Design Thinking: Creative Hacks for Guided Pathways

Strengthening Student Success Conference

October 10, 2019

9:40 am - 10:40 am



Facilitator/ Presenter Team



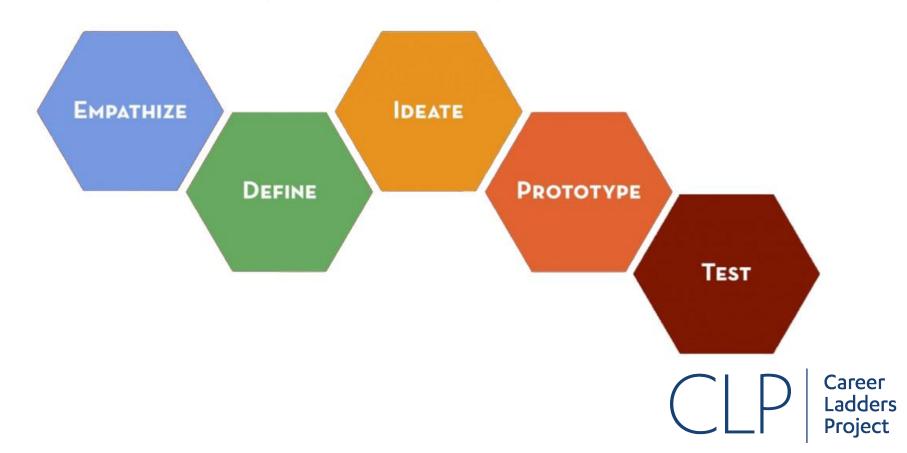
Sia Smith-Miyazaki Senior Program Associate Career Ladders Project



Jessica Hurless
GP Design Team Co-Lead/ Associate
Professor Communication Studies
Skyline College



Design Thinking Process



Today we will cover

- Empathize: understand our user
- Define: develop an actionable problem statement
- Ideate: brainstorm ideas for hacks





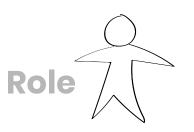
Design Thinking Hacks

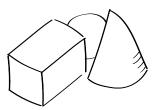
- Small, scrappy experiments
- Small steps towards big change
- Low-risk, cheaper, quick
- Using what you have



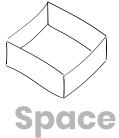


Levers Of Design





Objects





Source: <u>Design for</u> <u>Belonging d.K12 LAB</u>



THE HACK MINDSET

What we mean when we talk about hacking.



Don't over think it, just try it.



Use "failures" as opportunities to learn.



Keep the goal small, the team tight and the timeline short.

Source: http://schoolretool.org/



Career Ladders Project

Energy booster

Partner activity



Design Challenge

Develop hacks to address a GP steering committee's challenges





User Interview





User interview: GP lead

"I'm really frustrated and concerned about lack of engagement. People don't show up consistently and they're on their phones/laptops during the meeting. People are also at different levels of understanding regarding Guided Pathways on the team."



User interview: Team member A

"I don't think we have a very clear sense of our vision for GP. I see the projects we have going on, but where are we going? What's our long-term goal? How do we get there? I feel like people are moving their own projects forward without a collective goal."



User interview: Team member B

"I feel like we keep talking about the same things over and over again. How many times do we have to engage in discussions before we move to action? We owe it to our students to make tangible changes as quickly as we can."



User interview: Team member C

"I'm not exactly sure how I can best contribute to these meetings. As a new member, I don't feel my ideas are valued in this space. It seems like a ton of discussions happened before I joined and they haven't made efforts to get newer people up to speed."





Interview Insights

- Individually: Write down 3-5 things you noticed
- As a group, identify challenges you see based on GP team member interviews. What are some underlying themes?



Define the Problem

Create an actionable problem statement

- Define the user (who)
- Define the need (what)
- Key insight (why)



Define the Problem

The unfocused and reflective Guided Pathways team needs to build a shared culture because members don't feel ownership and choose to disengage as a result.





Design Thinking Hacks



Each group will focus on one category:

- Space
- Objects
- Ritual
- Role
- Communication



Rapid Brainstorm

Write it, Say it, Stick it

- One idea per post-it
- No judgement
- Wild ideas. Have fun!
- Go for quantity
- Yes, and...(build on ideas)
- Be visual

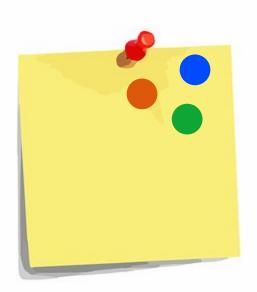




Selection

Review all post-its

- Individually vote on top 3
- Choose 1 as a group
- Take note: Describe your hack.
 How does it work? What does it mean? How does it meet the user need?
- Roles: note taker and sharer







Share Out



Today we covered

- Empathize: understand our user
- Define: develop an actionable problem statement
- Ideate: brainstorm ideas for hacks





Resources

tinyurl.com/DThacks-SSSC19



(Re)sources:

Stanford dSchool Design Thinking Bootcamp Bootleg



Closing Reflection



- As we wrap-up this session, what are your takeaways?
- Where might you be able to use hacks?



For more information, please contact:

Sia Smith-Miyazaki

Senior Program Associate ssmithmi@careerladdersproject.org 510-268-0566 Career Ladders Project

Jessica Hurless

GP Design Team Co-Lead/ Associate Professor Communication Studies hurlessj@smccd.edu (650) 738-7183 Skyline College

www.careerladdersproject.org

Thank you!

