



# Introducing Design Justice and DeciCSSions

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## Human-Centered Design

Logistics

Lecture

Lab

Group Time

Join at  
[slido.com](https://slido.com)  
#ucla

Albert Kochaphum  
Lab 6 | May 11<sup>th</sup>, 2023



Join at  
[slido.com](https://www.slido.com)  
#ucla

## Lab/Lecture 6! How's it going?

Pretty well  
Chillin      exhausted      Excellent  
:)      relieved      tired      Worried  
good  
Better!   
bad allergies  
I'm alright





Join at  
**slido.com**  
**#ucla**

**Pick your top choice today!**

Design Lecture



Lab



Survey Peer Reviews





Join at  
**slido.com**  
**#ucla**

## Did you want me to go over .forEach loops (finish up lab 5)?

Doesn't matter



77%

No



15%

Yes



8%

# **Logistics**

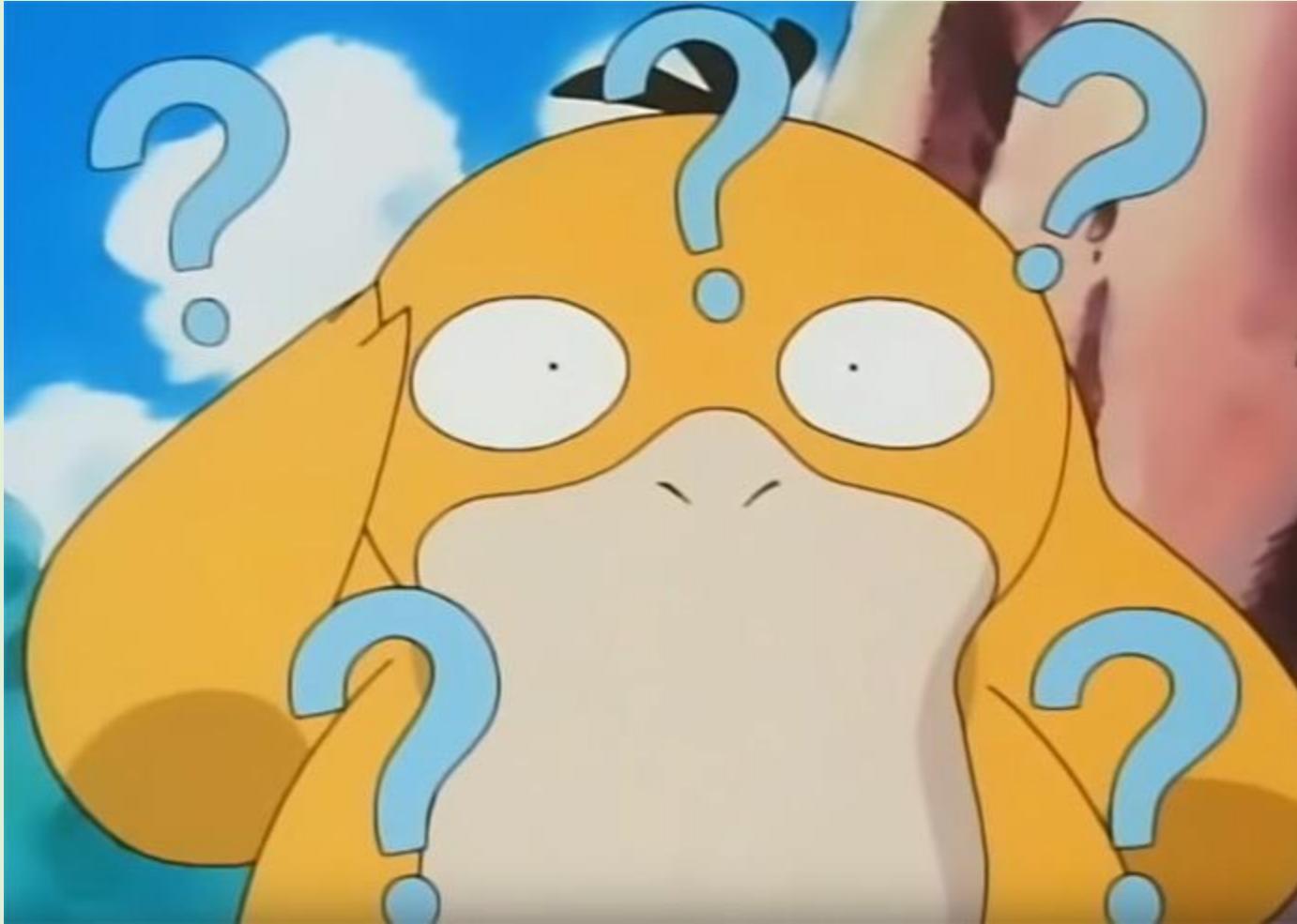
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**Introducing Design Justice and  
DeciCSSions**



**Logistics**  
**Lecture**  
**Lab**  
**Group Time**

# Memo Revisions



**Will try to send back by tonight (tomorrow evening latest).  
If your group hasn't revised yet... Not sure what to say..?**



## Final Visiting Voices



# Upcoming Visiting Voice: Joyce Nguy

**UCLA**



**Activism and Academia**

**Joyce Nguy**

**5/16**

**Maptime LA**



**Working with people**

**Nina Kin**

**5/23**

**New York City**



**Activism and Technology**

**Rapi Castillo**

**5/30**

# **Introducing Design Justice**

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**Introducing Design Justice and  
DeciCSSions**



**Logistics**

**Lecture**

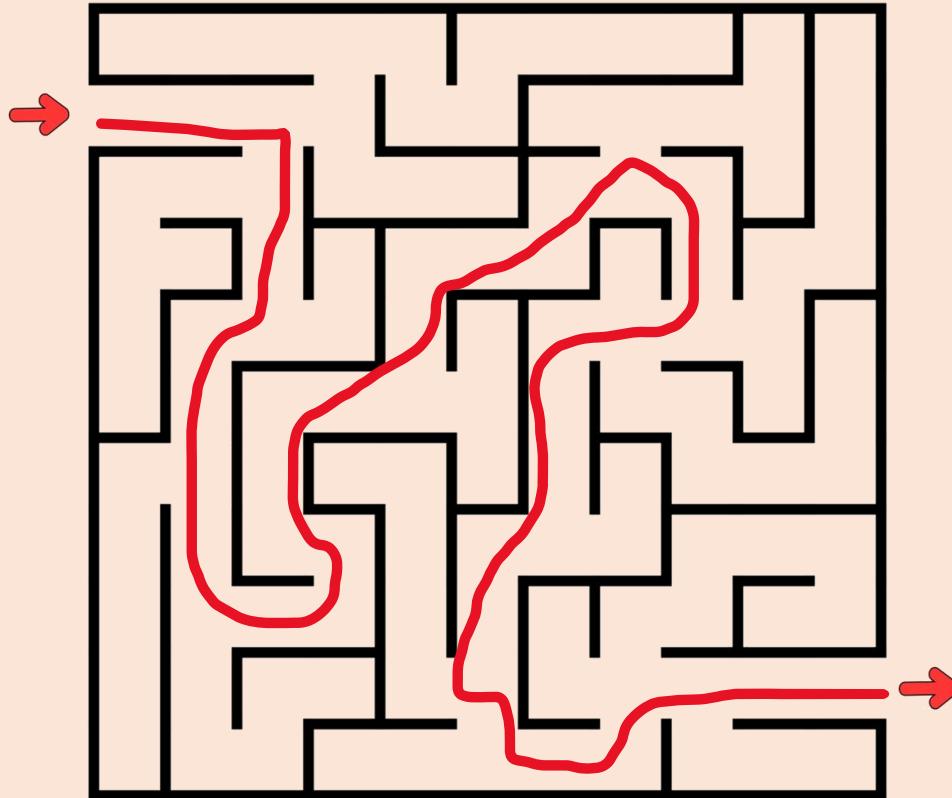
**Lab**

**Group Time**

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



# First off...



## WHAT IS DESIGN?!

# **Introducing Design Justice**

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## **Lecture**

**Logistics**



**UI/UX**

**Design Justice**

# Designing for Social Change



**UI/UX Design**



**Human-Centered Design**



**Design Justice**

**Just three concepts to walk away from lecture today with!**

# Why 😐 ?



**Well....When it comes to design.....**

A brown dog is sitting at a desk in front of a computer. The dog is looking towards the right with a confused expression. The desk has a computer monitor displaying a login screen, a keyboard, and a mouse. In the background, there are shelves with various items and a window with blinds.

I HAVE NO IDEA

WHAT I'M DOING



Good artists copy.  
Great artists steal.

