Design Thinking Session | Workshop
Design Thinking for Social Good

Welcome to the University of Minnesota's Design Thinking Work Session.

Design Thinking is an emerging field that applies the tools and processes from the design disciplines to complex, system-wide problems. It engages individuals and groups on specific creative problem-solving processes to engage individuals and groups on specific creative problem-solving processes.

This Issue Area Network is intended to link and encourage synergy between departments, offices, and initiatives at the University of Minnesota. The networks are designed to strengthen the internal alignment of the various public engagement activities focused on a particular societal issue. This University-Wide Initiative is designed to address the critical issues of our time, and welcome participants from across various offices, units, and networks (IAs) of the University of Minnesota Office of Public Engagement.
The expectation is that each area network will be unique and look different. Engagement is a network for each of the issue societal issue arena might look like.

Engage partners in envisioning and designing what an informal public community engagement aligned institutional approach to addressing challenging societal issues through.

The Public Engagement Issue Arena Networks Design Thinking Series is composed of three sessions, which together are intended to advance the building of a more cumulative overall impact over the various individual engagement efforts.

By networking existing research, identifying and public service efforts, initiatives lead to accomplish goals of the thinking work over the three sessions are intended to accomplish goals of the outcomes of the design workshops after a process/means and a space for creative.

The goal of the design thinking workshops is to continue to build the issues.
PROTOTYPE PRESENTATIONS
Some elements not as well-formed or as visible as others
- Some elements better resolved than others
- Isolated nods and elements - scattered elements

Design Features

Fully connected to community

...pockets of activity not fully connected to one another and not
exists but doesn’t have good roots into the community. It shows

The prototype is based on the metaphor of the dying tree which

...egree of health barriers

Team members: May Lopez, Sarah Surmaz, Sara Axelli, Naomi Stichman, Lanya Hess, Jamie Babcock, Diane Martinson, Jeff Com, John Weyens, Anita Cottledge
ProtoType 2 - Equity + Diversity is Superior Growth
EMPATHY

Jennifer Helyand

and the tallen fruits grow their own connections as well.
Expanding fruit from valuing different types of knowledge
Deeply connected and a strong root system
Then we have a thinking tree

Just there...
But not deep
Some tools

Diversity has gone with the metaphor of a tree

Heidi Barajas
Anita Collinge
John Hovey
Jeff Com
Diana Maruensan
Jasheen Bhide
Laura Hess
Leslie Schram
Sara Axtell
Sarah Signer
Hany Lopez

TEAM MEMBERS

TEAM 8: DIVERSITY

MATERIALS
Prototype 2

Design Features:

- Create Title: Eco-Friendly Product
- Team No: 8 - Diversity

Materials

Prototype 1

Design Features:

- Create Title: Durable, Eco-Friendly Product
- Team No: 8 - Diversity
and sustainability
- Personally could do work crossing categories of diversity and oppression
- We all could recognize that the tree was dying

I WISH

The contrast between the two models
- Metaphor of dying tree with minimal fruiting due to lack of roots
- Dying trees - trees not well connected vs. live tree

LIKE

Dynamic systems - not static or fixed
- Would lead to more natural community engagement
- What we can do to plant the tree?

THIS MAKES ME THINK OF

There was more diversity in today's participants
- Diversity/equity was a part of the mission of all of the units
- We could plant multiple trees

WHAT IF

FEEDBACK

TEAM 8: DIVERSITY