



What is Design Thinking?

It's three things in one:

- A method
- A mindset
- A model of leadership

Rooted in empathy, creativity, and innovation, design thinking is agile, collaborative, and iterative

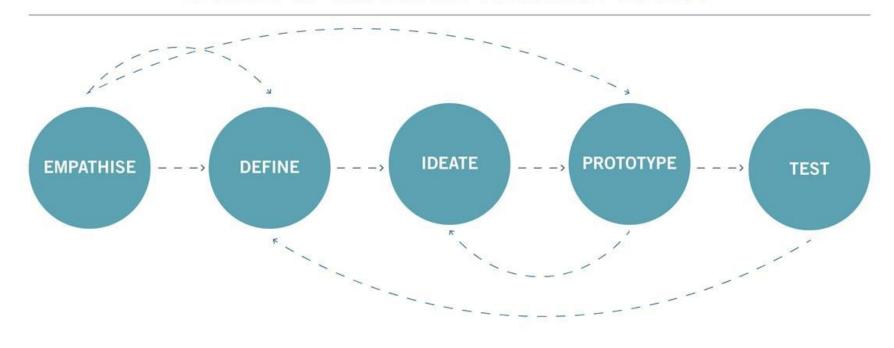


Design Thinking and Educational Gain

- Creativity is 2nd most highly ranked core skill globally, while empathy and active listening are ranked 8th
- Creative thinking is considered the skill that is increasing in importance ahead of all others, with empathy the 5th highest attitude and 12th increasingly important skill or attitude overall.

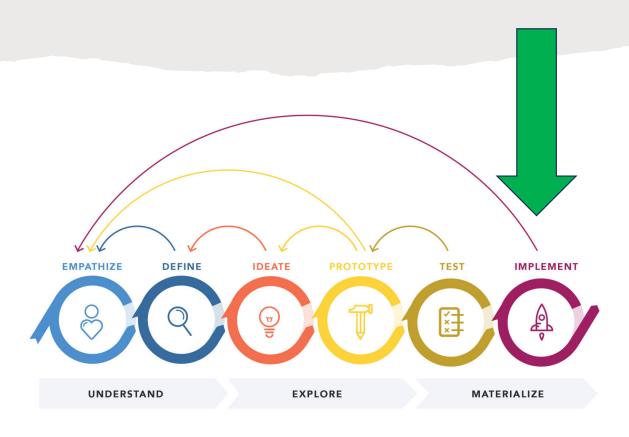
(WEF Future of Jobs Report 2023)

5 STEPS OF THE DESIGN THINKING PROCESS



Design Thinking is a creative, innovative, and iterative process

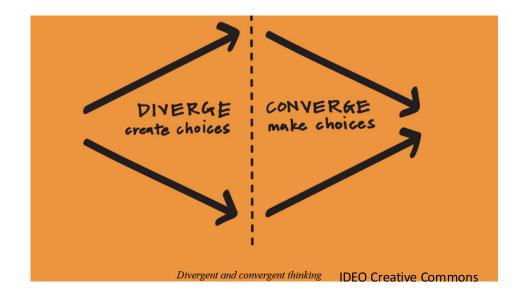
Actually, there's an important sixth step ... implement!