Pablo Picasso

# **Design Justice**

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## **Lecture**

**Logistics**

**UI/UX**

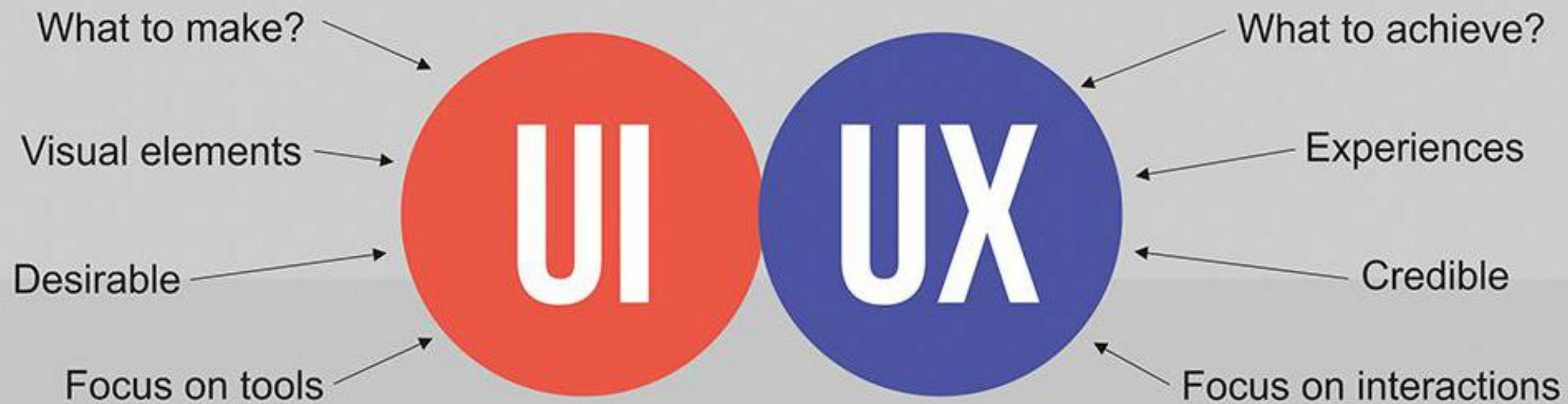
**Design Justice**

# **User Interfaces/User Experience**

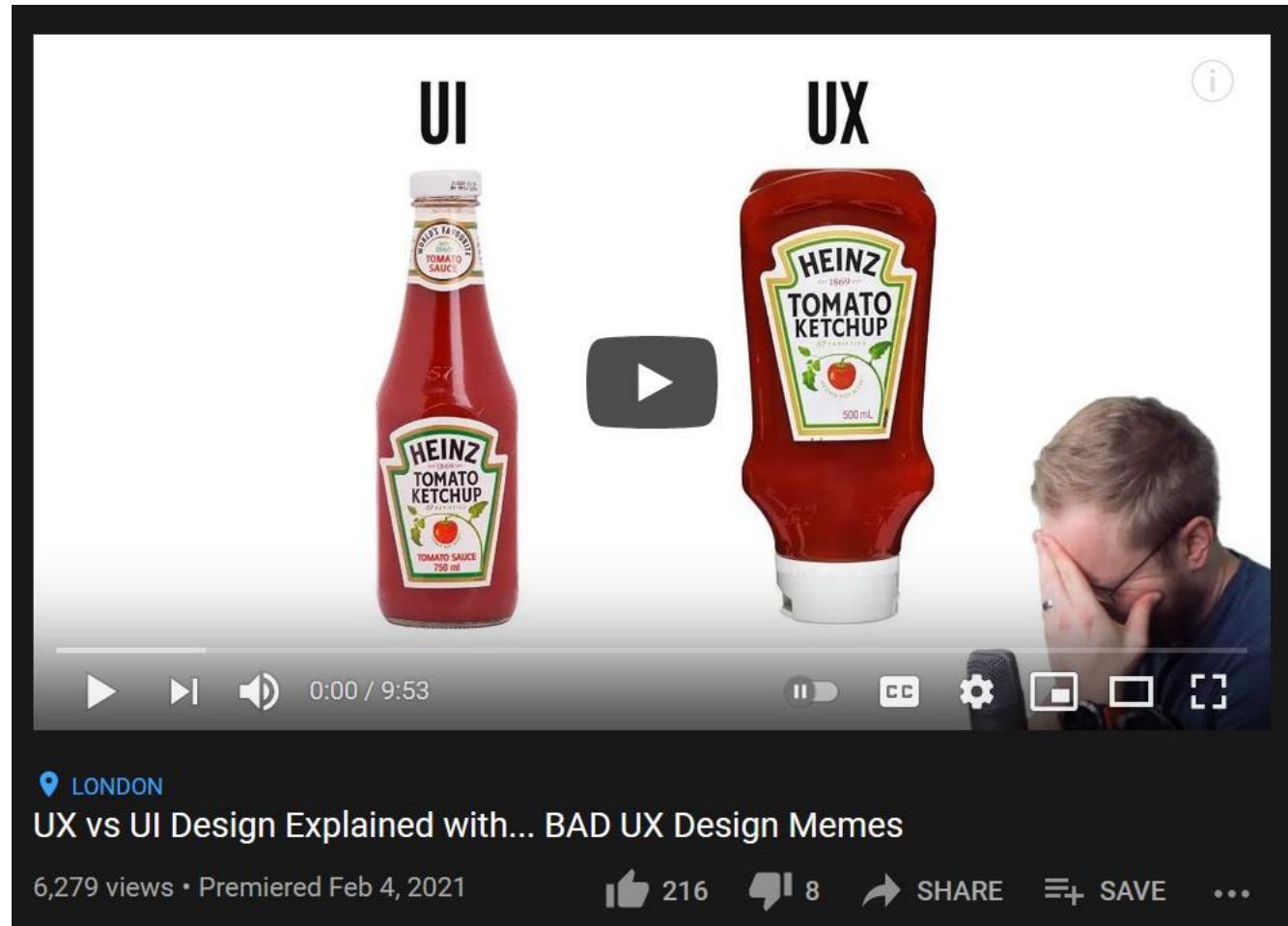
**User Interface (UI) is the tool**

**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 design is the presentation part of web development!**

# Want to learn even more?



THE ODIN PROJECT

All Paths Community About FAQ | Sign Up Log In



HTML and CSS

INTRODUCTION TO DESIGN AND UX

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

# **Wire Frames**

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**UI/UX**

