Design Thinking

What is it and why should evaluators care?

Think Tank

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Your Facilitators





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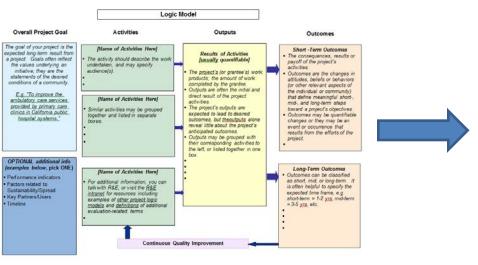
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Why design thinking?





Who's in the audience?

- Evaluator
- Non-profit staff member
- Foundation staff member
- Other



How familiar are you with design thinking?

Think Tank Overview

1:45p-2:00p **Understand**design thinking process



Agenda by Mark Shorter from The Noun Project

^{2:00p-2:50p} **Apply** design thinking process

^{2:50p-3:15p} **Discuss implications** for evaluation and learning



Understand design thinking process

What is design thinking?

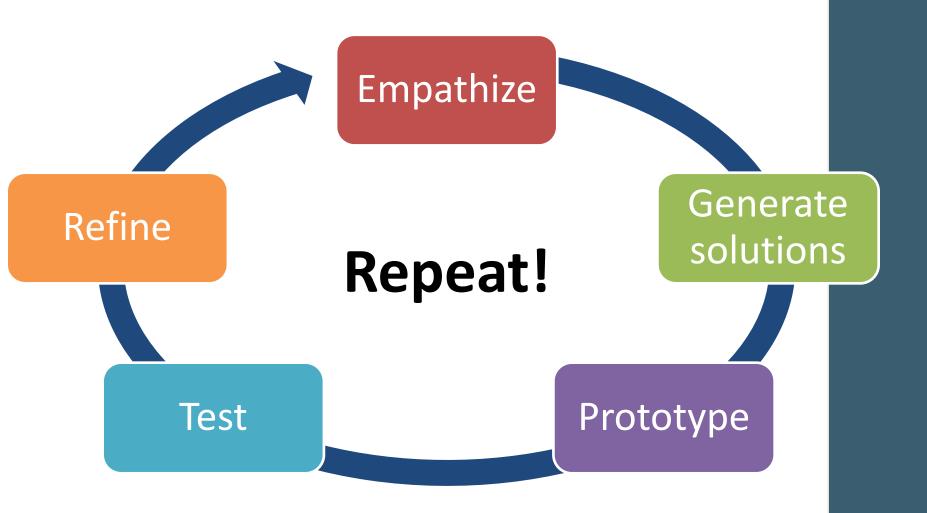


Design thinking is a human-centered approach to innovation that draws from the designer's toolkit to integrate the needs of people, the possibilities of technology, and the requirements for business success.

Tim Brown, president and CEO of IDEO

http://www.ideo.com/about/

How do you do design thinking?



Step 1: Empathize



"To create meaningful innovations, you need to know your users and care about their lives."

Hasso Plattner Institute of Design at Stanford. *An Introduction to Design Thinking Process Guide.*

Step 2: Generate solutions



Come up with as many potential solutions as possible

Step 3: Prototype



 Build quick, inexpensive models and simulations of an end product

Step 4: Test



"The design process is a cascade of small tests and iterations rather than a large bet that could fail big."

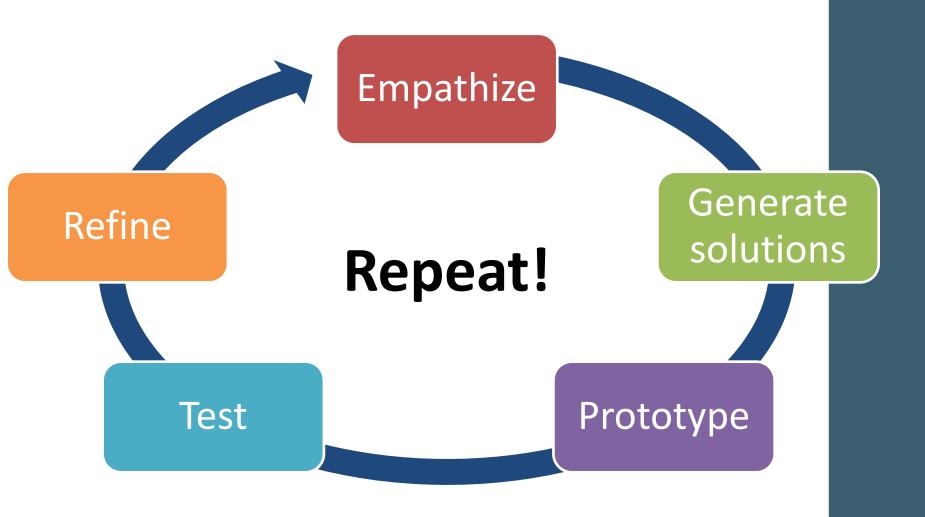
- Tran & Gopal (2013)

