMUNITY", "MEDIA", "PUBLIC POLICY", and "DETROIT DIGITAL JUSTICE COALITION". A red circular badge in the top left corner contains the number "4".
- We ALL Belong Here We Will DEFEND each other:** An illustration of three diverse women smiling. The woman in the center wears a yellow hijab. The text above them reads "We ALL Belong Here We Will DEFEND each other".
- NO TECH for ICE:** A political cartoon. On the left, a red fist holds a power cord connected to a black figure labeled "ICE" who is running away. On the right, a black silhouette of a person runs away from another black silhouette. The text "NO TECH for ICE" is written in red.
- Scanning Human Figures:** A diagram showing two human figures standing with their arms raised. They are overlaid with a grid of scanning icons. Buttons labeled "Scan", "Clear", and "Delete" are visible along the right side of the grid.

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

PRINCIPLES & FRAMEWORK

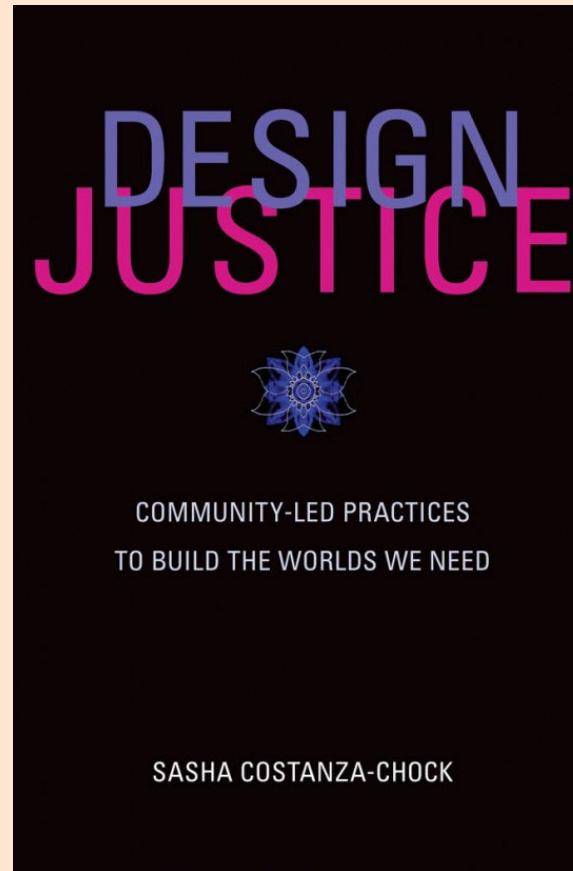


For more information



<https://designjustice.org/>

More info coming next week



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

To summarize

May the force (to do good) be with you

Thinking Cap for the week:

