Design @ Care City

Team Session 26th June 2024





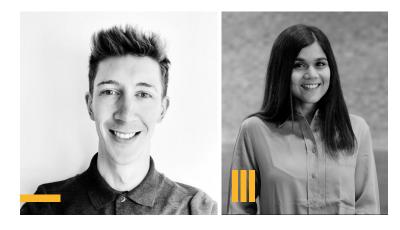
Aim of today

To unpack where and how design thinking can best benefit Care City (and it's team!)



Why this, now?





Agenda

- 5 Check-in
- 15 High-level: Introducing Design Thinking
- 10 "Why we think we've been hired"
- 25 Surfacing opportunities and benefits
- **5** BREAK
- 60 Detailed level: Human-Centred Design steps and tools



Introducing design-thinking

Design thinking: What is it?



To shape better....









Design thinking: What is it?



To shape better....





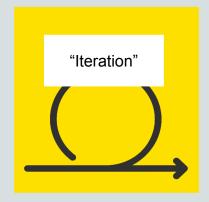


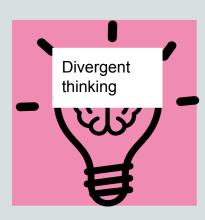


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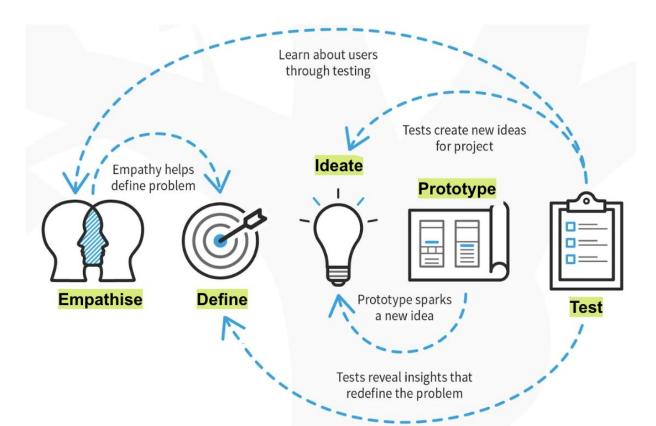








One model - 5 steps



Types of Problems

WICKED

COMPLEX

COMPLICATED

SIMPLE

Greater complexity means:

- Limited evidence on what works to guide us
- Wider range of influences and experiences

SIMPLE COMPLICATED COMPLEX WICKED

1 - Empathise

What is it?

Working to deeply understand "users" and their needs, problems and motivations

How can we do it?

Contextual inquiry

Diary studies

Community researchers

Storytelling

Systems / stakeholder mapping

2 - Define

What is it?

Making sense of observations → crafting core "problem statements"

What is it?

Who has it?

When and where?

Why does it matter?

How can we do it?

Affinity mapping

Post-it notes! / Miro

Using UX-"artifacts"

3 - Ideate

What is it?

Coming up with solutions to those problems

How can we do it?

Brainstorming techniques

Codesign

Serious play

Inclusive facilitation / prioritization

Collective imagining

4 - Prototype

What is it?

Bringing early ideas to life creating scaled-down versions of concepts, products or services to showcase and experiment with.

How can we do it?

Low-fi prototyping

Hi-fi prototyping

5 - Test

What is it?

Exploring how well your ideas / prototypes can address identified problems.

How can we do it?

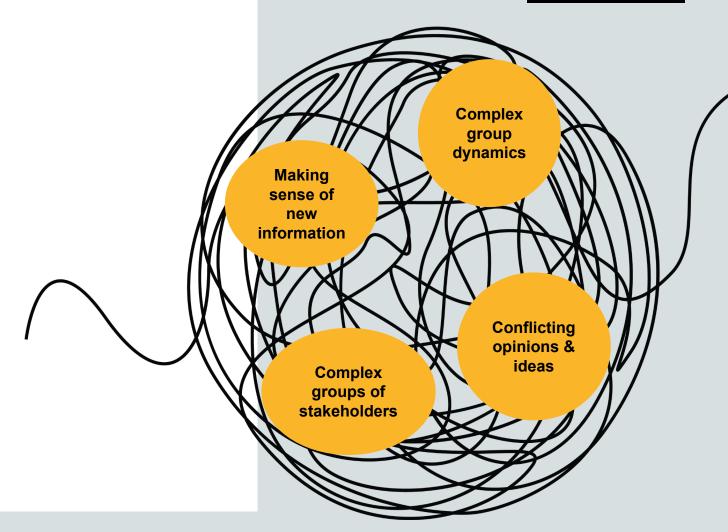
Evaluative interviews

Compare alternatives / prioritize

Observe user engagement

Testing games

v Reality



Why we think we've been hired

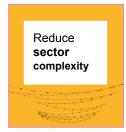
What we think...

Opportunities













Ways of working







What we think *you* think...

