

Real Solutions for Real People: Designing for the Whole Environment (SCE)

Do you want to hone your design thinking skills to solve a problem for a local organization? In this Cascade, students will partner with local companies to help them solve a persistent problem. Students might write code to monitor wildlife populations, or produce a phone case that enables wheelchair users to talk and text more easily. All students are welcome in this Cascade regardless of their experience with coding and design thinking.

The first week of this Cascade we will take field trips to local organizations, industrial vendors, and production facilities to deepen our understanding of the design and fabrication landscape around Seattle. We will then begin with an exploration of the design process and collaborate in small teams to identify problems that we can solve in three weeks. Each team will create a working prototype that will be presented to a panel of experts. Don't miss this opportunity to plug in to all that Seattle has to offer for creative designers and engineers looking to do meaningful work.

Major Assignments

- Written daily action plans and reflections
- Each group will be responsible for producing several prototypes (physical and/or software)
- Each group will present to industry mentors and to the client
- Each group will prepare a final presentation to Bush peers

| Sample Day #1 | Sample Day #2 |
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| <p>Morning</p> <ul style="list-style-type: none">• Quick Overview: Design Thinking framework• Field trip to Google: Design workshop with Google engineers <p>Afternoon</p> <ul style="list-style-type: none">• Field Trips - Seattle Design Center and Pacific Industrial Supply• Final Exercise and Homework: Observing needs at home | <p>Morning</p> <ul style="list-style-type: none">• Mock client interviews with mentors• Discuss requirements of prototype with client - Observe target audience <p>Afternoon</p> <ul style="list-style-type: none">• Meet with design team to discuss schedule for work flow• Field trip - Mopop |