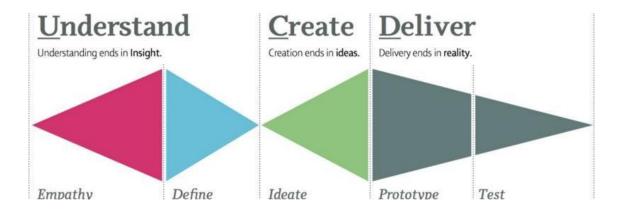


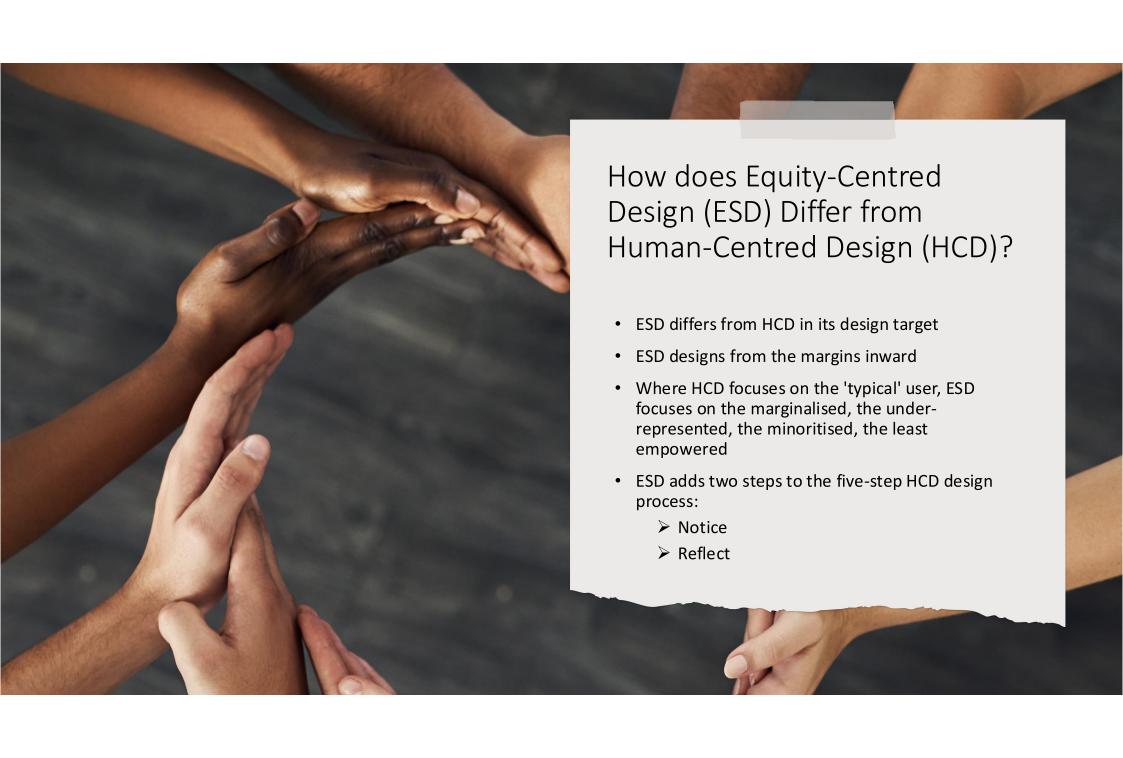
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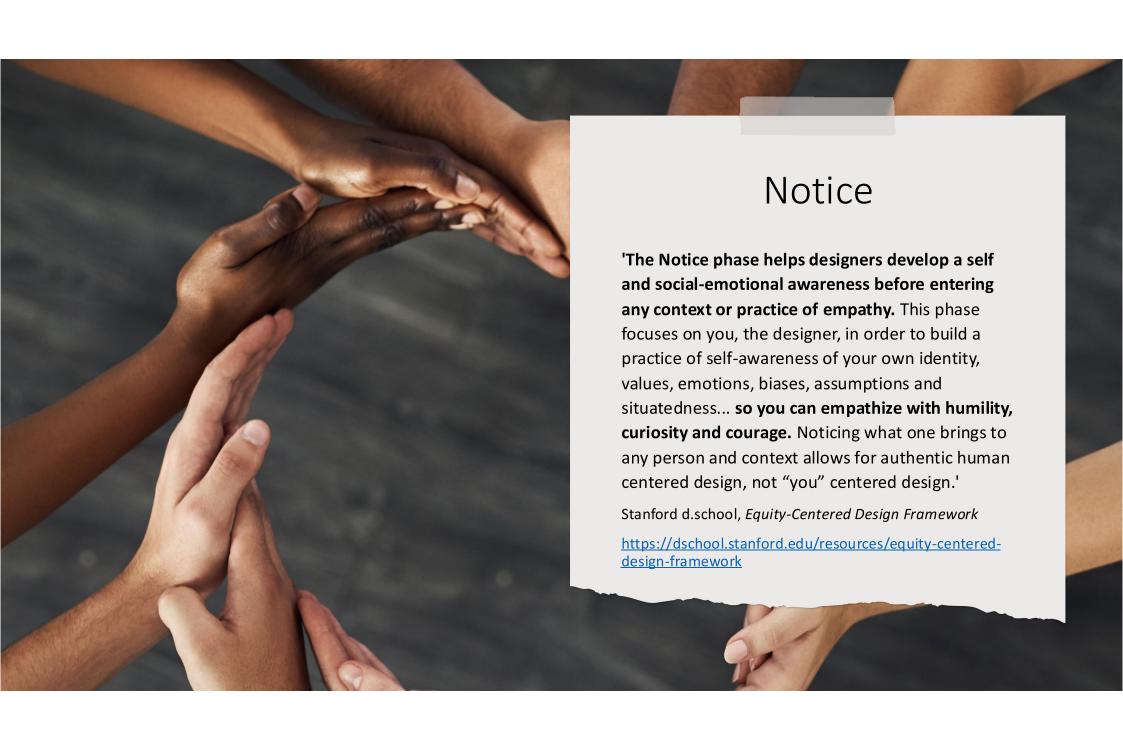
Double Diamond Design Process

