

Post Normal Design

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Before we start

Visceral Check In

How do
you feel
today?

Guts

Do your senses
feel
overwhelmed?

Senses

Do you feel
comfortable in
this place?

Place

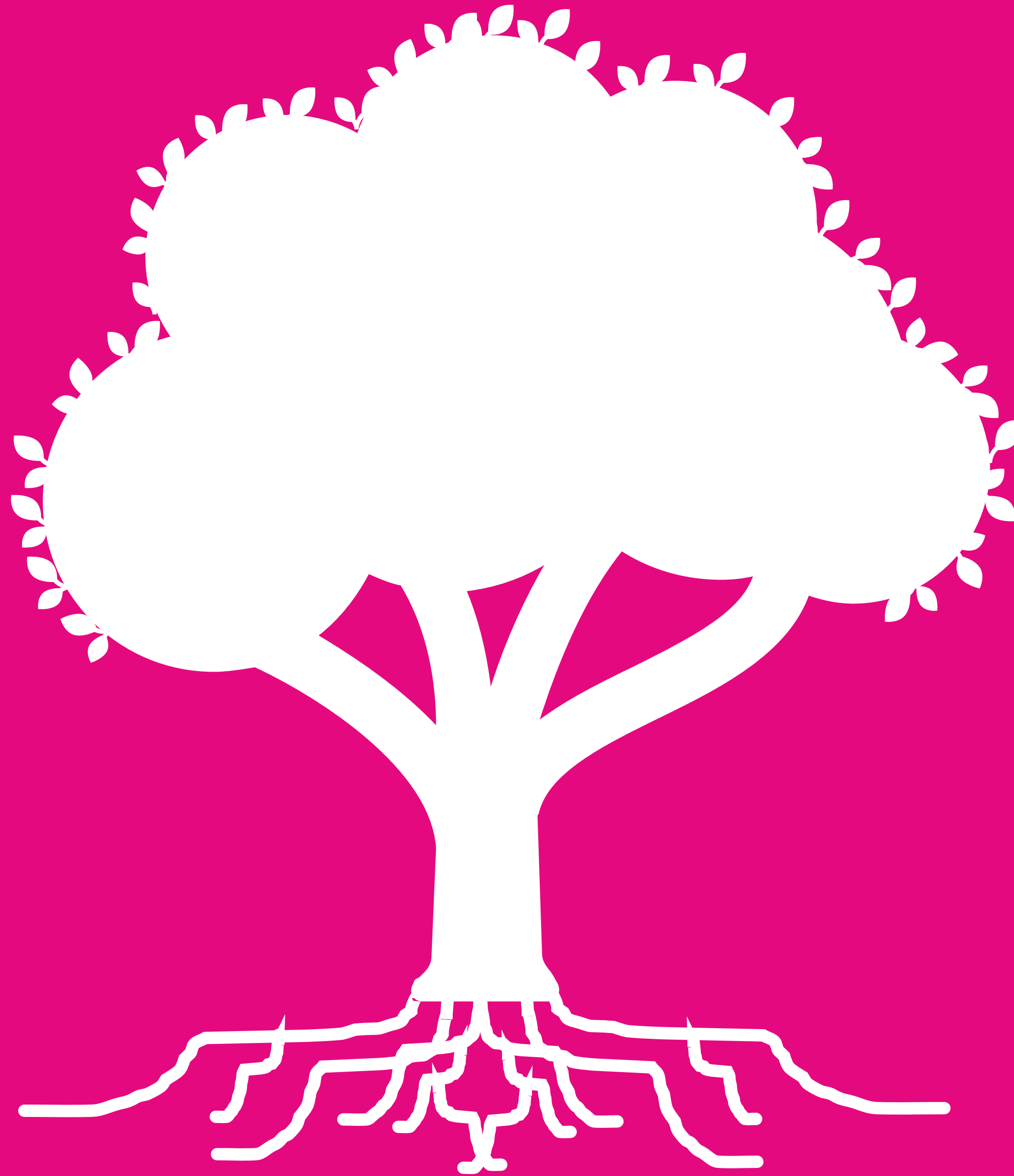
Are you happy
with the number
of people here?

