

2018 NATIONAL HIGH SCHOOL DESIGN COMPETITION

TEACHER RESOURCES

DEFINE, EMPATHIZE, BRAINSTORM

**COOPER
HEWITT**

THE DESIGN PROCESS



The design process is a method used to solve problems. Problem solvers can pursue multiple ideas, make connections, empathize with the end-user, test ideas, and improve concepts.



The 2018 National High School Design Competition challenge is to design a solution that makes the everyday accessible.



How might we redesign a place, process, or object to address a challenge for a person with a disability, to make the everyday accessible?



What have we learned about others' experiences and perspectives?

- Sinead Burke's TED Talk: How were places, processes, and objects inadvertently designed to inhibit her ability to do things for herself?
- Our experiences in lesson 2: What did it feel like to be limited in your capacity to access places, processes, and objects?
- Aimee Mullins's TED Talk: How did her perspective on adaptability, ability, and adversity shape what it means to be disabled?
- The trailer for the 2016 Paralympics: How did the people featured in the trailer navigate the designed world?



BRAINSTORMING GOALS:

- Generate ideas quickly
- Build on the ideas of others
- Get people unstuck
- Defer judgment
- Encourage wild ideas
- Go for quantity