

DESIGN THINKING

FOR PUBLIC SERVICE MPA Winter, 2016

COURSE DESCRIPTION:

Design Thinking for Public Service examines the relatively new field of design thinking and its application to public endeavors. This overview gives you a glimpse of the course; Canvas will be used as a syllabus and will go live over Winter Break.

In this course, we apply a design thinking perspective to contemporary administrative, social, and physical problems and challenges. Design thinking uses design methodologies such as observation, prototyping, building,

and storytelling. It brings together people from different disciplines to effectively explore, in collaboration, human-centered ideas. While we'll study the theory of design thinking, the main focus of this course is on the application of design thinking in communities and administration. We will be looking design as both a physical element to create/make/sustain communities as well a method for social innovation, service delivery, and management. We'll study design thinking, cases of social innovation using design thinking, and work together to apply design thinking to real-world situations.

This course is applicable for students interested in social and administrative innovation and community building. This course is designed to couple, although not required, with the Spring MPA elective Brave New Workplace.

OUR TEXTS ARE:

Mootee, Idris (2013) *Design Thinking for Strategic Innovation: What They Can't Teach You at Business or Design School*. Wiley; ISBN-13: 978-1118620120.

Hester, Randolph T, (2010) *Design for Ecological Democracy*. The MIT Press. ISBN-13: 978-0262515009

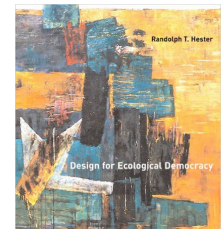
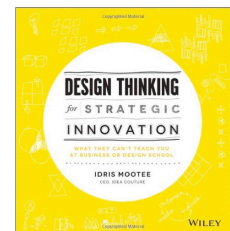
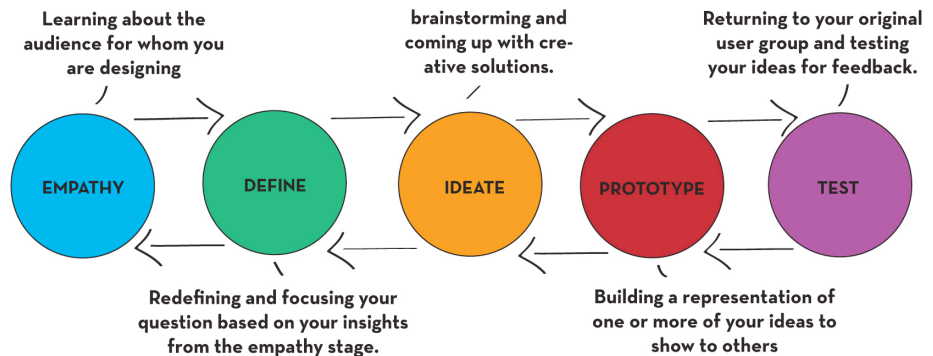
I do not recommend you purchase electronic editions (if available) of either of these texts, as they are illustration rich.

OUR (CRAZY) SCHEDULE:

- Tuesdays (6-10pm): January 5, January 19, February 2, February 16 & March 1
- Saturdays (9-5pm): January 16 (studio¹ work and Field Trip); February 27 (studio work)

THE MAJOR ASSIGNMENT for the course is a team design project (applying design principles to a situation). Other assignments include studio projects and seminar/reflective papers.

QUESTIONS? Contact Cheryl Simrell King (kingsc@evergreen.edu).



¹ "Studio" is the time when you develop and practice the tools of design, including physical and process design (yes, you will be drawing!).