People

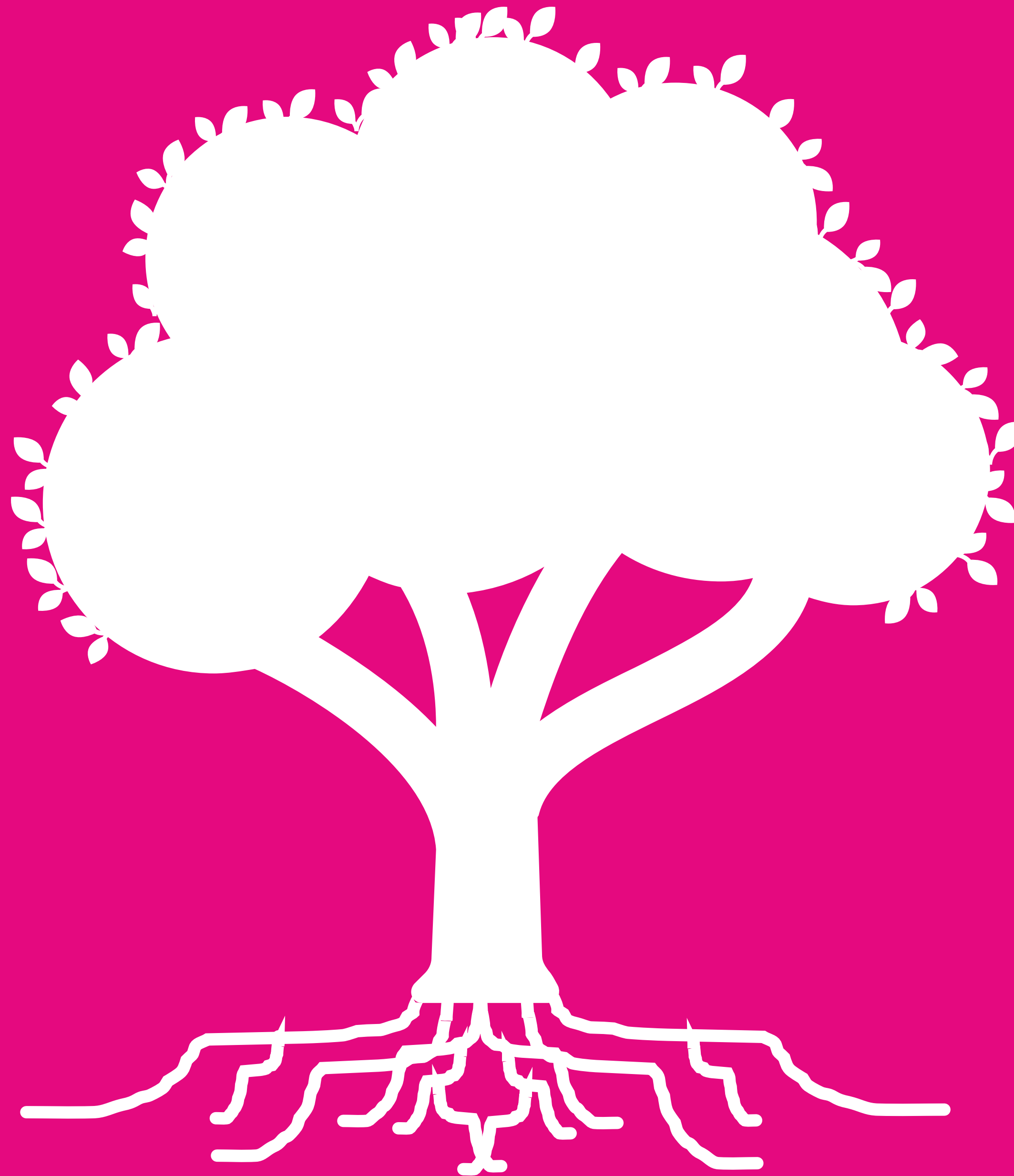
Accessibility

Inclusion is
othering