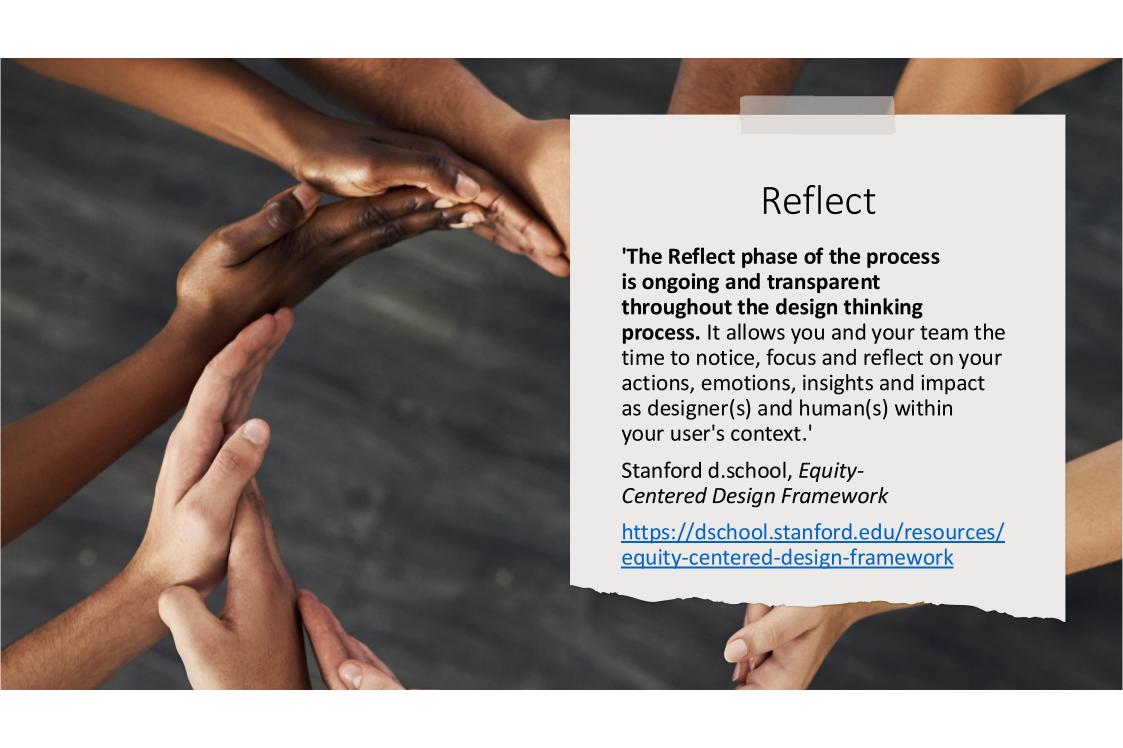
- Comprises two phases of divergent and convergent thinking
- The Empathise and Define stages deepen understanding, generate insights, and clarify the nature of the design challenge(s).
- The **Define** stage generates one or more clear problem statements that it's helpful to frame as 'How might we...?' challenges.
- The **Ideation** stage generates ideas about how to solve the design challenge(s).
- The best ideas are converted into specific solutions or **prototypes**.
- The prototypes are then **tested**, **refined**, **and implemented**.