**Logistics**

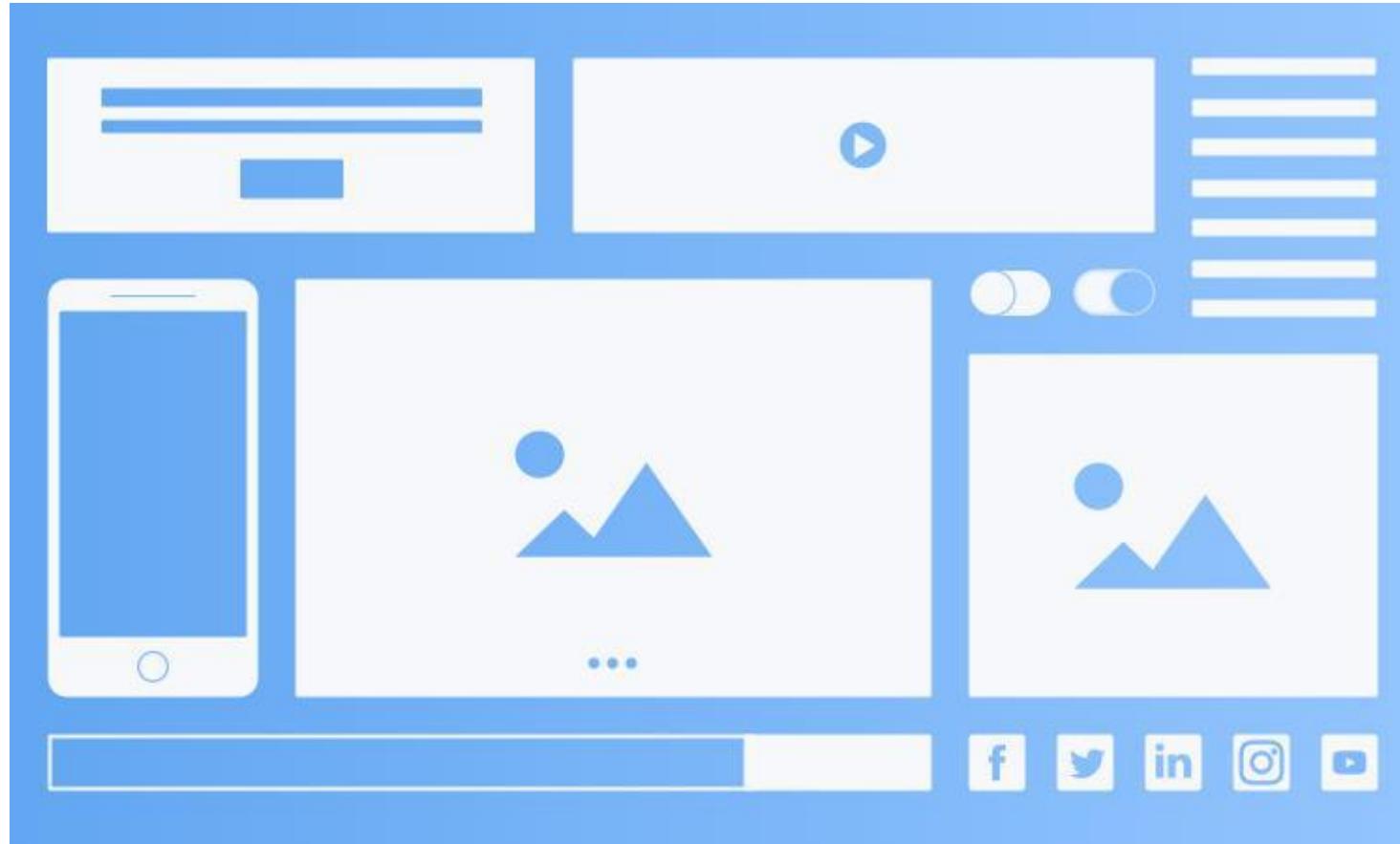
**UI/UX**



**Wire Frames**

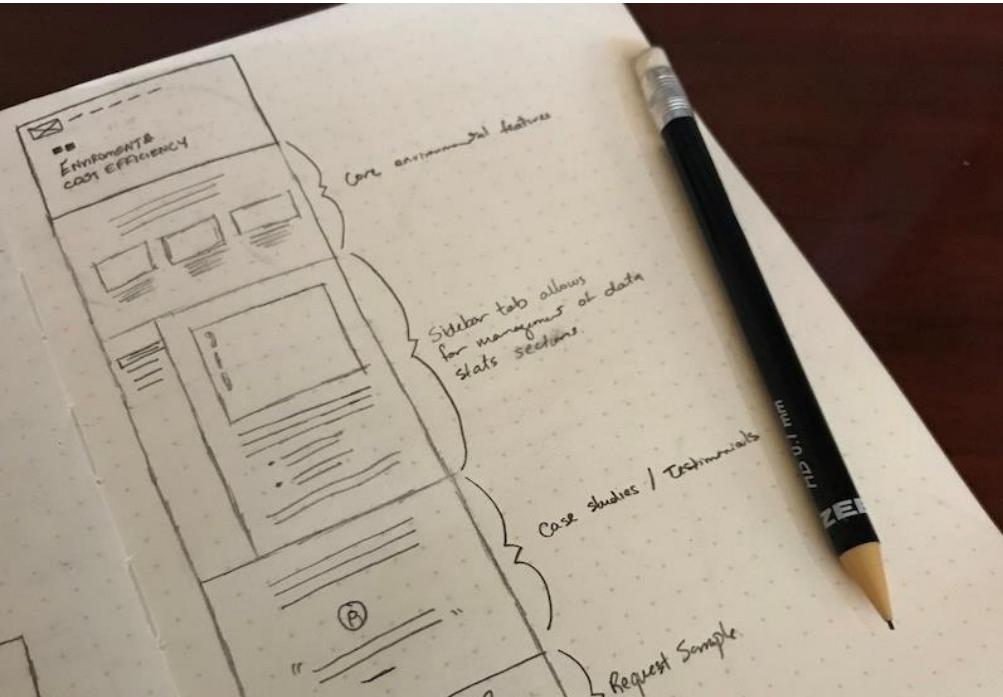
**Human Centered**

# What is a wireframe?

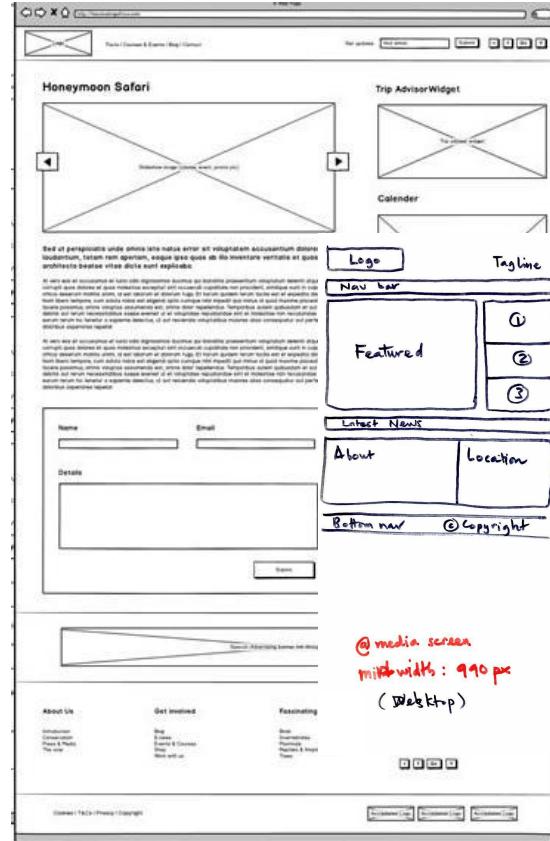


**A rough draft of what you will be creating**

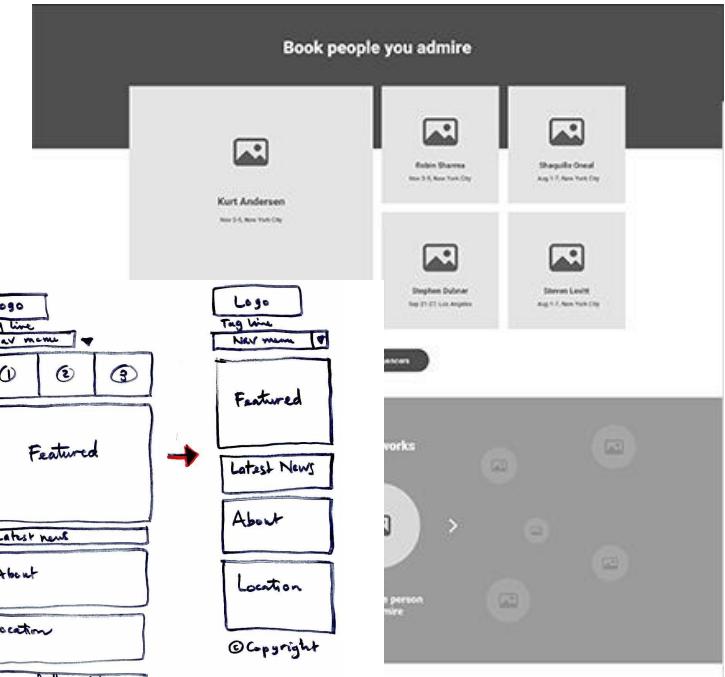
# Types of Wire Frames



## Analog



## Digital



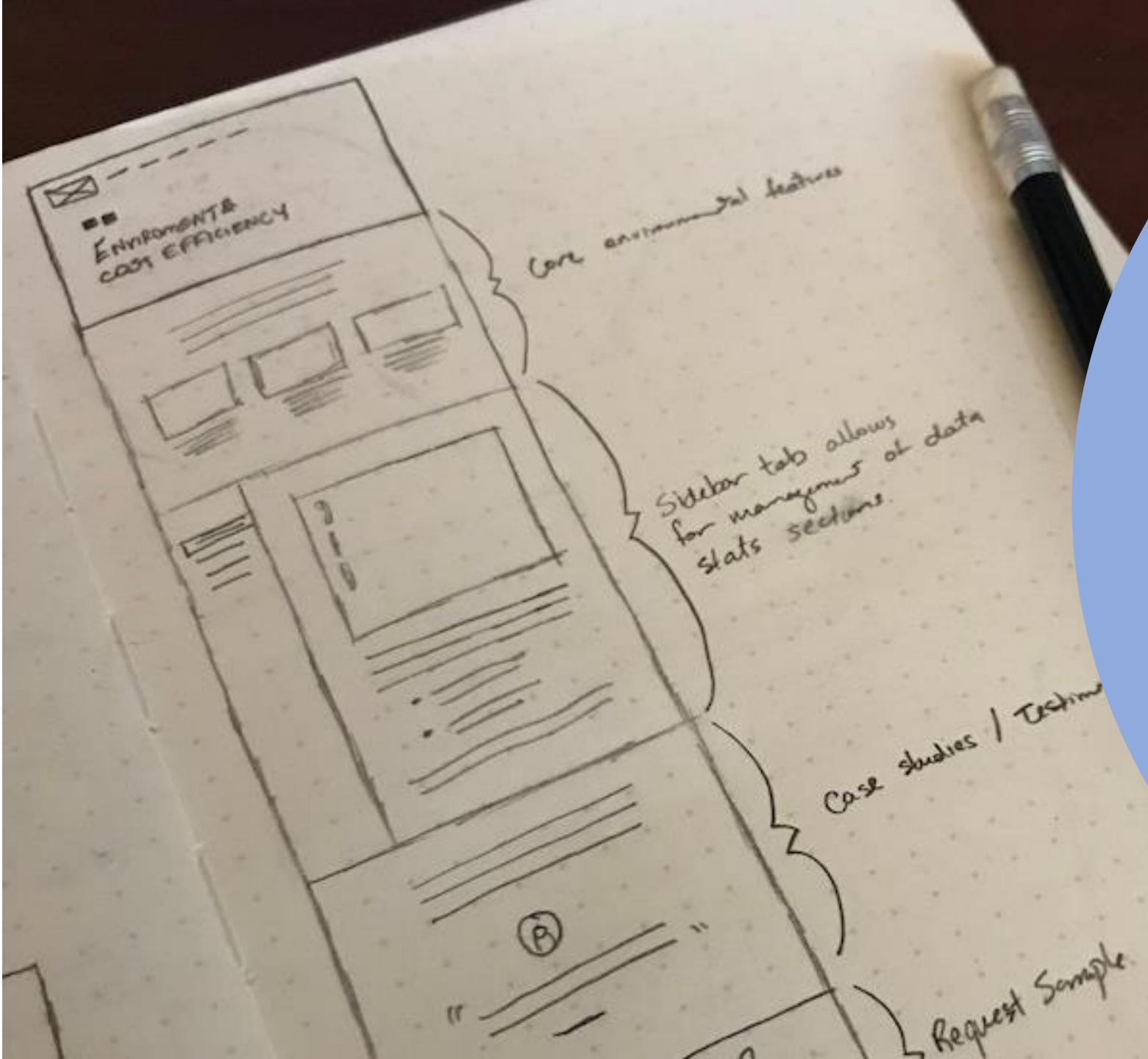
Some days a hotdog can provide a quick pick-me-up for energy and mood management. They can be a breath of fresh air when it comes to a bad afternoon.

Some days a meal can provide a quick pick-me-up for energy and mood management. They can be a breath of fresh air when it comes to a bad afternoon.