Branch Edge Cases

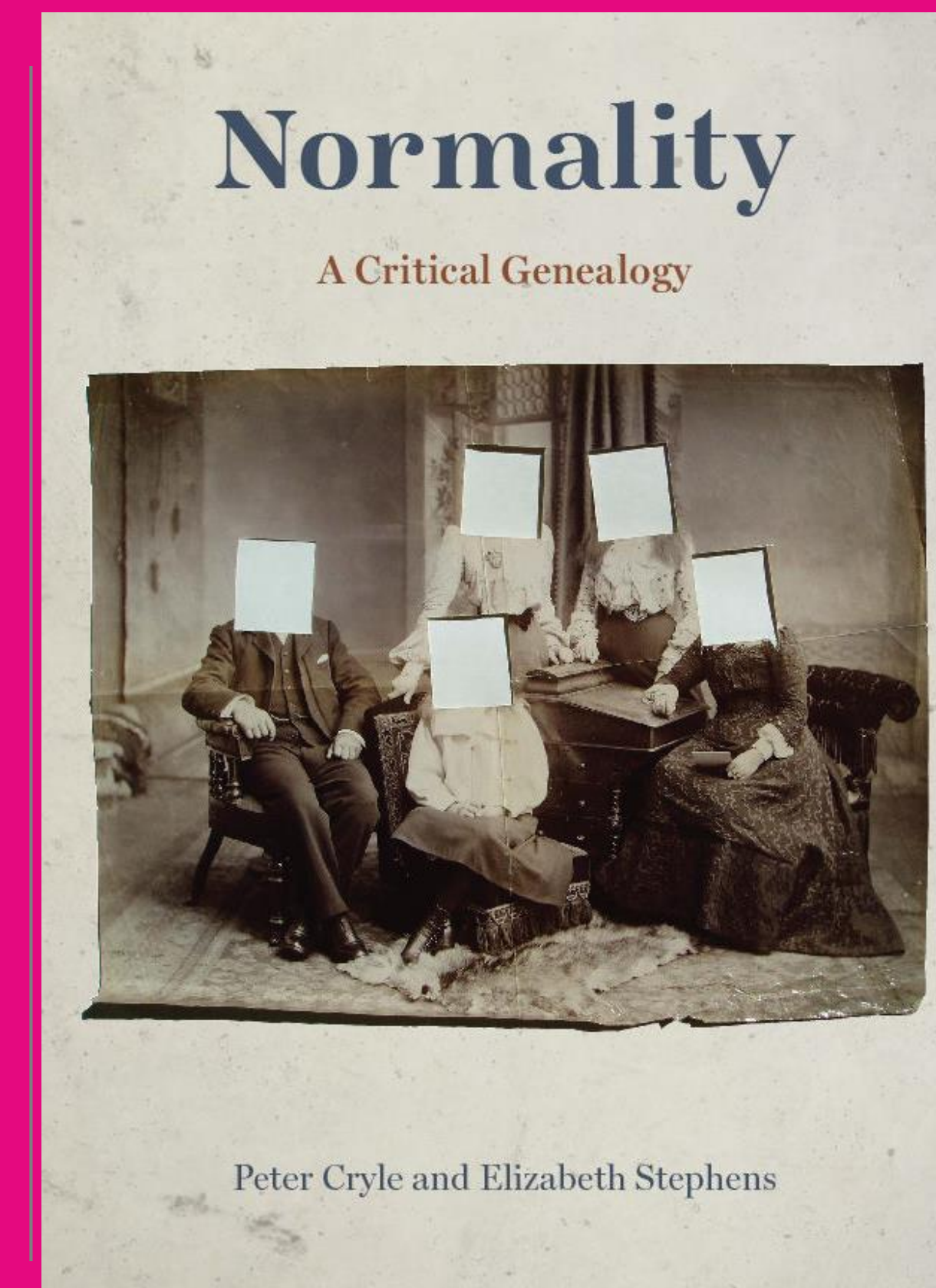
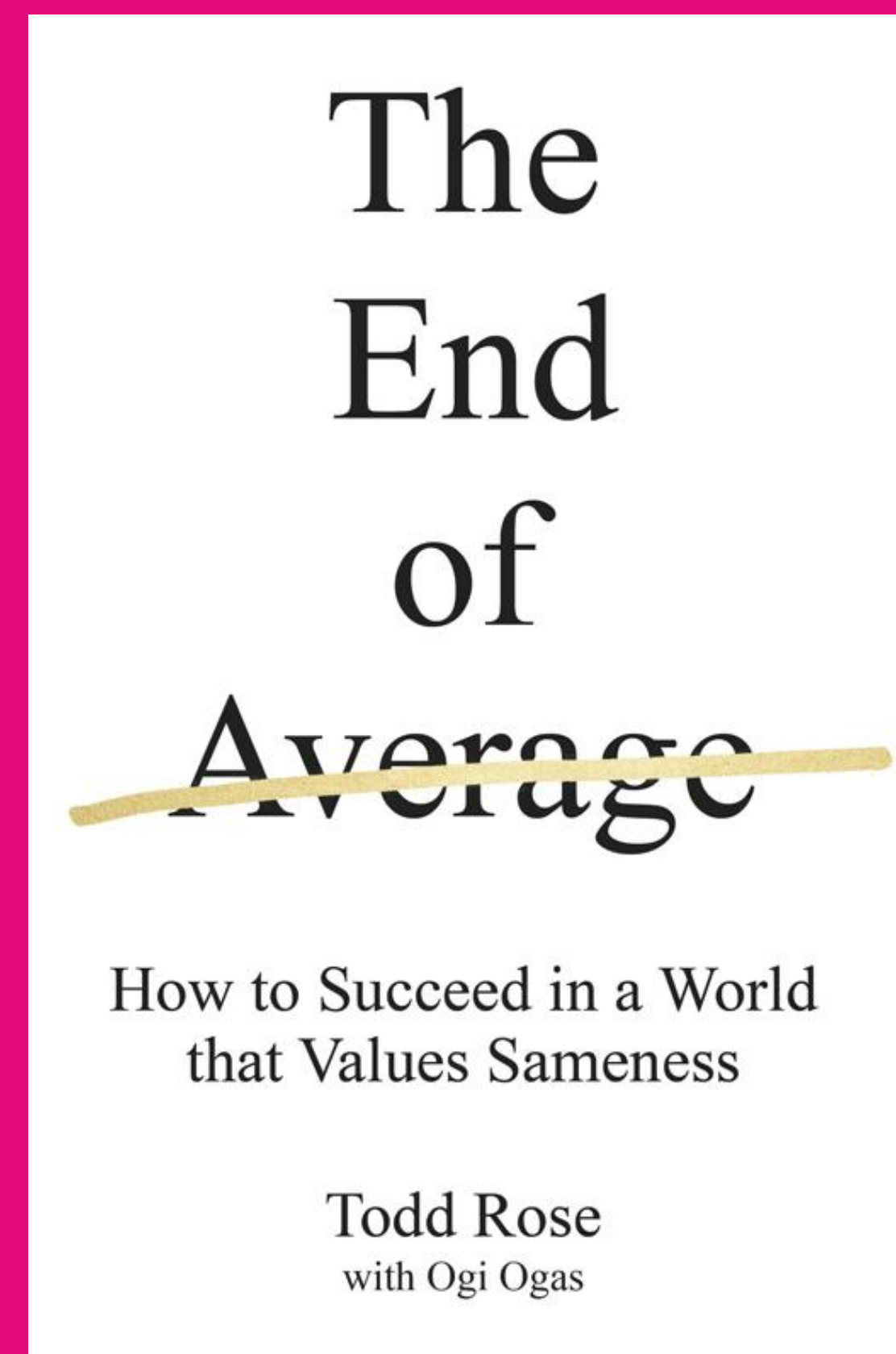