Step 5: Refine

 Improve your design based on emerging insights.



How do you do design thinking?





Questions?



Apply design thinking process

The American Evaluation Association Conference experience

Step 1: Empathize

- Groups of 4
 - 2 designers + 2 users



- Designers will interview users
 - Can do this together as pairs
 - Refer to Cheat Sheets for question ideas and to take notes
- Craft a design challenge based on what you learned in the interviews.
- After ~7 minutes, designers and users will switch roles

Step 2: Generate solutions

• Everyone gets to be a designer for this part.

 Working with your partner, come up with as many possible solutions as possible for your design challenge.

Write them down on sticky notes!



Step 2: Generate solutions

Defer judgment

Encourage wild ideas

Build on each others ideas

Stay focused on the topic



Go for quantity

Adapted from: Open Ideo (2012, Feb 23). 7 tips on better brainstorming. [Web log post]. *Open Ideo*. http://bit.ly/1jioGv2

Step 3: Prototype

Everyone gets to be a designer for this part.

- Select 1-2 of your favorite solutions
 - Can be about physical space, content, schedule/flow, etc.

- Create "prototypes" using the materials on your table
 - Drawings, flow chart, 3D object, etc.



Step 4: Test

 Take turns asking each other about your prototypes.

 Refer to the cheat sheet for ideas on what to ask.

 After ~7 minutes, designers and users will switch roles

Step 5: Refine

Everyone gets to be a designer for this part.

 Work with your partner to select one solution (or a combination of solutions)

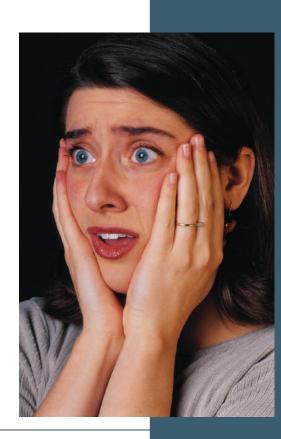
Refine it based on reactions from users



Debrief

Share solutions

- What was the experience like?
 - What was unique or different?
 - What surprised you?
 - What did you like?
 - What was difficult or challenging?



Implications for evaluation and learning

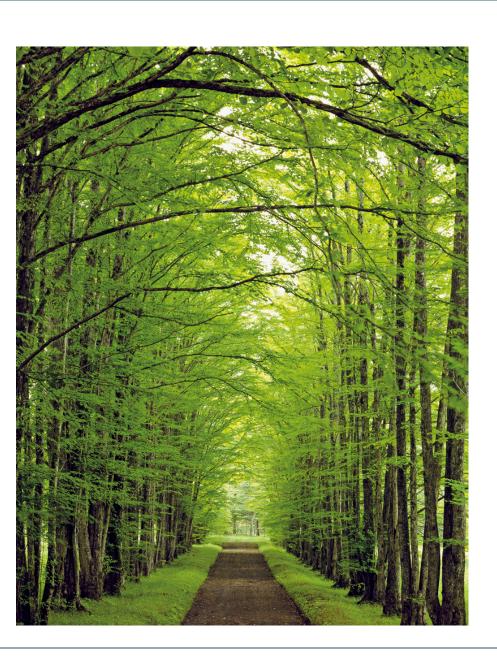


Discussion Questions

1. How could you envision applying design thinking to evaluation and/or learning?

2. What do you see as some of the benefits of design thinking?

3. What do you see as some of the challenges & barriers? How could you address these?



Closing thoughts

Relevance to evaluation

Empathy and human-centeredness

Identification of latent needs

Rapid prototyping

Overlap with existing evaluation theories

Contact Us!





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