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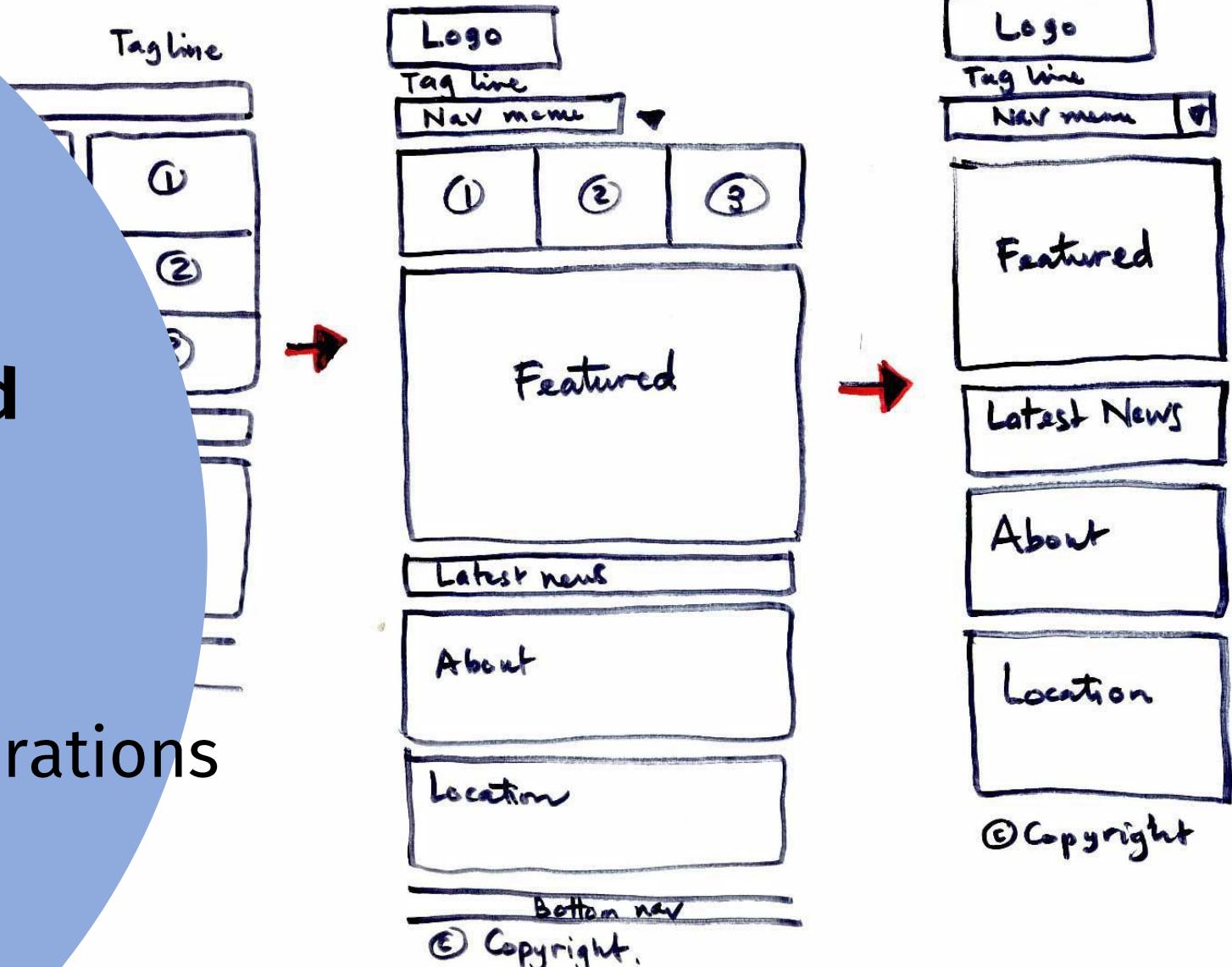
# Pen and Paper

- Boxes for website
- Annotations for actions



## Digital Pen / Whiteboard

- More free form
- Easily do Multiple iterations



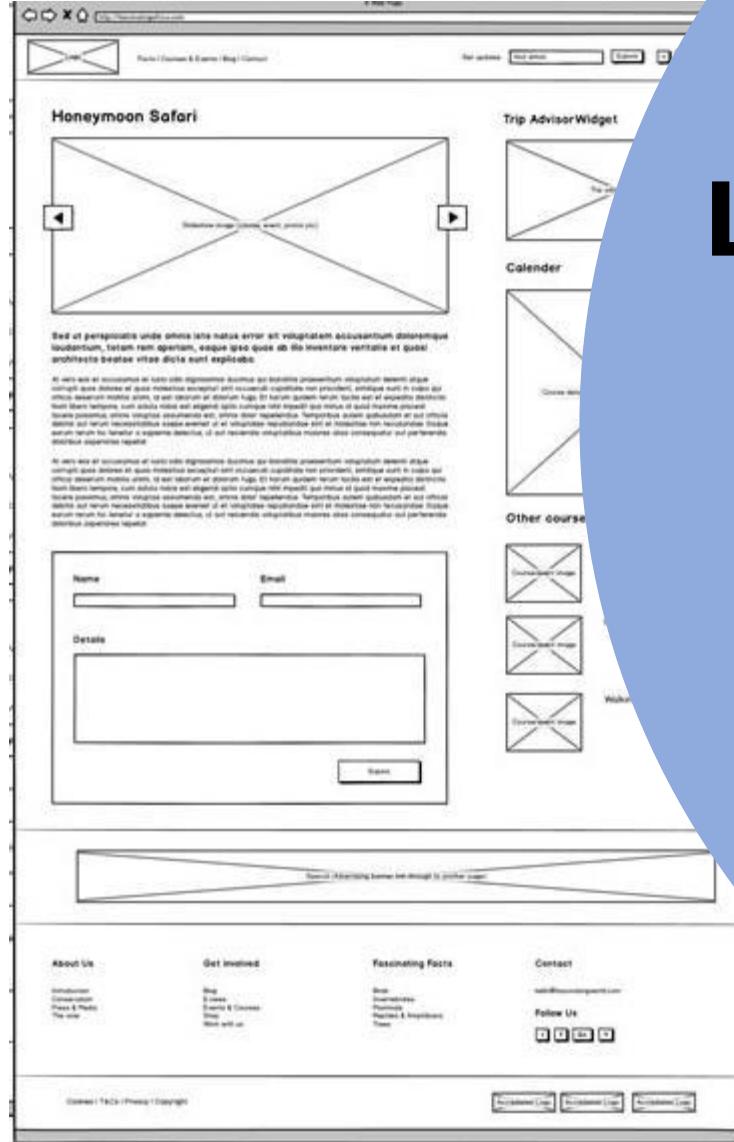
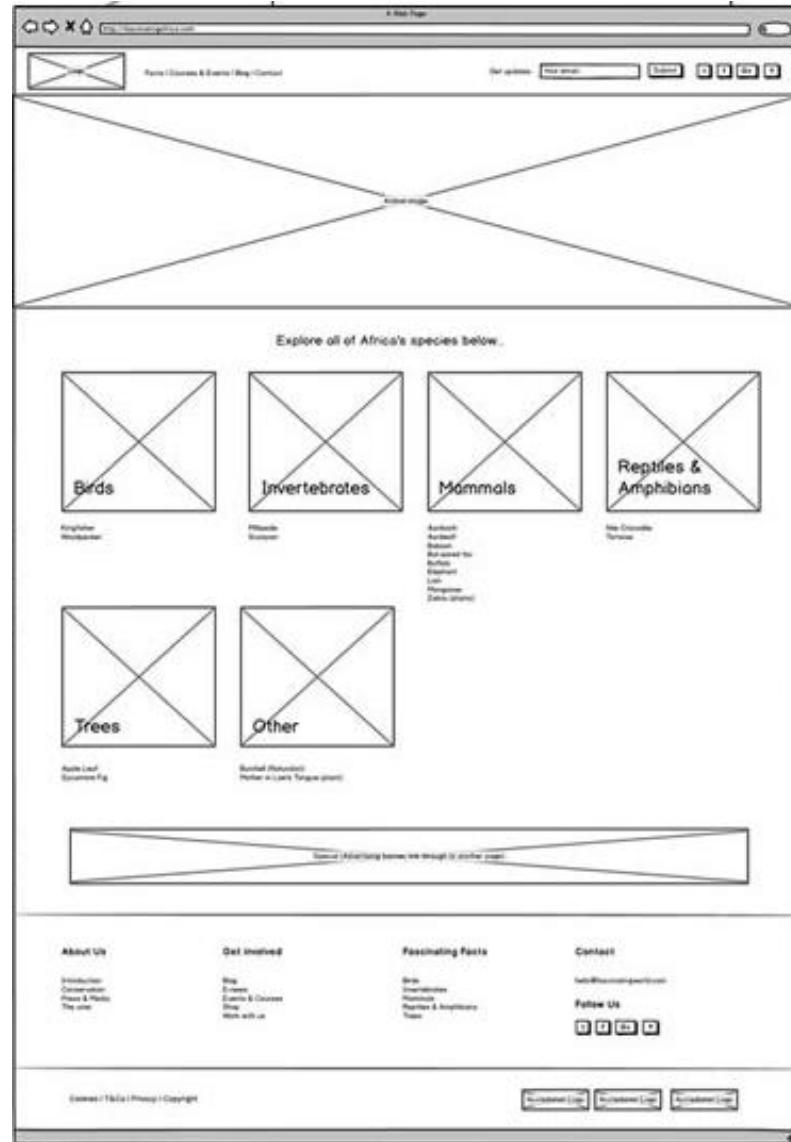
190 px  
(top)

@ media screen  
min-width: 729 px  
(Ipad vertical)

@ media screen  
min-width: 480 px  
(Iphone)