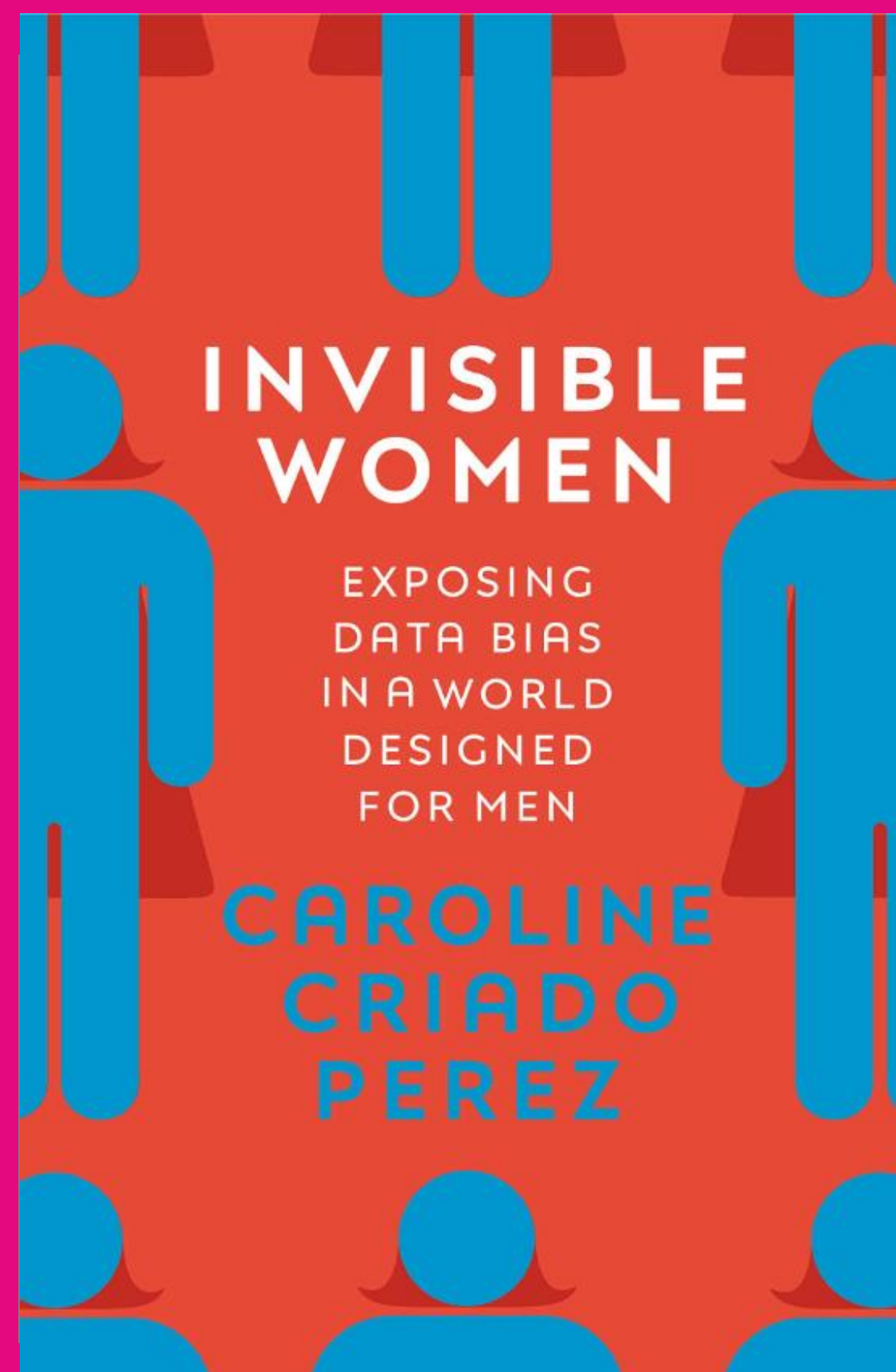
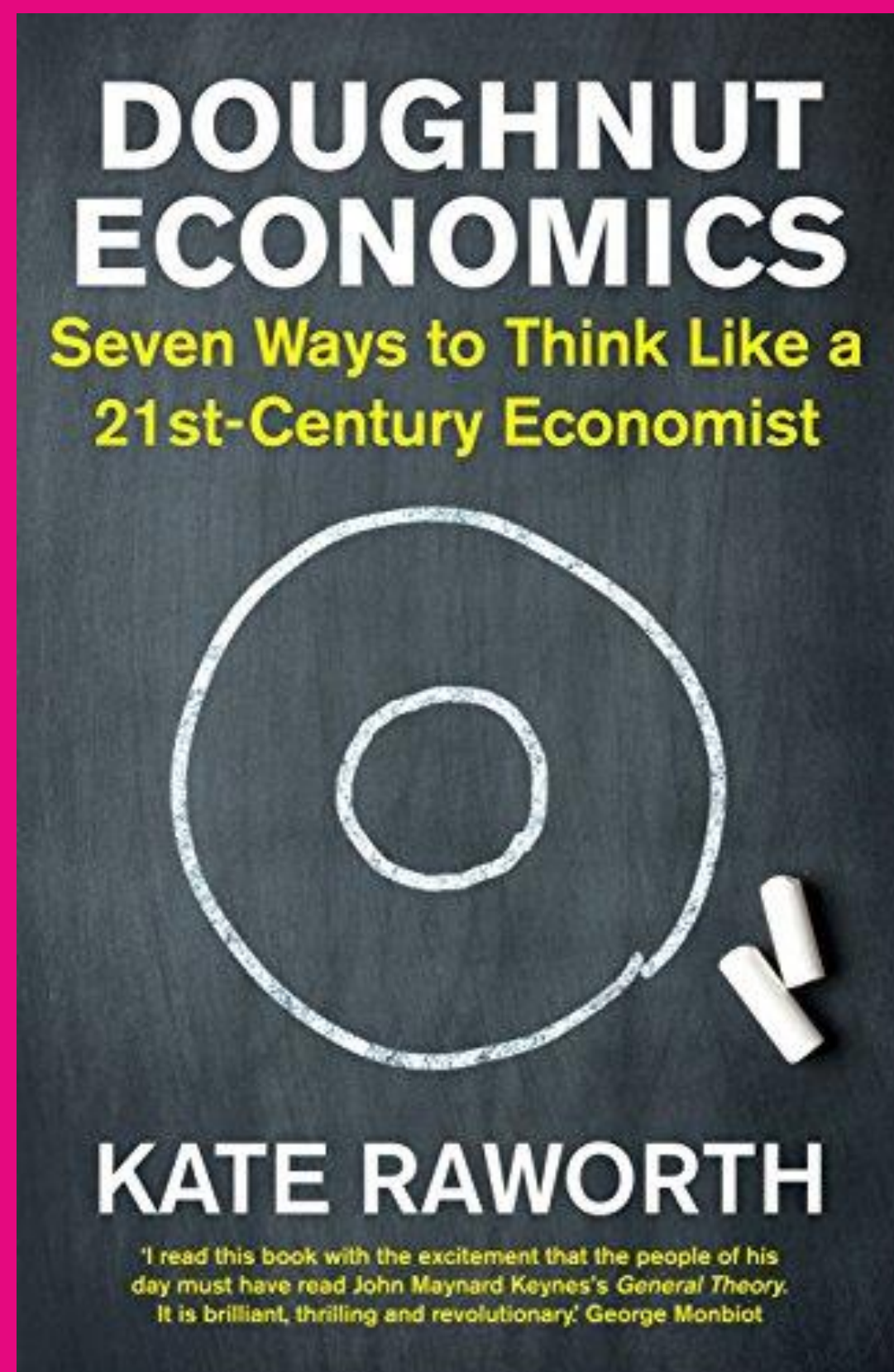