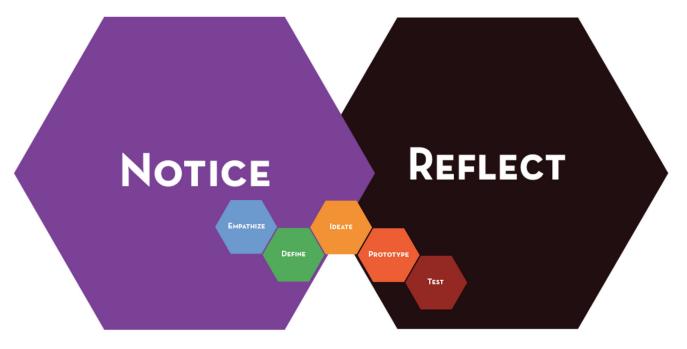












Liberatory Design

Liberatory Design was created by **Tania Anaissie**, **Victor Cary**, **David Clifford**, **Tom Malarkey and Susie Wise** during a collaboration in 2016/17 with the National Equity Project and The K12 Lab at the Stanford d.school.







Design Thinking: University Projects

The Future Campus — a Human-Centred Design (HCD) approach in partnership with Nous (Participant)

Carbon Neutral Campus 2027 — an HCD and Life-Centred Design approach (Facilitator)

Mapping the UG Student Journey: the first 100 days – an HCD approach (Design Team Member)

(Re)Designing Student / Staff Services – using HCD and Equity-Centred Design (Core Design Team Member)