# Low fidelity

- Boxes for content
- Placeholder text

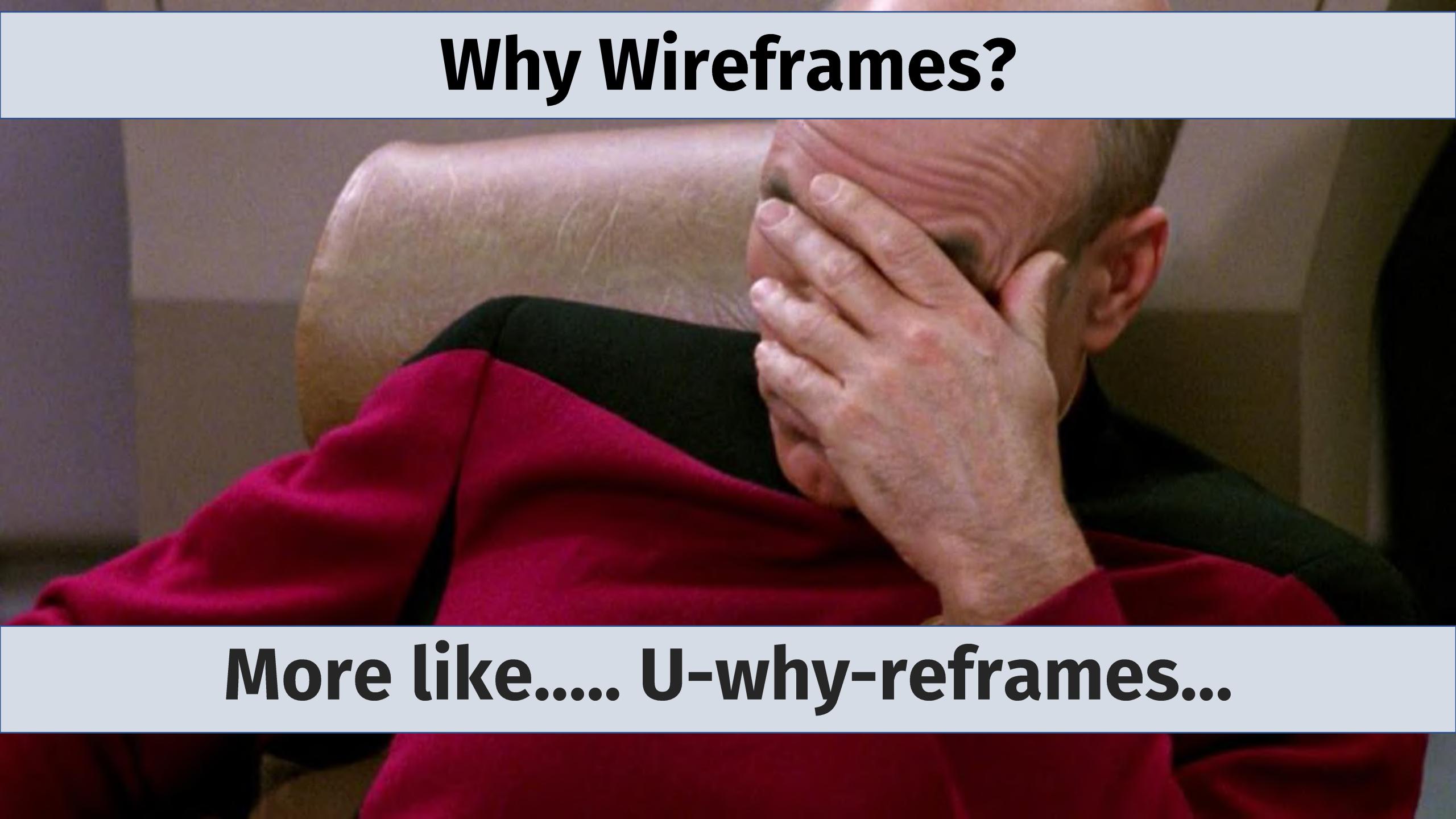


# High-fidelity

- Actual text planned for website
- Proper image-sizing

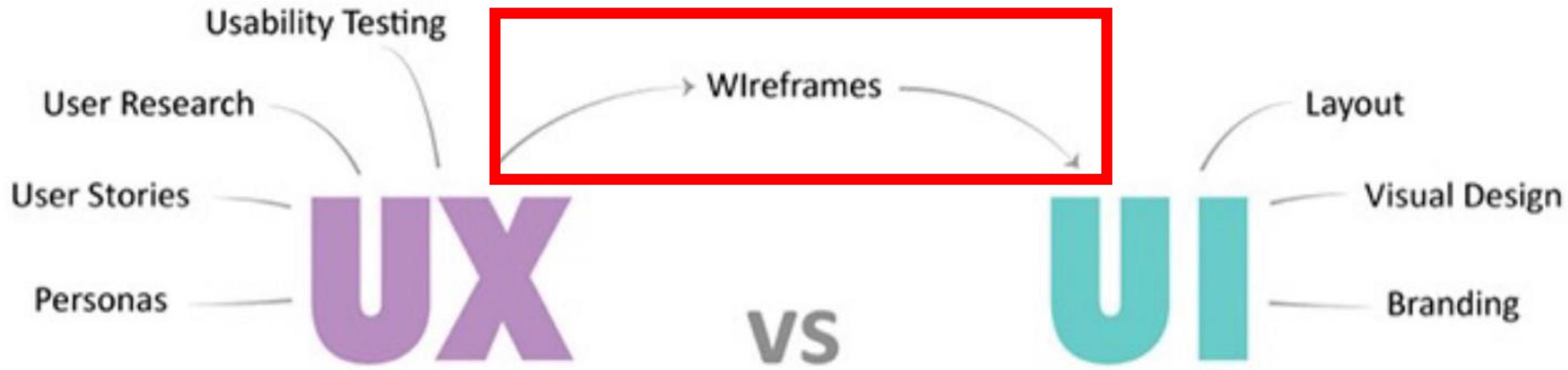
The image shows a high-fidelity wireframe of a website interface. At the top, a dark header bar contains the text "Book people you admire". Below this is a grid of cards, each featuring a small photo icon and a person's name. The first card on the left is for "Kurt Andersen" from "New York, New York City". To its right are cards for "Robin Sharma" (Aug 3-4, New York City), "Shaqilla Onoal" (Aug 1-7, New York City), "Stephen Dubner" (Sep 1-2, Los Angeles), and "Steve Levitt" (Aug 1-7, New York City). A "See all influencers" button is located at the bottom of this grid. Below the grid is a large, semi-transparent circular overlay containing icons of cameras and arrows. In the center of this overlay is a larger camera icon with a double-headed arrow above it. The text "How it works" is positioned above the camera icon, and "Look for the person you admire" is below it. At the bottom of the page, there is a section titled "Not sure what to choose?" followed by filters for "Meeting type" (In-person) and "Location" (New York), and a "See results" button. At the very bottom, there are sections for "Press mentions" featuring logos for "THE VERGE", "Mashable", and "TIME", each with a short quote about the benefits of booking influencers.

# Why Wireframes?

A close-up photograph of a man's face. He is wearing a dark green turtleneck sweater over a red shirt. His hands are clasped together and pressed against his eyes, obscuring them. He appears to be in a state of distress, despair, or deep thought. The background is a plain, light-colored wall.

More like.... U-why-reframes...