Branch
Edge Cases



Roots
Normality

Maybe
Normal is the
root problem?



Normal is
normal

2 problems

Normal is
biased

Convergence
is *a* trap

Normal

180 years of
Normal

Galton

Quetelet

2



1



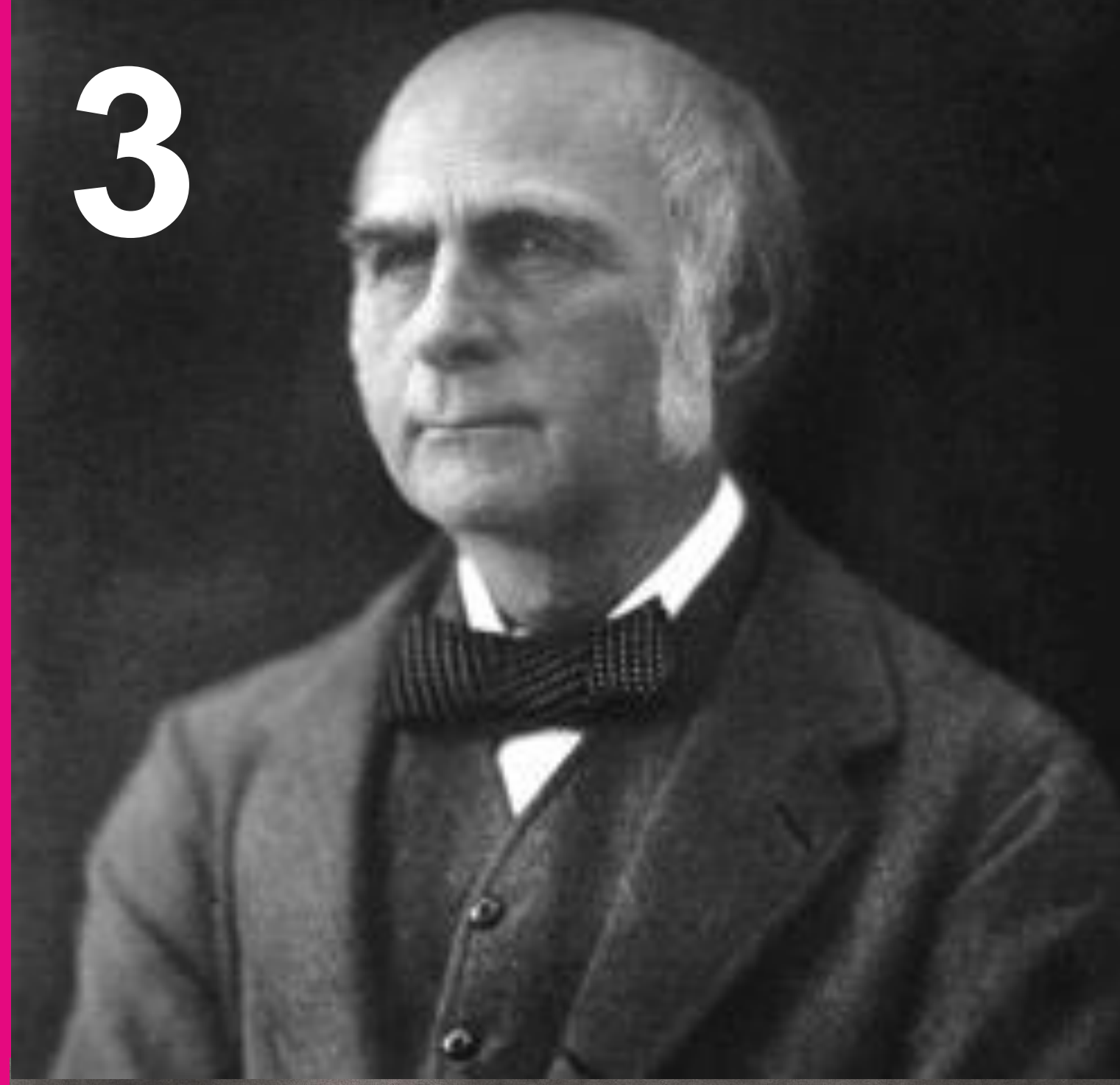
Burt

Thorndike

4



3

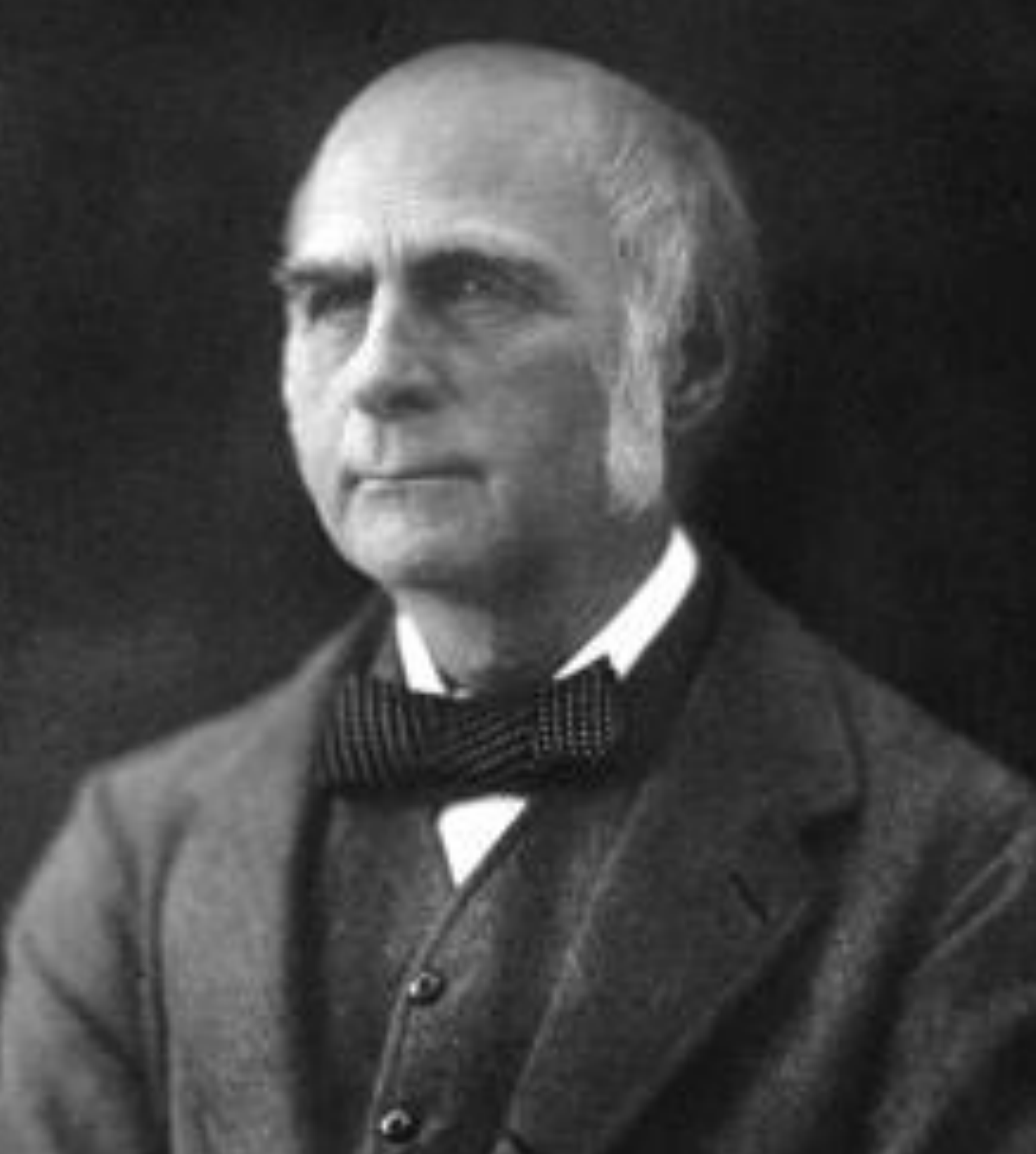




Average



Ranked



Quality



Better

1) Average

3) Quality

2) Ranked

4) Better

1) **Average**

3) Quality

2) Ranked

4) Better

1) Average

3) Quality

2) Ranked

4) Better

1) Average

3) **Quality**

2) Ranked

4) Better

1) Average

3) Quality

2) Ranked

4) **Better**

Normal excludes

We design for
a weird world

W.E.I.R.D.

White male

Educated

Industrialised

Rich

Democratic

White male

Educated

Industrialised

Rich

Democratic

How **W.E.I.R.D.**?

Journal of Personality and Social Psychology

?

W.E.I.R.D.

What do we do?

Many options

Design Ethics User Research Data Ethics Usability Research Recruitment Training

But...



Diversity as
opportunity



D&G

BURBERRY

Diversity is
strategy

Convergence