Help us innovate with interviews

Build out systems-focused project tools

Professionalise what we're doing

Catalyse pursuit of our new strategy



Now let's challenge those assumptions

Empathise Live

On a scale of 1-5, <u>rate</u> how skilled you/we are in working through each of the design thinking steps, both <u>individually</u> and as an <u>organisation</u>:

1 = Beginner

5 = Expert



Think and add to post-its (5 mins):

1. In which ways do/don't you already approach projects from a design thinking perspective?

2. Where/what you think are the biggest opportunities for you or Care City to benefit from design thinking?

Pair discussion (7 mins)

Share back (3 mins each)

The Human Centred Design Process: Steps and Tools

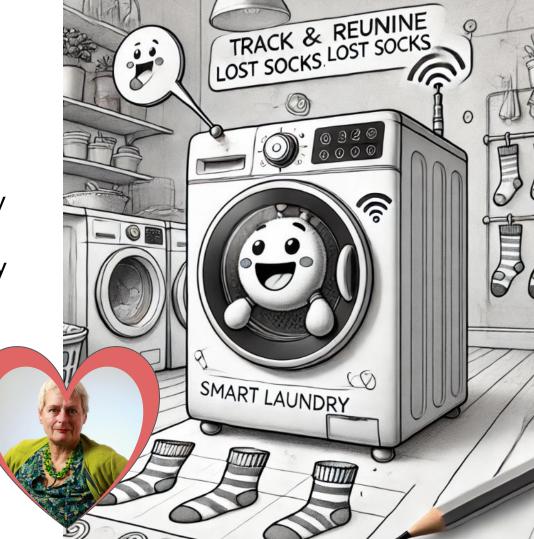
1.

How might we develop a coffee maker that brews coffee based on the user's mood, using sensors to detect stress levels and suggesting the perfect coffee blend and strength?



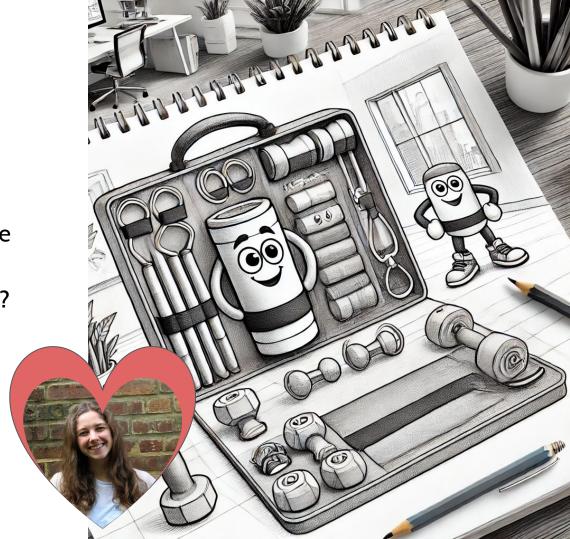
2:

How might we design a smart laundry system that helps people track and reunite lost socks, making laundry day more fun and less frustrating?



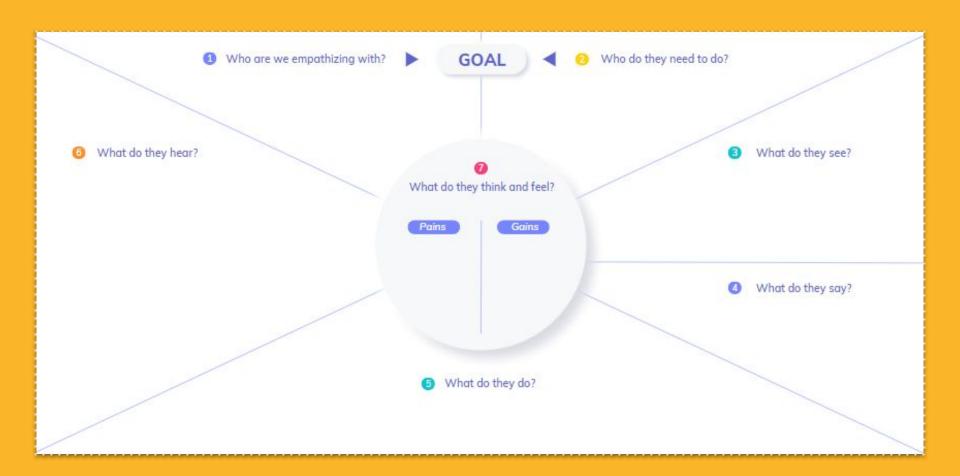
3:

How might we design a fun and portable fitness kit that lets people work out anywhere, even in small spaces like an office or apartment?



1. Know your users

10 mins



2. Journey Mapping

10 mins

	Awareness	Consideration	Decision	Retention
Objectives				
Actions				
Experience/ Emotion				
Barriers				

3.Crazy 8s (Ideation)

8 mins

1.	2.	3.	4.
			1
5.	6.	7.	8.

What's shifted for you today?

Tell us one about one prior belief, thought or assumption you had, which you've now revised on the basis of today's session.

What do you think now, instead?

Next steps for us

- Synthesise discussion themes
- 2. Reach out to those absent
- 3. (You to) **Prioritize** our areas of focus for weeks ahead