# Why Wireframes?



**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.**

# Tools for wireframing

## Analog

- Pen
- Pencil
- Paper
- Post-it Notes

## Digital

- Figma/FigJam
- Canva
- Draw.IO
- Adobe Sketch
- PowerPoint
- Adobe Illustrator

**Feel free to ask if you have any questions!**

# **Wire Frames**

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**UI/UX**

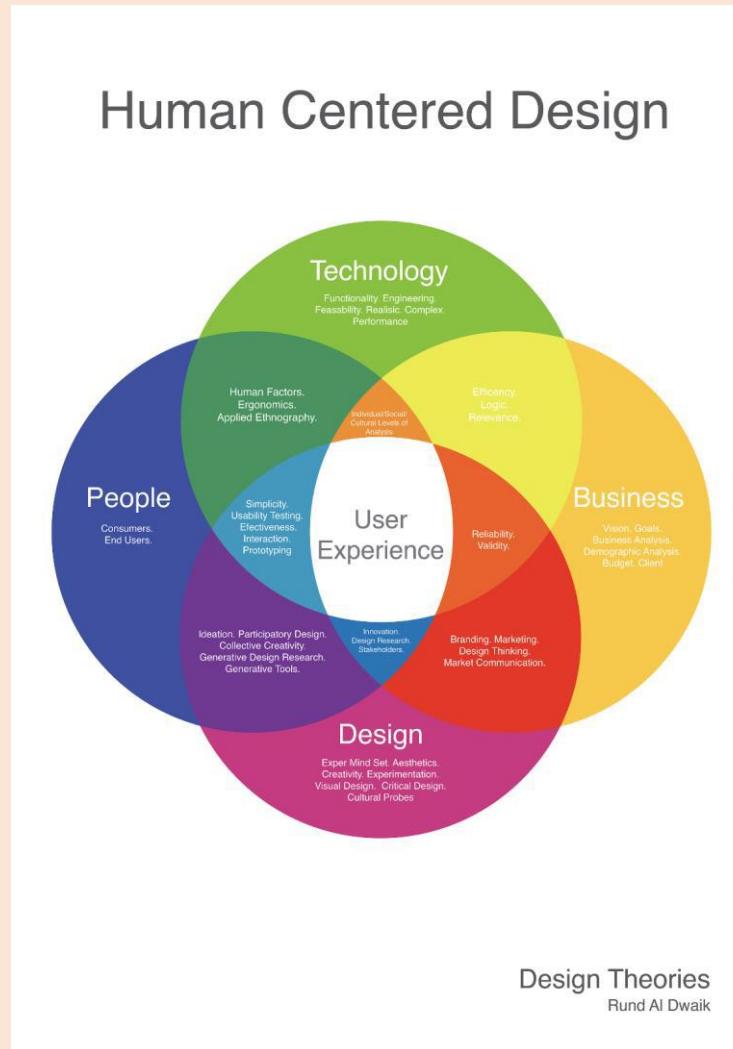
**Logistics**

**UI/UX**

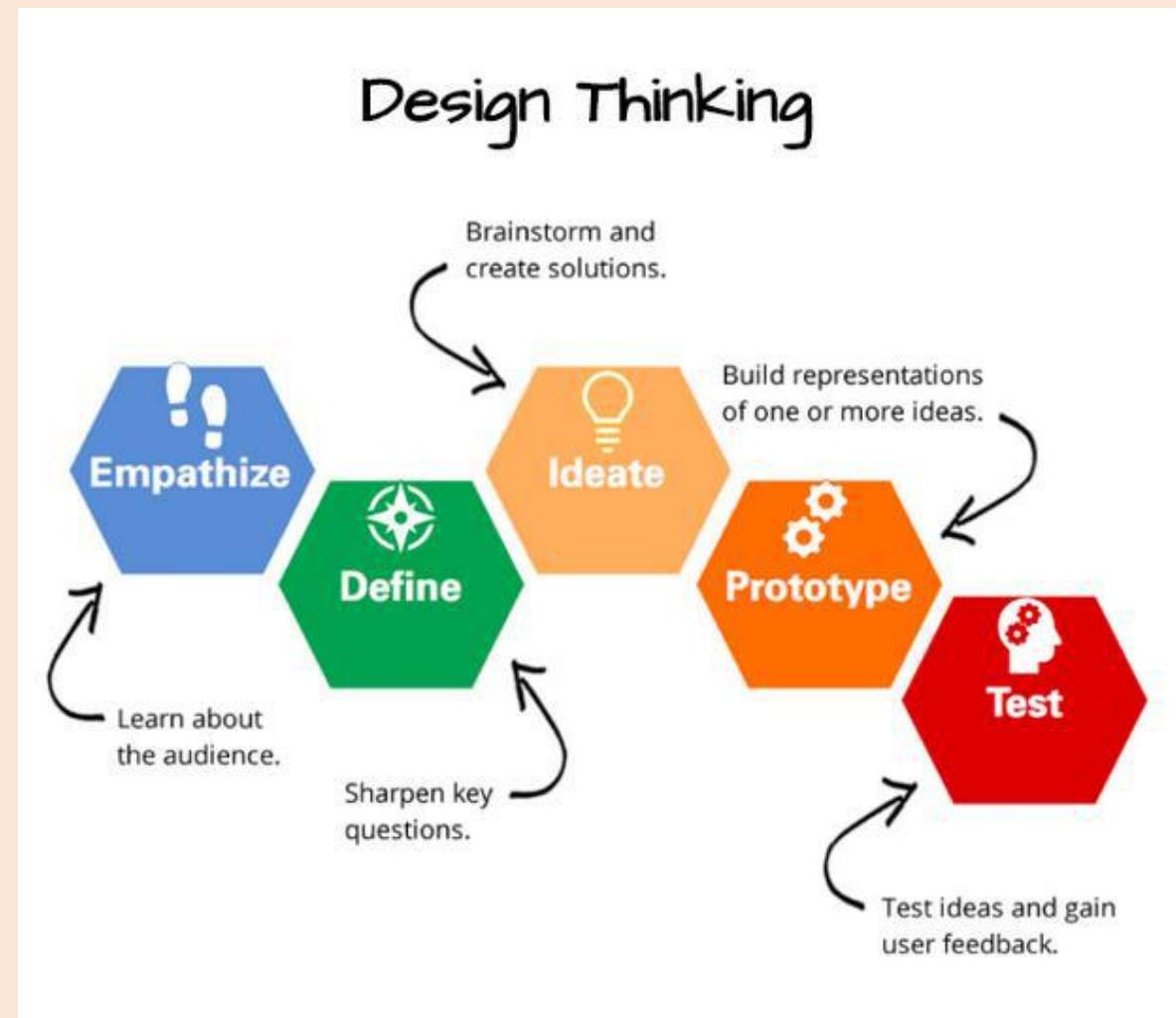
**Wire Frames**

**Human Centered**

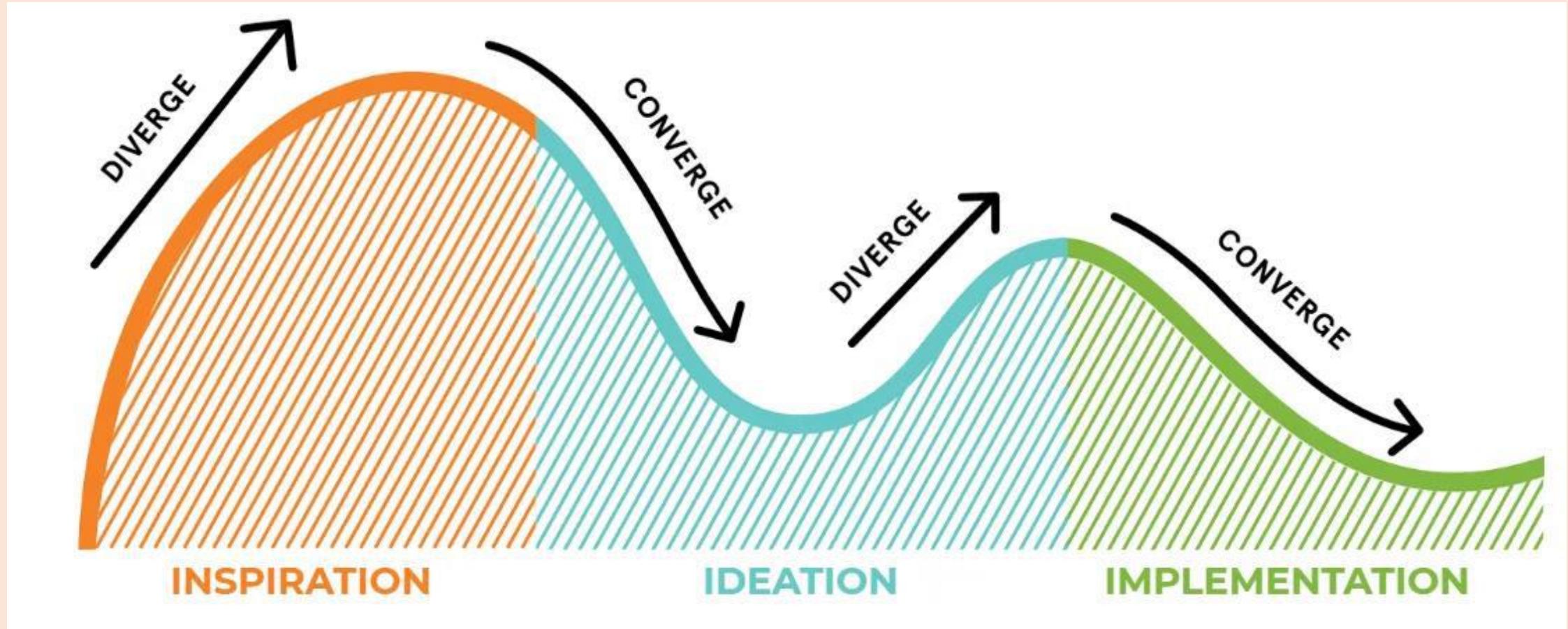
# Human Centered Design



# 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/>

# Introducing Design Justice

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## Design Lecture

Logistics

UI/UX

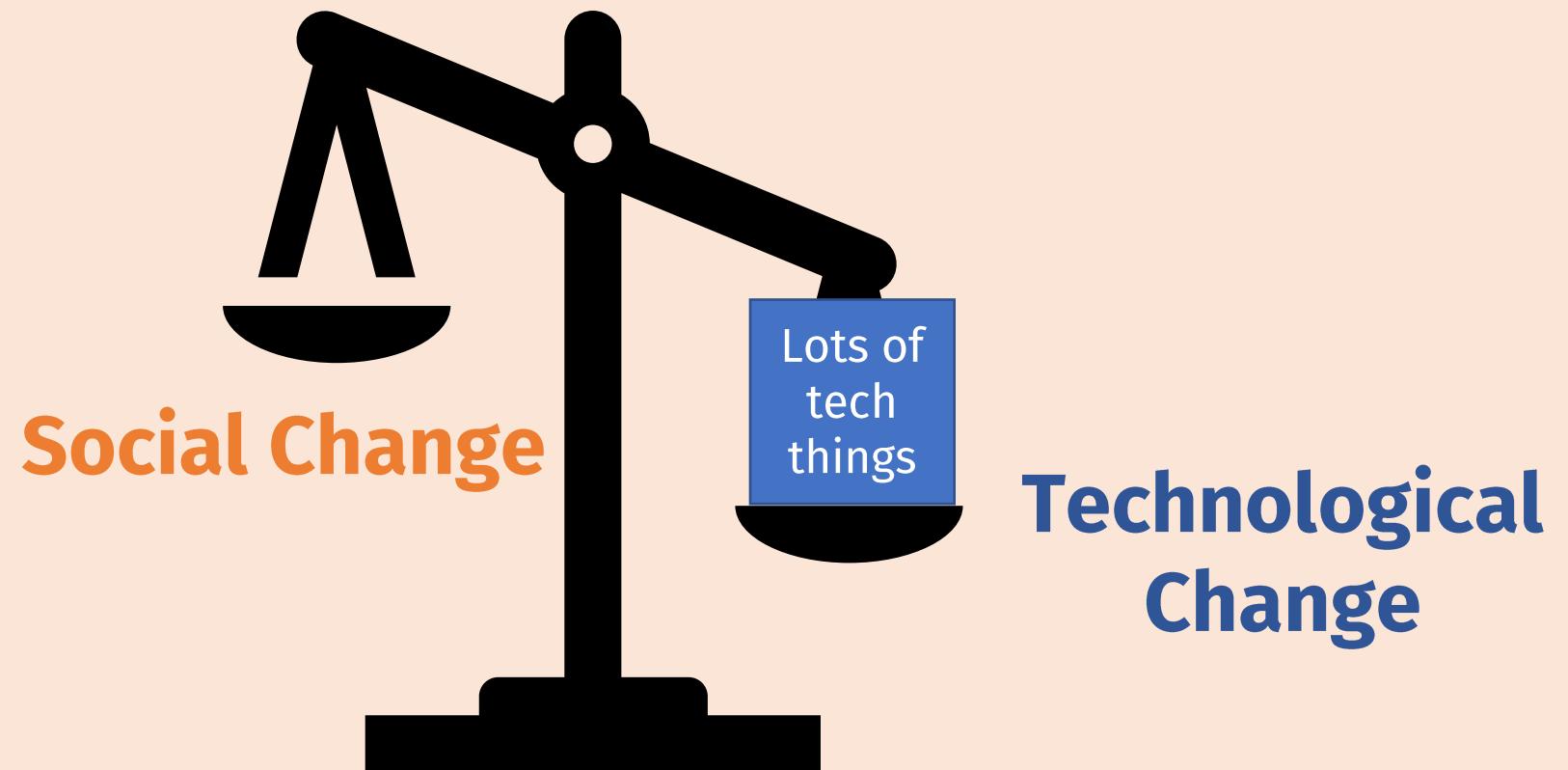
Design Justice



**Design Justice is not an “ideal” or “theory”**

**Design Justice is a holistic solutions framework and approach to rebalance society and technology by focusing on marginalized communities**