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

Assignments

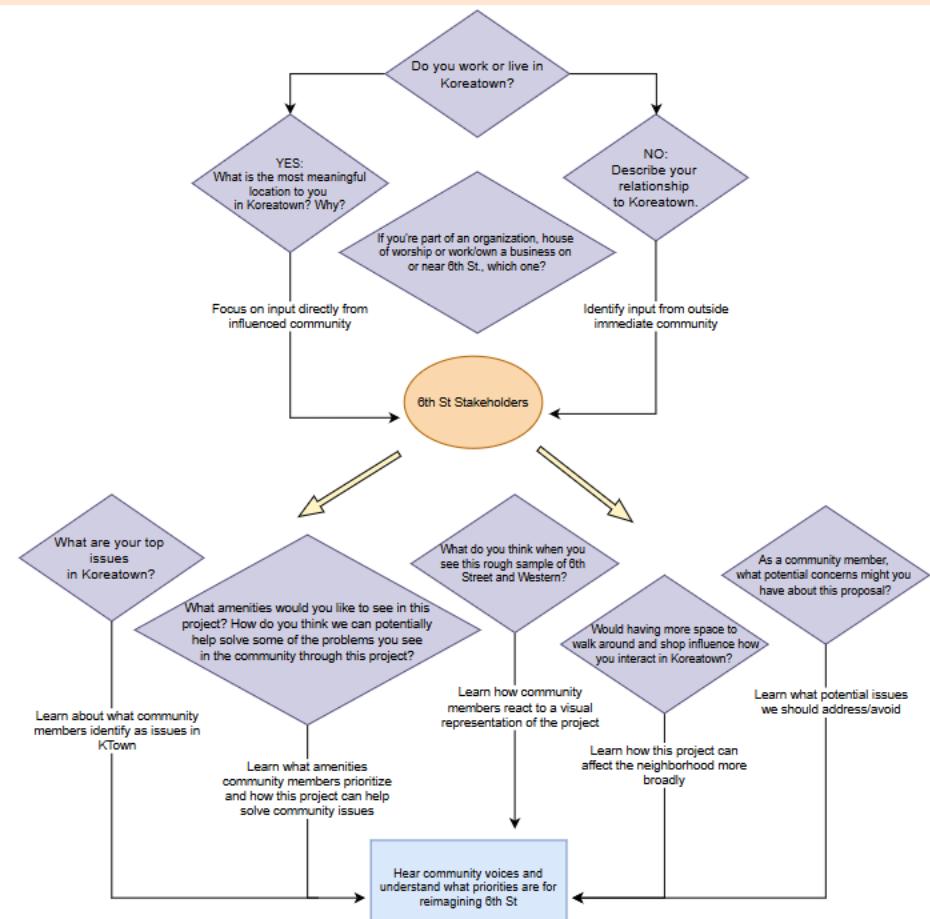
Due Monday 5/4:

Lab Assignment #4

Survey Revisions

Pre-Lab

Examples from 2021



WCKNC
LOGO

PROJECT NAME

TAKE THE SURVEY!

ENGLISH

ESPAÑOL

한국어

Click on project name 1/2
to take survey.

*Can also enable scroll down
functionality on site to auto -
matically pop survey up.

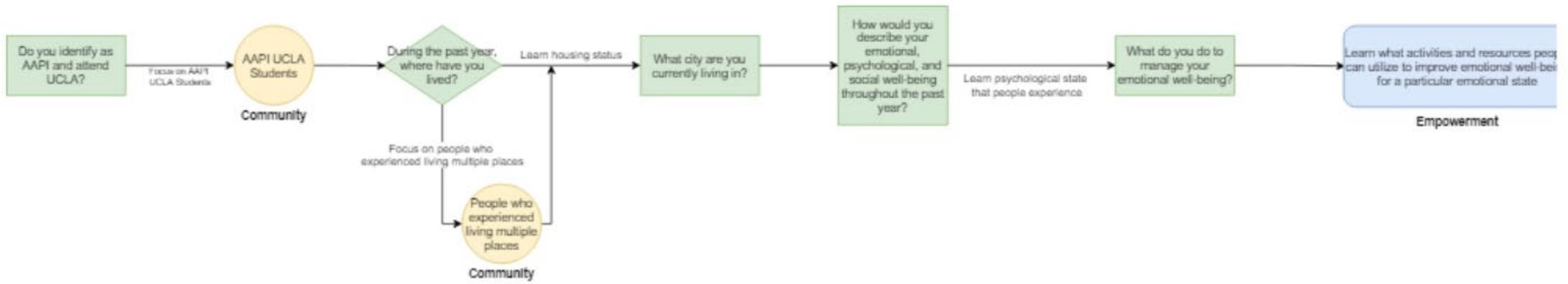
MAP - Will feature broader leaflet view of Koreatown to be inclusive of all community stories submitted. Will highlight areas for project (6th and Western) in bright color on map.

MAP - Hover over markers to reveal photos/ community stories. Zoom in to markers with click.

slideshow panel
of photos - when you hover over community stories pop up.

5/6/2021

Bruin Spatial Living and Wellness Survey Diagram.drawio



Mental Health Group

05/05/2021