Our design tools
and processes
value Convergence

Groupthink

Chilcot Report

The background of the slide is a photograph of the Houses of Parliament and the Elizabeth Tower (Big Ben) in London. The image is taken from a low angle, looking up at the buildings against a blue sky with scattered white clouds. The architecture is Gothic, with many spires and windows. A green lamppost is visible in the lower right foreground.

Convergent
Thinking
fails

Divergence is
resilience

**Normal is the
future that
cannot work**

Post Normal is
the many futures
that work

Creating
change

Workshop

3 codes

Code of:
Conduct
Conversation
Comfort

Be comfortable

2 challenges

1 postcard

Post Normal Design

Normal
is
bias

Normal
is
exclusion

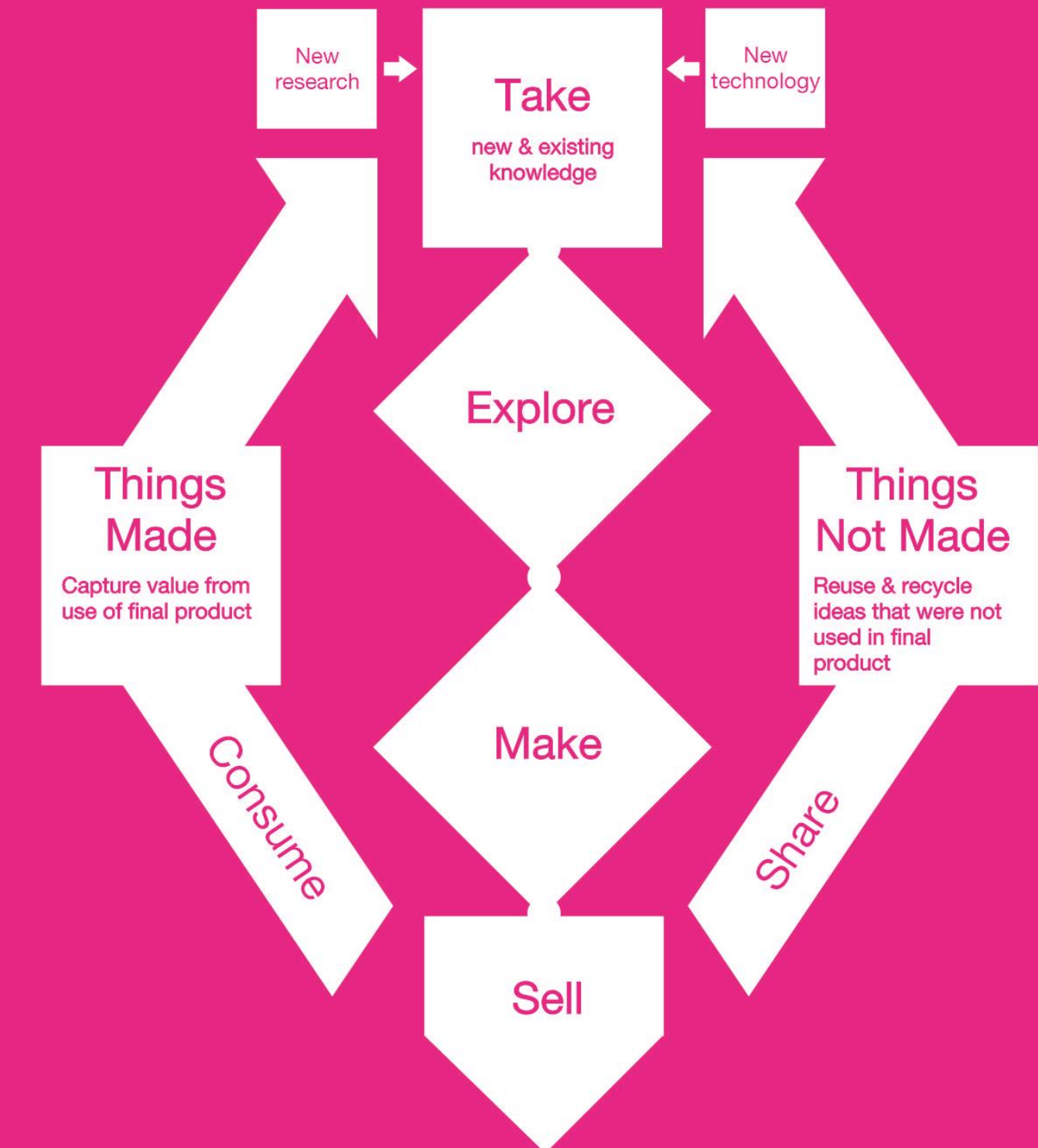
Divergent
is
resilience

Diversity
is
strategy

Diverse teams
Diverse products

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Circular Knowledge Economy



Create value now with product you make & sell but value divergent knowledge and share it for future use