EDI FIRST: Design for Belonging Pilot Projects

PGT - MASTERS IN EDUCATION

UG – BA GAMES DESIGN

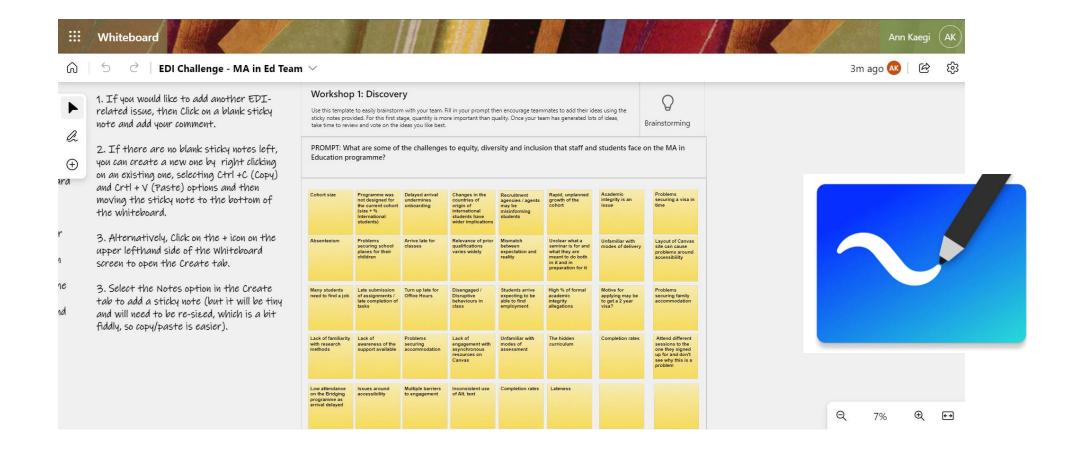
AWAY DAY – SCHOOL OF NATURAL SCIENCES

DESIGN FOR BELONGING: MA in EDUCATION

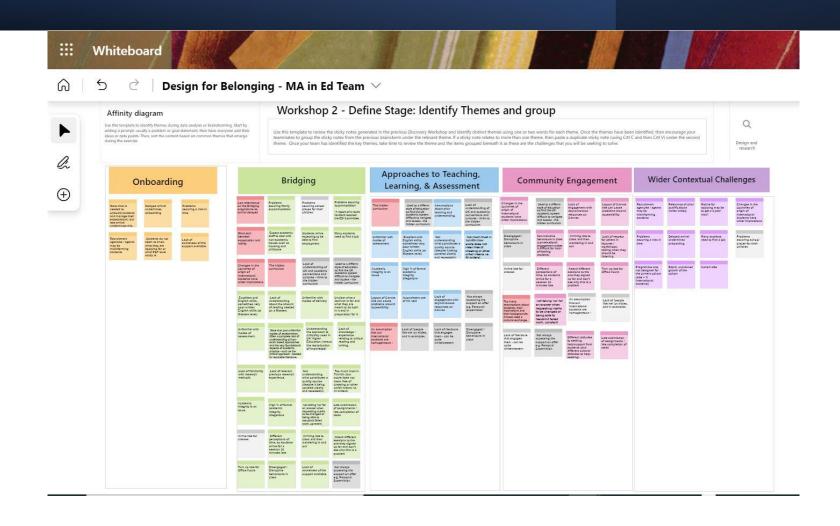
AN EDI FIRST PROJECT

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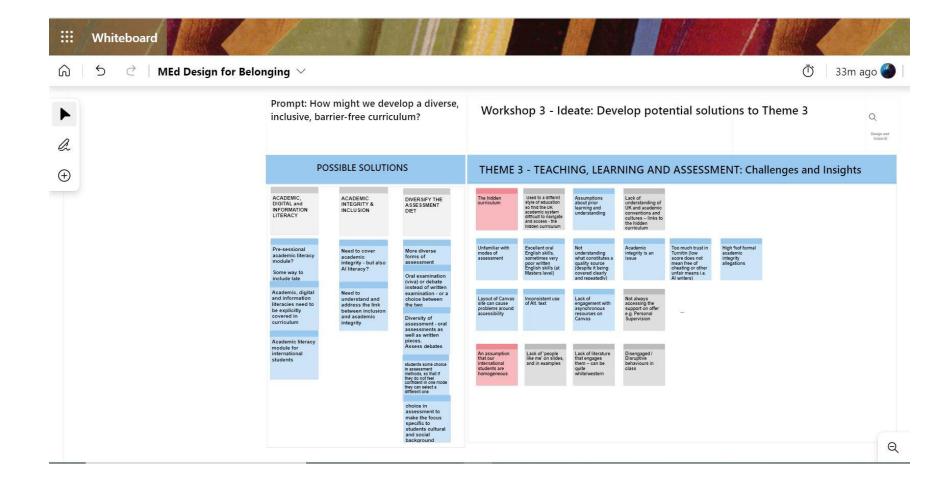
Empathise and discover



Define



Ideate



EMPATHISE AND DEFINE

FIVE CHALLENGES

How might we...?

ONBOARDING

BRIDGING

TEACHING, LEARNING, and ASSESSMENT

COMMUNITY and ENGAGEMENT

WIDER CONTEXTUAL ISSUES



TEACHING, LEARNING, AND ASSESSMENT CHALLENGE:

How might we develop a diverse, inclusive, barrier-free curriculum?

Three Strategies ...







TEACHING, LEARNING & ASSESSMENT CHALLENGE

Strategy 1: Literacy

Strengthen support for academic, digital, and information literacy

Offer an introductory, presessional Academic Literacy module (or online resources and guidance)

Provide an academic literacy module or self-directed online learning resource (aimed at International students but available to all students)







Cover academic, digital, and information literacies **explicitly** in the curriculum

Use Design Thinking to Co-Design for Belonging and Educational Gain!

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