The Progressive Challenge

EQ: How can we be Progressive? How can we make a difference?

Intro: The rise and fall of Progressivism is a constant reminder to the people that true CHANGE takes a dedication to freedom, the belief in opportunity, a practice of active responsibility, and the value of cooperation. With these 4 progressive mindsets, the people can and need to make a difference. As Jefferson noted -

> *"all experience hath shewn, that mankind are more disposed to suffer, while evils are sufferable, than to right themselves by abolishing the forms to which they are accustomed."*

We have the privilege and duty to this country to make a difference. The responsibilities fall on the next generation to not only learn from our previous mistakes, but also to actively set the tone for our near future. This project is all about making a difference. If we believe in the 4 points of Progressivism, Acts of Positive Change will incur.
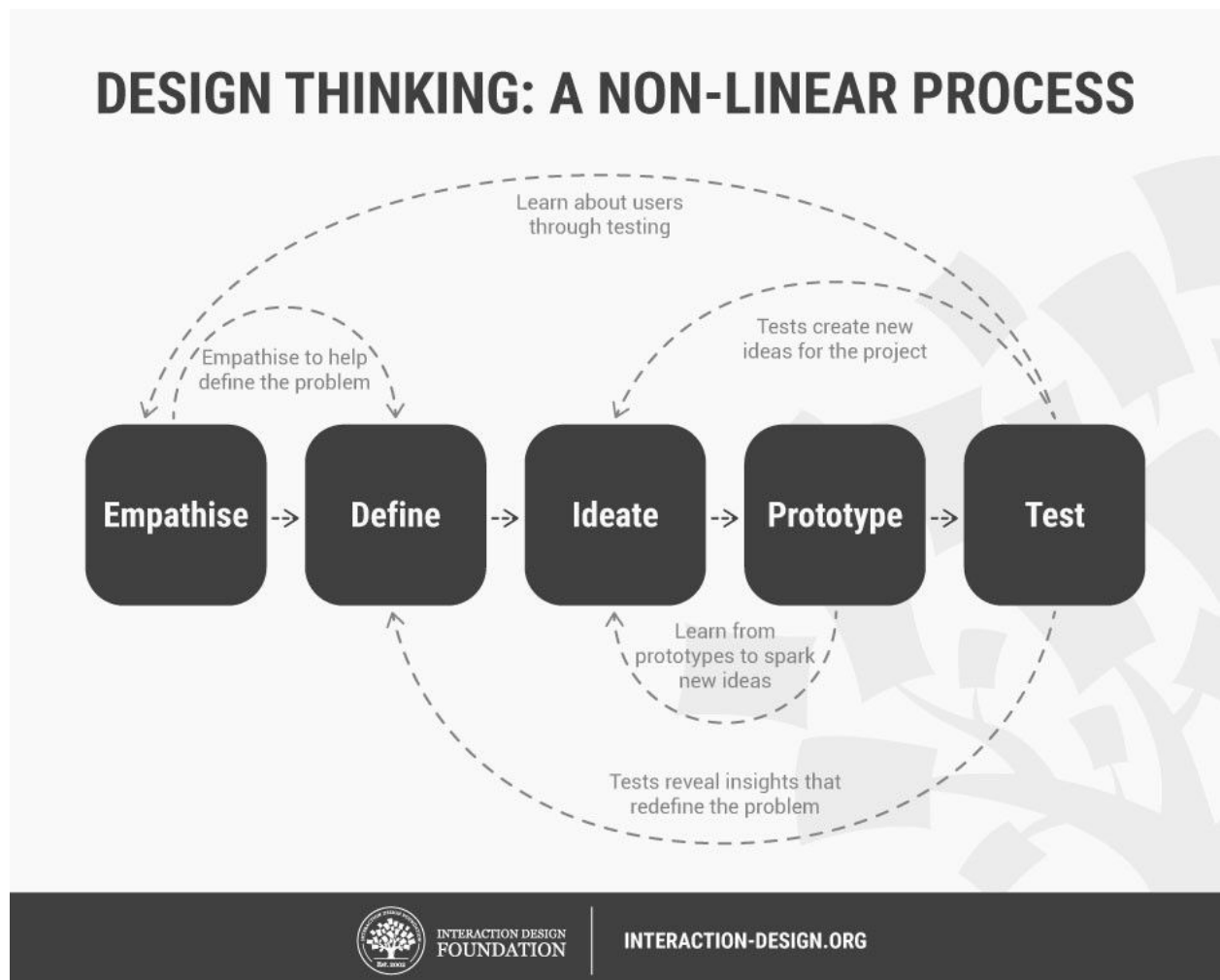
Possible Issues to tackle:

- Environmental [climate change, air quality, water quality, fossil fuels, food waste, and trash overproduction, etc…]
- Hunger Crisis - "food insecurity"/ child hunger in America
- Access to quality education/technology
- Drug abuse/ addiction
- Stigma around Disability
- Race Relations in America [Anti=Immigrant, Black Lives Matter, Muslim Ban, etc…]
- Social Media Effects - Body Shaming, Disconnection, Distortion of Reality, etc…
- Immunizations and prevention of viral diseases
- Nutritional health, GMOs
- Elderly - Diseases, Isolation, Meals on Wheels
- Obesity and Diabetes
- Abuse - Domestic, Sexual, Emotional
- Fake News
- Homelessness
- Endangered Species
- Bullying
- Anti-shaming/Hate crimes
- Access to Birth Control
- LGBTQ+ communities
- Human Trafficking
- Gun Control
- Women empowerment/sexism
- "Ghetto"- Neighborhood issues and stereotypes
- Veterans Issues

And MANY, MANY, MORE

HOW?