1) Diverse teams

2) Divergent work

Diverse teams

Diverse teams

Recruitment

Promotion

Retention

Diverse teams

Women

Recruitment

25% of workforce

Promotion

11% of executives

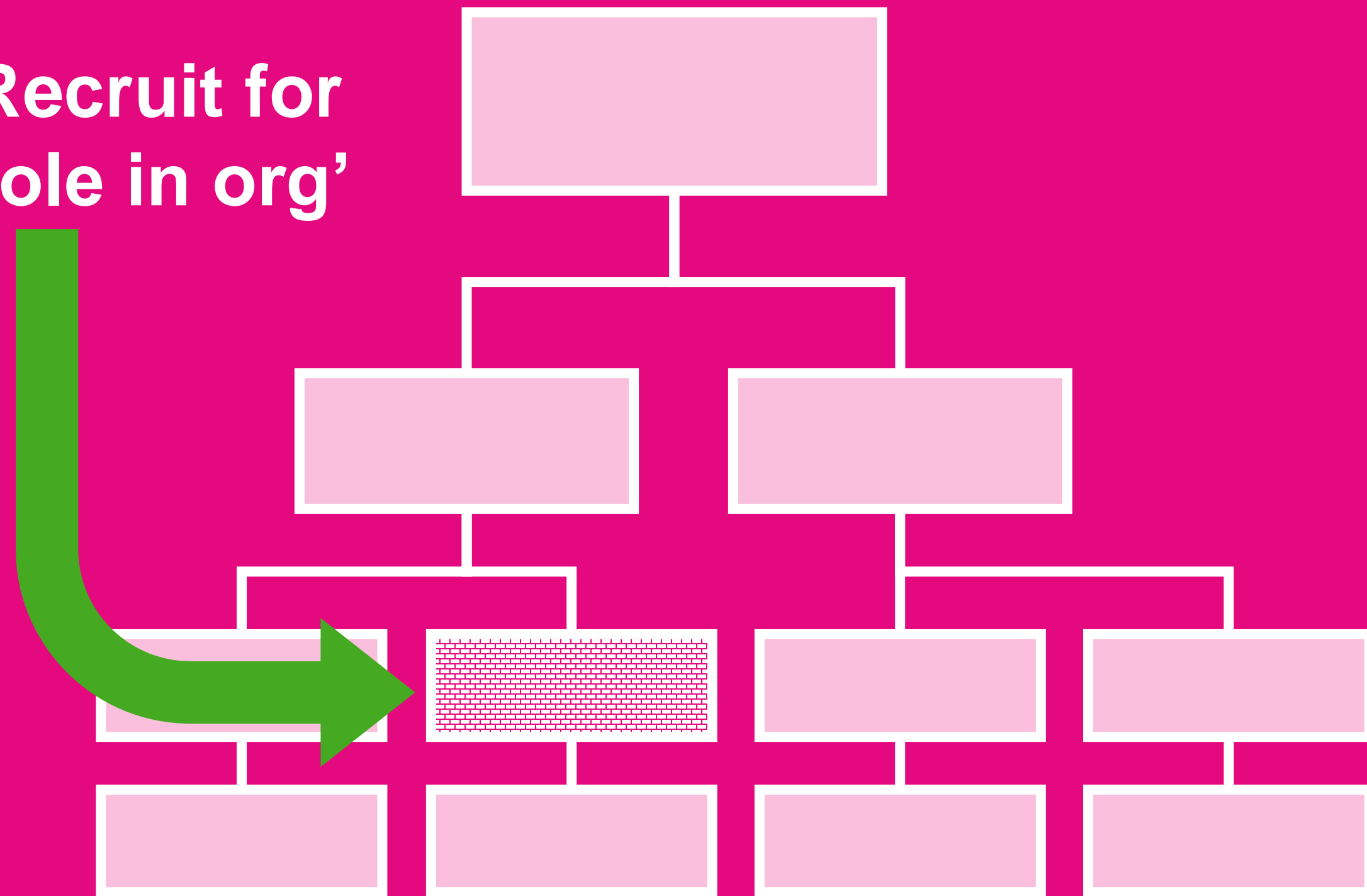
Retention

40% leave

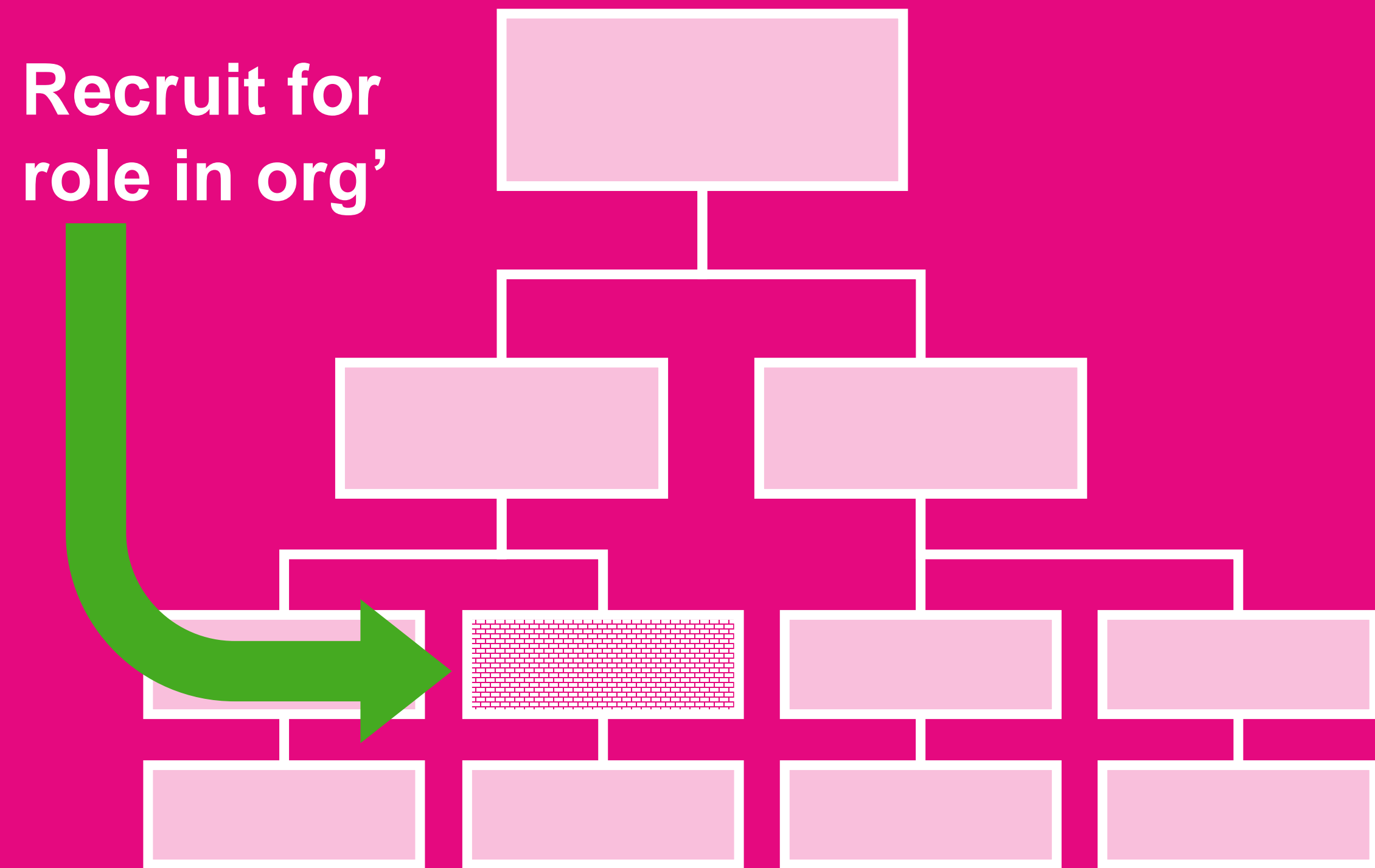
Fit

Normal

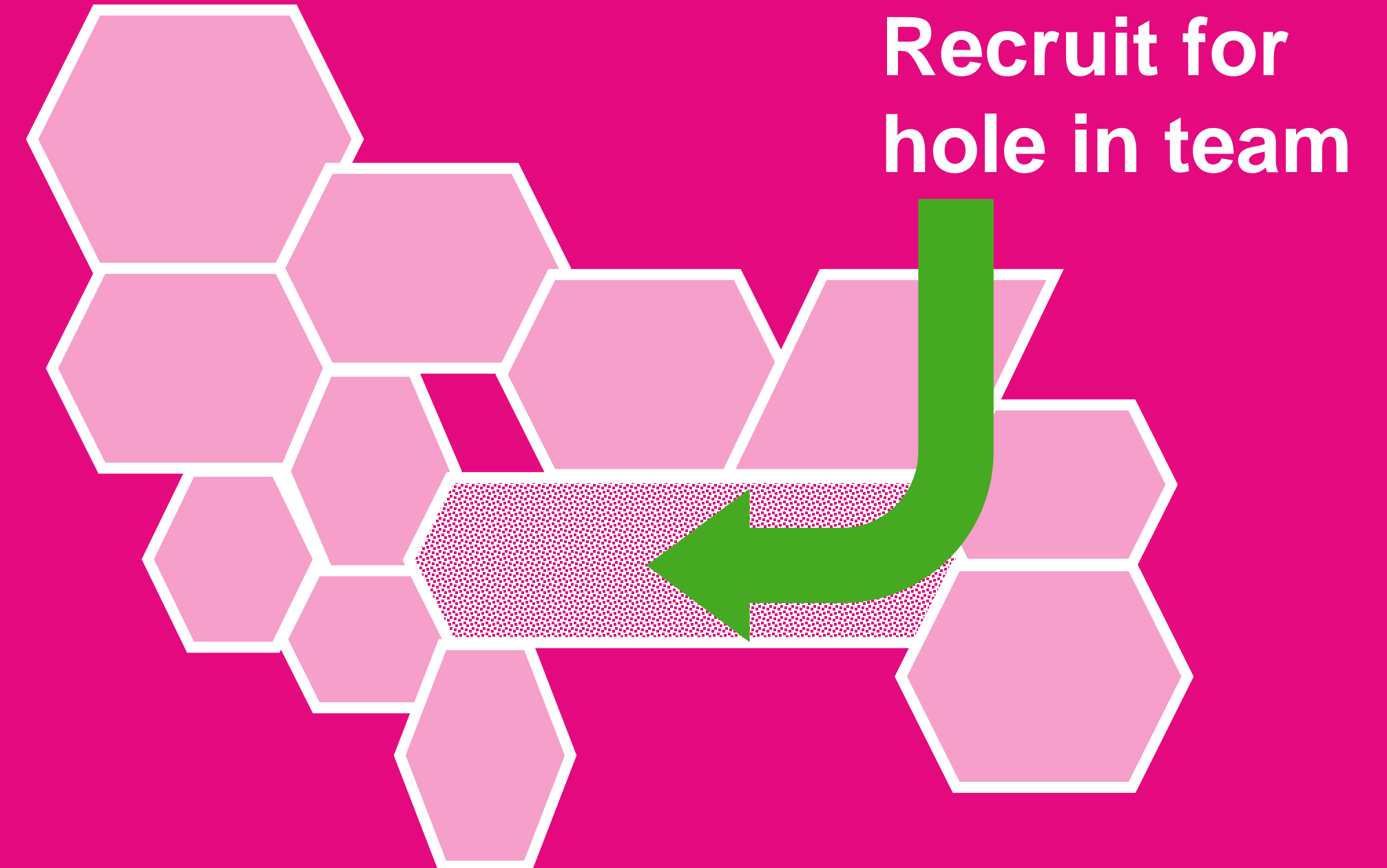
Recruit for
role in org'