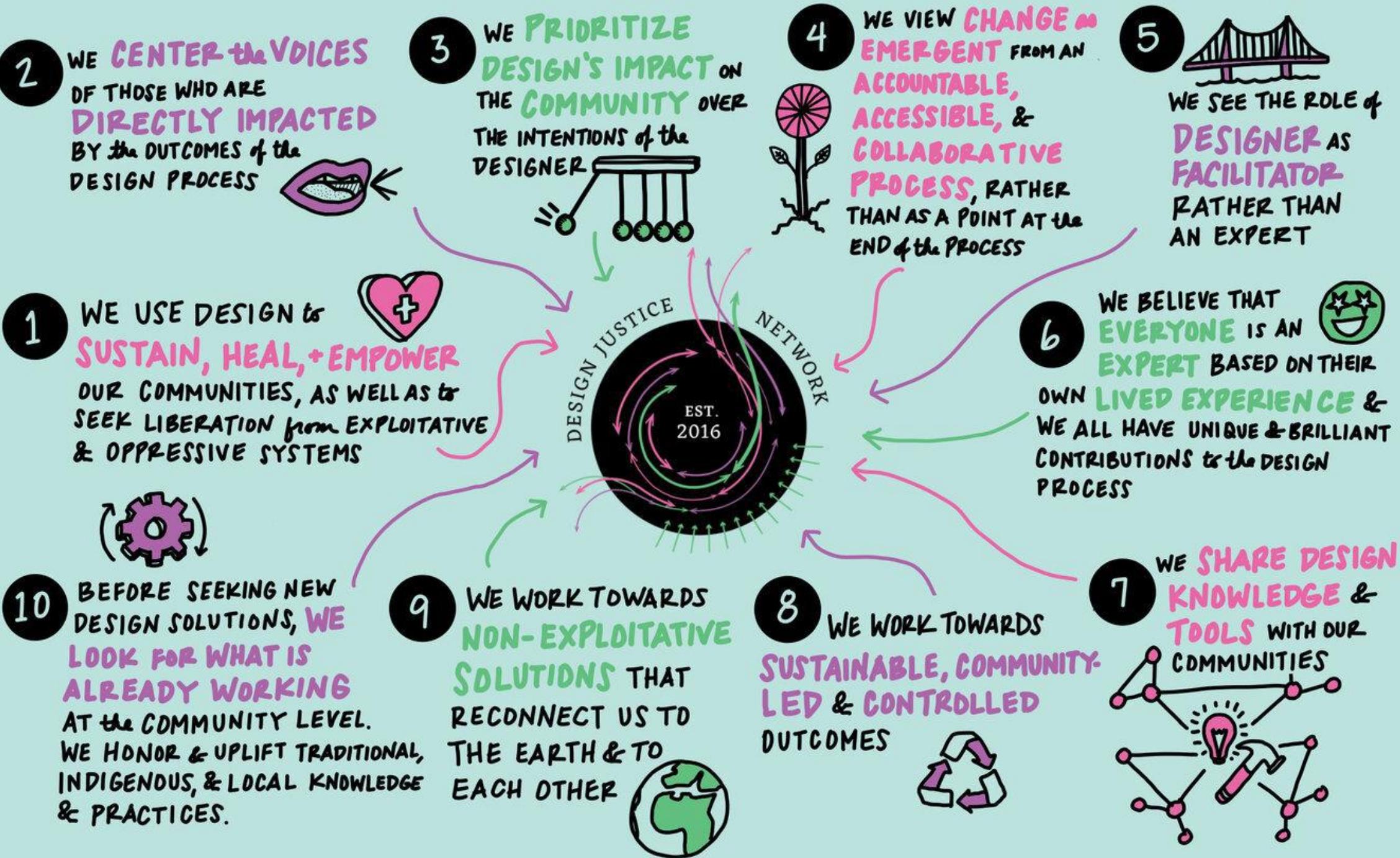
# Recall, as a society this is where we are at:



# Design Justice Principles

- 1. Use design to sustain, heal, and empower communities**
- 2. Center voices directly impacted by design**
- 3. Prioritize design's impact on the community instead of designer's intentions**
- 4. Design with the community, not for the community**
- 5. EVERYONE is an expert based on their own lived experiences**

# PRINCIPLES & FRAMEWORK



# Applying Design Justice



**Why do I keep stressing we shouldn't be focused on “**solutions**” for group projects?**

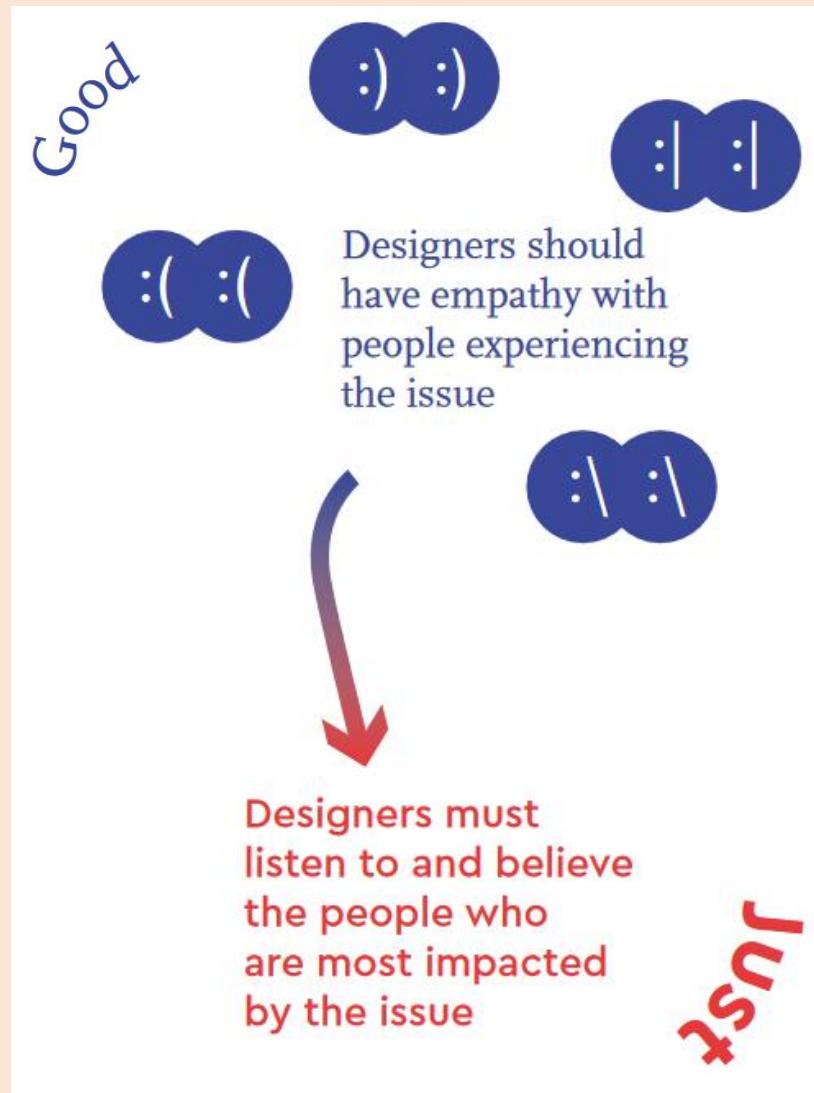
## *Begin by listening.*

As our friends at Allied Media Projects urge in their network principles [www.alliedmedia.org/about/network-principles](http://www.alliedmedia.org/about/network-principles), it's always best to begin any process — including an attempt to design for social justice — by listening to those who are most affected, and who have been working on it for years.

**We must start by listening.**

**Simply, I don't think it is possible to achieve  
community *solutions* through surveys and  
within 10 weeks**

# Good vs. Just design



**Design Justice** would expand on your project's “**solutions**” aspect.

**But if you want to design “solutions”....**



We have reimagined the role  
of the designer as a facilitator,  
rather than an expert.

[Design Justice Issue 3, Design Justice In Action \(2018\)](#)

**We must learn to be a facilitator first!**

# Good vs. Just design



# Critical Collaboration

*Humble yourself. Design with, not for.*

- **Everyone is an expert in their own experiences**
- **Addressing injustice through design means elevating the voices of people most affected by the issues and working collaboratively towards solutions.**