**Design thinking tackles complex problems by:

1. Empathizing: Understanding the human needs involved.

2. Defining: Re-framing and defining the problem in human-centric ways.

3. Ideating: Creating many ideas in ideation sessions.

4. Prototyping: Adopting a hands-on approach in prototyping.

5. Testing: Developing a prototype/solution to the problem.

DESIGN THINKING: A NON-LINEAR PROCESS

Learn about users through testing

Empathise to help define the problem

Tests create new ideas for the project

Empathise → Define → Ideate → Prototype → Test

Learn from prototypes to spark new ideas

Tests reveal insights that redefine the problem

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*** Adapted and taken from https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process*

5 Stages of Design thinking / Benchmarks:

Understanding these five stages of Design Thinking will empower anyone to apply the Design Thinking methods in order to solve complex problems that occur around us — in our communities, our countries, and even our planet.

I) Empathize: (Due May 10th)

The first stage of the Design Thinking process is to gain an empathic understanding of the problem you are trying to solve. This involves consulting experts to find out more about the area of concern through observing, engaging and empathizing with people to understand their experiences and motivations, as well as immersing yourself in the physical environment to have a deeper personal understanding of the issues involved. Empathy allows us to set aside our own assumptions about the world in order to gain insight into people and their needs.

Requirements:
- ★ *Background Research -*
    - ○ *at least 5 legitimate sources*
    - *[3 informational, 1-2 scientific, 1-2 opinionated commentary]*

- ★ *Interview → Develop Purposeful questions & Collect responses from*
    A) Expert B) Advocate C) "Victim" D) "Opposer"

- ★ *Personal Immersion experience → simulate an immersion experience for your group and document your reflections*

2) Define (Due May 10th)

During the Define stage, you put together the information you have created and gathered during the Empathize stage. You will analyse your observations and synthesize them in order to define the core problems that you and your team have identified up to this point. You should seek to define the problem as a problem statement in a "human-centred manner."

Another example:
- Bad problem statement - We need to end homelessness in San Diego.

- GOOD problem Statement that's Human Centered - The Homeless need access to basic health needs, such as dental hygiene.
- Bad Problem Statement - Climate Change is an issue that needs more attention.
  - GOOD problem Statement - Everyday people do not fully understand what Climate Change is and how it affects them.

The final product of this stage is to synthesize your research and present your human centered problem statement in a well designed interactive powerpoint. The basic requirements for this powerpoint include:
- *Use relevant video clips,* audio *clips, and graphics.*
- *Present the comprehensive summary of your background research (includes ALL research findings, interviews, and immersion experience)*
- *Include your defined human problem statement*
- *Presentation needs to be engaging, concise*

3) **[Ideate](Due May 12th)** **(Due May 12th)**

After your design team has researched and defined your human centered problem statement, you are now ready to start generating ideas of how to solve your problem through creative brainstorming. It is important to really think outside the box during this stage, stretch the imagination, and get as many ideas or problem solutions as possible before focusing on one. Your solutions should incorporate some kind of "product" you would like to test. Use one of the following brainstorm templates to generate ideas and solutions to your group's problem:
- SCAMPER
- WORST IDEA EVER
- SKETCH STORM
- MINDMAP

4) Prototype (Due May 26th)

Your design team will now produce a number of inexpensive, scaled down versions of the "product", so they can investigate the problem solutions generated in the previous stage. Prototypes may be shared and tested within the team itself, in other students, or in your

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immediate family. This is an experimental phase, and the aim is to identify the best possible solution for each of the problems identified during the first three stages. The solutions are implemented within the prototypes and, one-by-one, they are investigated and either accepted, improved and re-examined, or rejected on the basis of the users' experiences. By the end of this stage, the design team will have a better idea of the constraints inherent within the product, the problems that are present, and have a better/more informed perspective of how real users would behave, think, and feel when interacting with the end product.

    ★ Prototype Initial Product - Version 1
    ★ Feedback data collection & Analysis
    ★ Report on Findings- constraints, problems, and improvements

5) Test (On Progressive Day, June 1st)

Designers or evaluators rigorously test the complete product using the best solutions identified during the prototyping phase. This is the final stage of the 5 stage-model, but in an iterative process, the results generated during the testing phase are often used to redefine one or more problems and inform the understanding of the users, the conditions of use, how people think, behave, and feel, and to empathise. Even during this phase, alterations and refinements are made in order to rule out problem solutions and derive as deep an understanding of the product and its users as possible.

    ★ Revised Prototype Product - Version 2
    ★ Documentation of the Test Day - film & note observations
    ★ Survey from Users
    ★ Reflection by the Design Team

6) All School Exhibition - June 8th
   Progressive Innovation Faire