

DESIGN THINKING

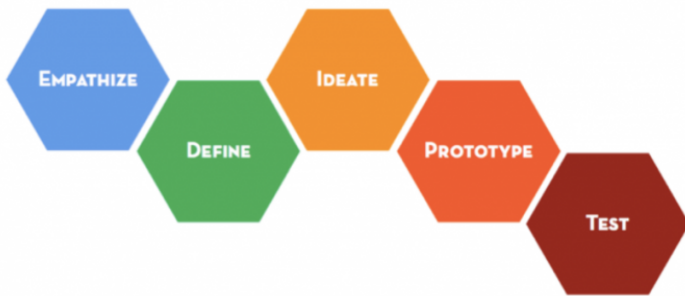


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What is Design Thinking?

(<http://www.designthinkingforeducators.com/>)



Design Thinking is a collaborative, innovative way to solve problems.

By focusing on the needs of the *user*, designers consider diverse perspectives in order to come up with new solutions.

"Design Thinkers learn by doing."

Empathize with the user, define the problem, brainstorm solutions, create prototypes, and test them. Focus on creating tangible, user-friendly answers to problems. Work with your users, ask questions, and incorporate constructive criticism.

Design Thinking in School Libraries:

- Students of all ages can learn a lot from each other simply by asking questions.
- Collaboration is the key to learning about diverse perspectives and ideas.
- Libraries are inherently collaborative, user-focused spaces. Design Thinking is an ideal practice for libraries because of the nontraditional, communal learning environment.
- Design Thinking can create a deeper level of synergy, trust, and community amongst students.



For further exploration:

IDEO, Design Thinking for Educators: <https://www.ideo.com/post/design-thinking-for-educators>

Examples of Design Thinking: <http://www.designthinkingforeducators.com/design-examples/>

What is Design Thinking? Video: <https://www.youtube.com/watch?v=a7sEoEvT8l8>

Design Thinking Workshop from the Aspen Institute: https://www.youtube.com/watch?v=aGn_DCzGvro