**Going back to your group project**

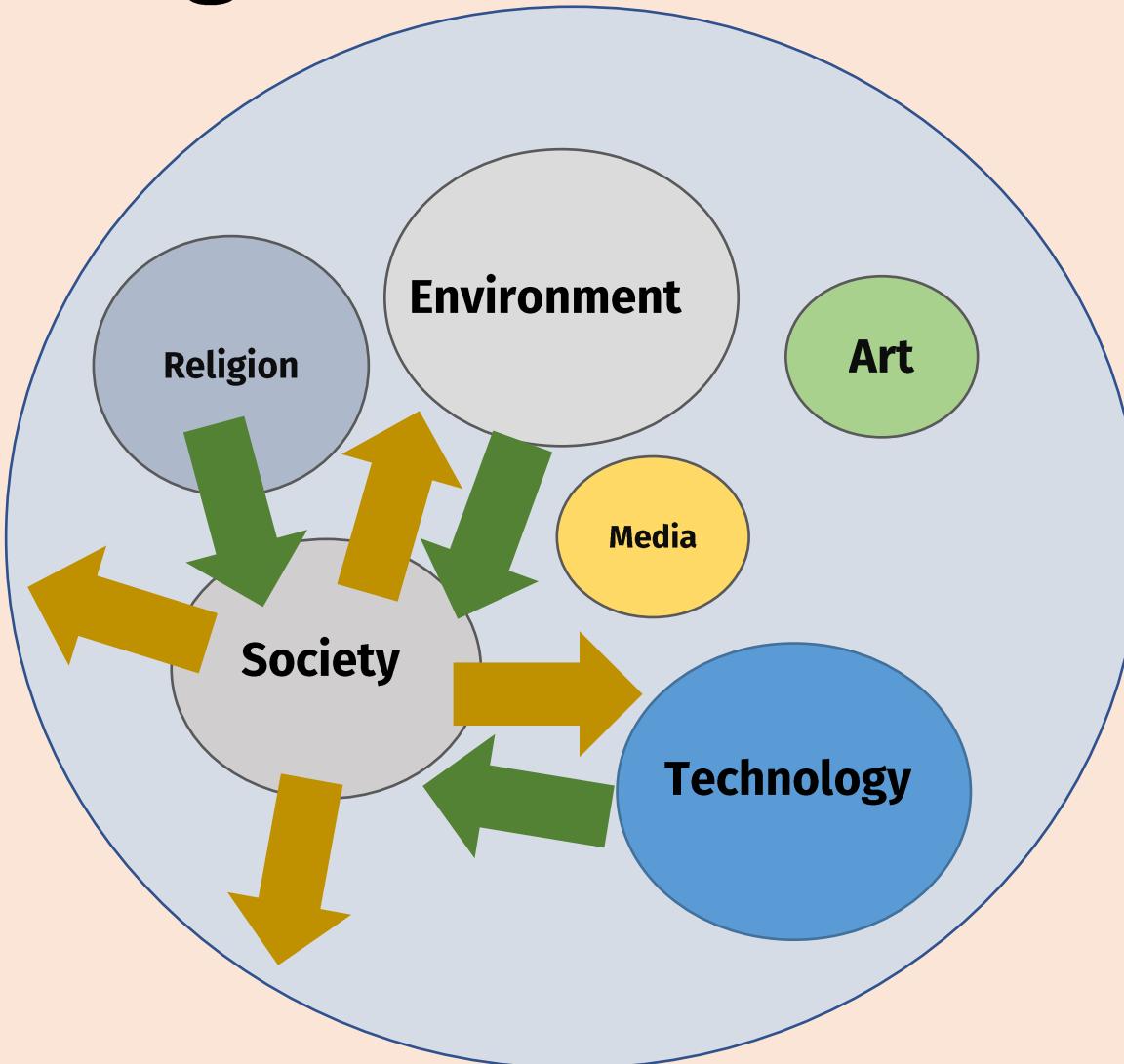
# Reflect on these questions

- How close am I to the issue at hand?
- Does this community want me to work on this project?
- Am I the appropriate person to work on this project?
- How can I step back and facilitate the design of solutions by the community?

**Sure, design justice is a helpful approach to rebalancing with not falling into the technological determinism trap.**

**Why?**

# Design Justice.....



Pushes back from the interplay of other forces, by healing, sustaining, and empowering civil society

# We'll revisit design justice next week





*And now for something completely different*

# Design DeciCSSions

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## Human-Centered Design



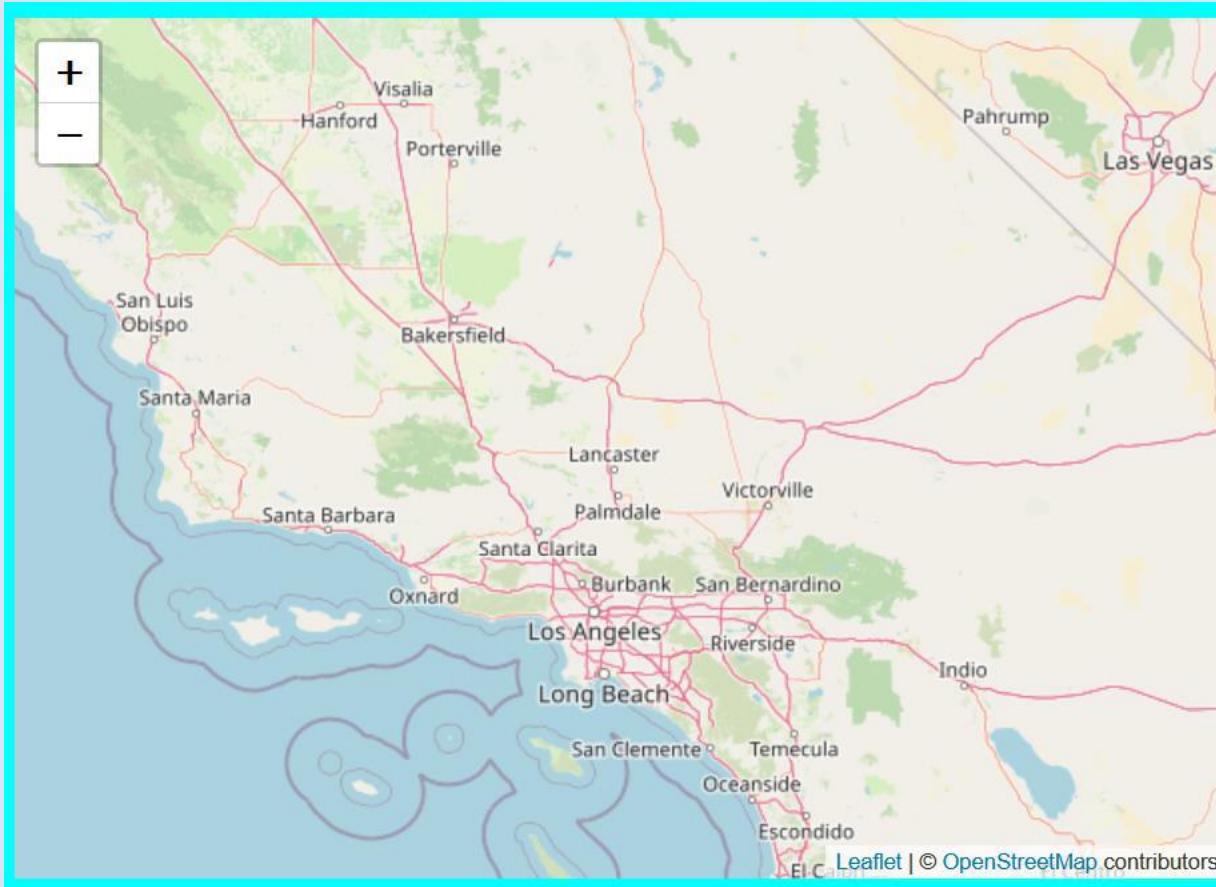
Logistics

Lecture

Lab

Group Time

# Design DeciCSSions



## COVID-19 Vaccination Stories Class Example

[Sign in to Google](#) to save your progress. [Learn more](#)

\* Indicates required question

### Location \*

This is the location of where you live.

Your answer

Do you speak English fluently?

<https://albertkun.github.io/23S-ASIAAM-191A/labs/week6/>

# **Group Peer Review**

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**Human-Centered Design**

**Logistics**

**Lecture**

**Lab**

**Group Time**



# Group Survey Peer Review

23-191A Final Project Groups

	A	B	C	D	E
1	Tentative Theme	<b>Food Insecurity</b>	<b>Educational Attainment</b>	<b>Gender Inequity in Trans</b>	<b>Oil Drilling</b>
2	<b>Member 1</b>	Aris Corpus	Rebecca Suen	Cassidy Tu	Catherine Hu
3	<b>Member 2</b>	Emma Lee	Elsa Mai	Stella Kang	Jonathan Lopez
4	<b>Member 3</b>	Paige Lee	Stephanie Cheung	Trinh Le	Maizah Ali
5	<b>1st Check-in</b>	5/3	5/3	4/28	5/3
6					
7					
8					
9	<b>Name</b>	<b>Email</b>	<b>Group</b>	<b>Discord</b>	
10	Alana Rukminto	alana.malika129@gmail.com	South East Asians		
11	Amanda Lau	amandalau@gmail.com	Health Care		
12	Angelica Alcantar	angelalcantar@ucla.edu	Ocean Pollution		
13	Aris Corpus	ariscorpus6@ucla.edu	Asian American Hate		
14	Cassidy Tu	cassidytu@ucla.edu	Gender Inequity	cass#3337	
15	Cassius "Casey" Carar	caseycassius@ucla.edu	Homelessness/Housing	Casey C#4187	
16	Catherine Hu	hucatherine01@ucla.edu	Gentrification		
17	Charles Zhang	charleszhang@ucla.edu	Inequality		

[https://docs.google.com/spreadsheets/d/1ZAr9Hd9fmtevEGRadA\\_a4xl-AoXM8eZJ3VQFygXnT5o/edit#gid=0](https://docs.google.com/spreadsheets/d/1ZAr9Hd9fmtevEGRadA_a4xl-AoXM8eZJ3VQFygXnT5o/edit#gid=0)

# Group Survey Peer Review

	A	B	C	D
1	Find your group, then take the following surveys individually but respond in the columns as a group, try to break the survey. After taking the survey read the memo to understand if the objectives match the survey. Provide feedback on the survey, NOT the memo!	Survey to review	Did anything break?	Memo to review
2	Food Insecurity	Survey		Memo
3	Educational Attainment	Survey		Memo
4	Gender Inequity in Transportation	Survey		Memo
5	Oil Drilling			Memo

[https://docs.google.com/spreadsheets/d/1ZAr9Hd9fmtevEGRadA\\_a4xl-AoXM8eZJ3VQFygXnT5o/edit#gid=0](https://docs.google.com/spreadsheets/d/1ZAr9Hd9fmtevEGRadA_a4xl-AoXM8eZJ3VQFygXnT5o/edit#gid=0)

# Group Survey Peer Review

1. Go to the Group Spreadsheet
2. Click on Peer Reviews #1
3. Find your group name
4. Take the survey as a group trying to break it!
5. Write down anything that breaks in the Column C
6. Read the memo's objective (Column D)
7. Describe if it matches the objective or not in Column E
8. Share how you felt with the survey in Column F
9. Share any comments in Column G
10. Move on to Peer Reviews #2



# **Assignments**

**Due Tuesday 5/16:**

1. Design Justice Reading
2. Thinking Cap #5
3. Lab Assignment #4

**Due Thursday 5/18:**

1. Lab Assignment #5

**Note: Unexcused late assignments from week 1 to 5 will not accepted after Sunday 5/14**