Normal



Post-Normal



Normal

Change
person to
fit team

Normal

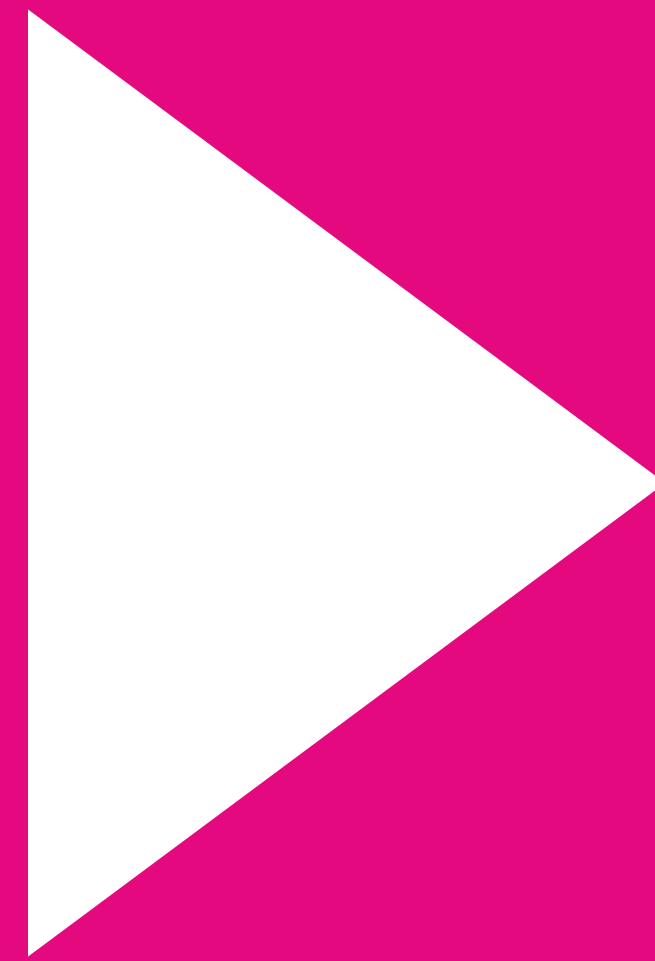
Change
person to
fit team

Post-Normal

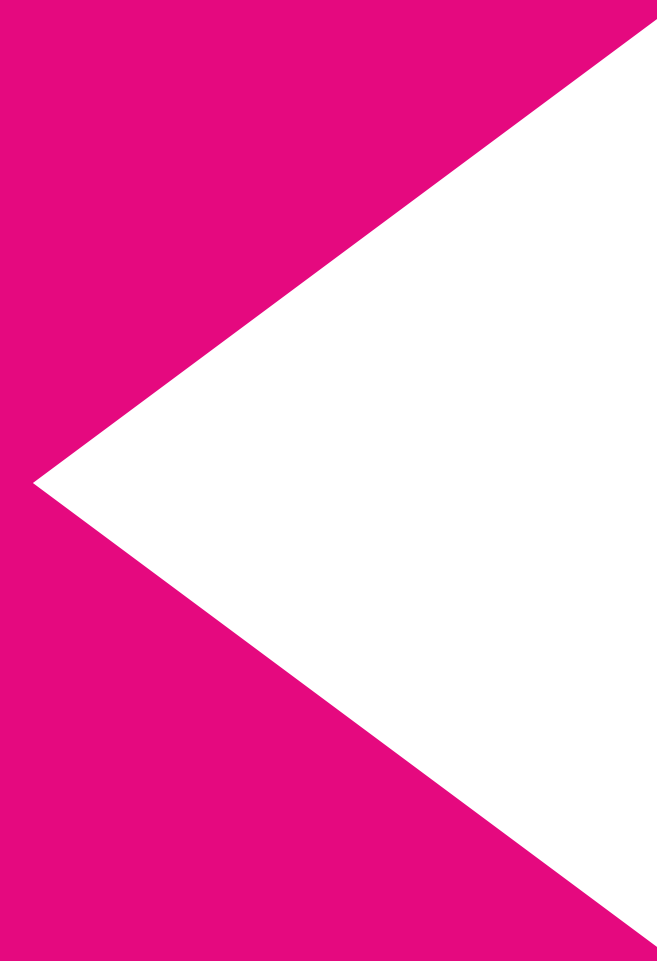
Change
team to
fit person

**Credentialed
Capabilities**

**Personal
Capacities**



Fit



Mission

Corporate

Mission

Personal

Challenge 1

**How can you change fit
during induction into your
team or organisation?**

New team member writes a **personal mission statement** of what they **can do** and **want to do** in team (in light of corporate mission and values).

Your team changes to **fit** around that statement. Roles shift, tasks shift.

Design new
team induction

Divergent work

Divergent work

Research diversely

Share divergence

Normal

Discard
divergent
knowledge

Normal

Discard
divergent
knowledge

Post-Normal

Value & share
divergent
knowledge

Challenge 2

**How can you value &
share divergent
knowledge within &
outwith your team &
organisation?**

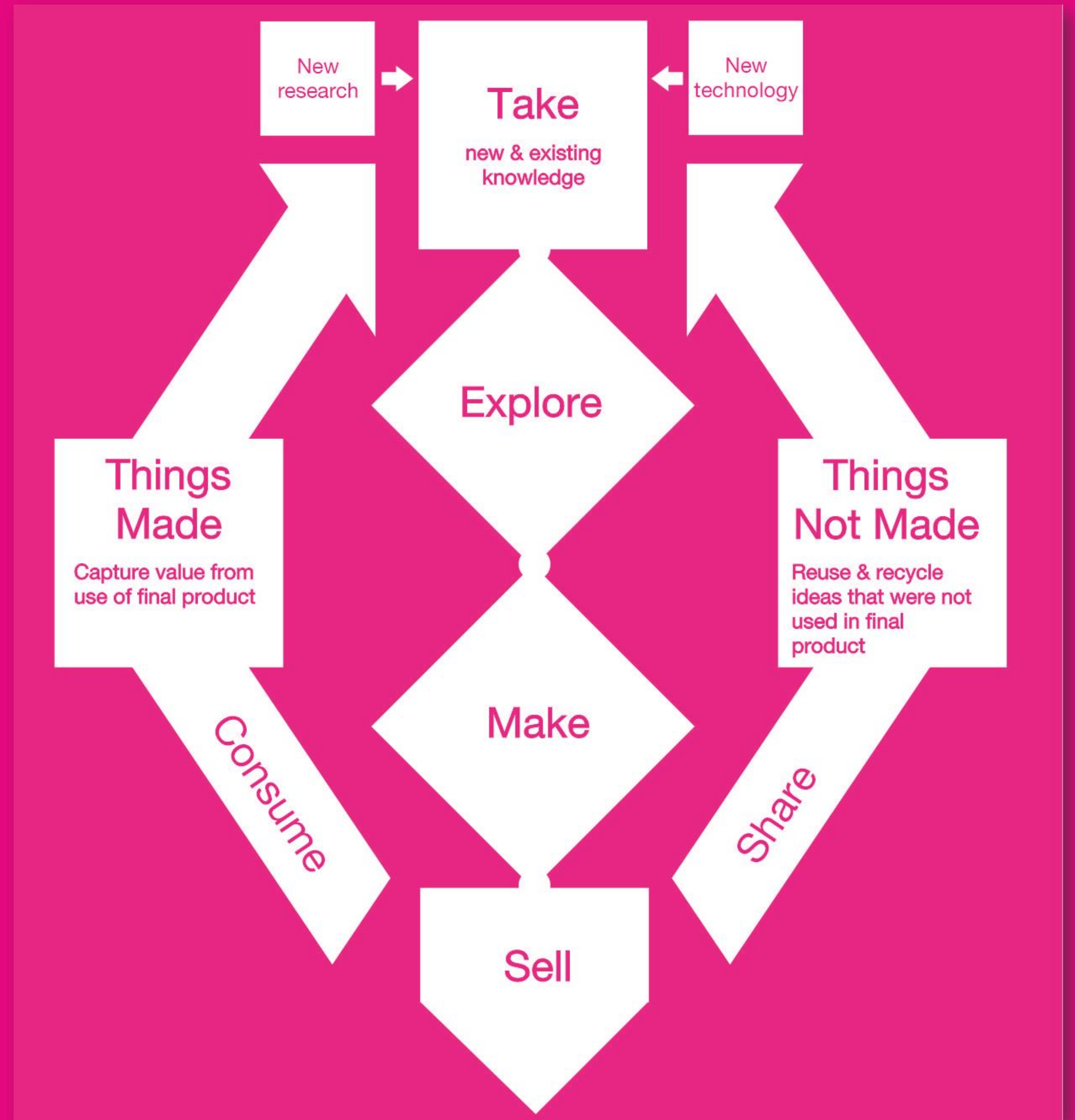
Double Diamond



Doughnut Economics

22

Circular Knowledge Economy



Design Reuse process

Challenge 1

Design
team
induction

Challenge 2

Design
Reuse
process



Show & Tell



Normal is
biased

Diversity is
strategy

Convergence
is *a* trap

Divergence is
resilience

Keep questioning
Normality

Alastair

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Post Normal – a talk/workshop in 12 parts

1

Accessibility

Introduction with personal experience of working in research and design for accessible digital and physical products.

2

Inclusion and Diversity

Setting up the problem space by noting the failure to deepen inclusion and diversity in organisations and products. Blaming and Othering.

3

Normality

Reframing the problem from simply 'What do we do to be more Diverse?' to 'How do we stop being so Normal'?

4

History of Normality

A quick history lesson in 180 years of Normality (using Quetelet, Galton, Thorndike and Burt as key figures).

5

The bias and exclusion of Normal

Clearly stating that Normal, Normality and Norms are biases that exclude. We cannot enable diversity if our tools are biased.

6

The trap of Normal

Given the history, Normality is a trap that holds back organisations.

7

W.E.I.R.D.

Using acronym to give a clear example of the trap and recognising bias in existing research base.
W.E.I.R.D. – White male, Educated, Industrialised, Rich, Democratic.

8

Post Normal Design

Shifting to broader solutions and how organisations are changing their attitudes to Normal and the growing importance of Divergence.

9

Divergence as resilience

Using example from UK government on Groupthink to show importance of supporting divergent opinions in analysis and decision making.

10

Diversity as strategy

Using examples from fashion industry on how lack of diversity creates strategic failures for businesses and how diversity is being used to enable strength.

11

Post Normal enabling new futures

Finishing up by showing that, though breaking the idea of Normal seems both strange and difficult, it is both essential and practical for long-term survival.

12

Workshop

Discussion through codesign of Post Normal ideas for team induction and project research sharing. Sharing first steps in questioning Normality.

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