You are an Educational Designer

An Introduction to Design Thinking

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Medium

Doctor as Designer

Edit profile

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What is design?



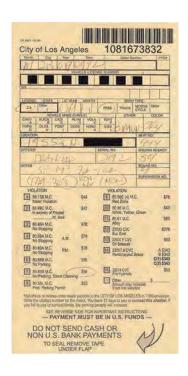
It's a Monday at 10:00 AM and you have a 30 minute meeting.

Can you park here?
How long can you park?

@joyclee



\$95 Parking Ticket!







"But I read the sign, and I thought I could park there! Did I misunderstand something??"

"I wondered why the signs had to be so complicated."

"My mind felt like it was doing intense math whenever I tried translating the signs."

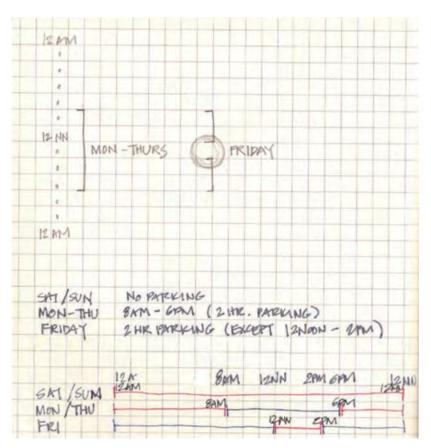
-Nikki Sylianteng

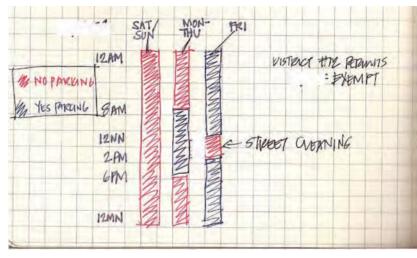
Problem Identification:



toparkornottopark.com

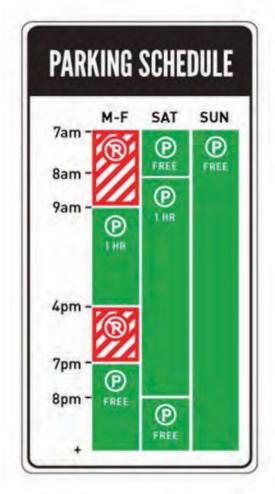
Ideation





toparkornottopark.com

Prototyping



toparkornottopark.com

Testing





Testing and More Prototyping

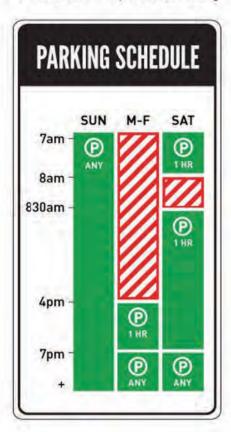
Solid

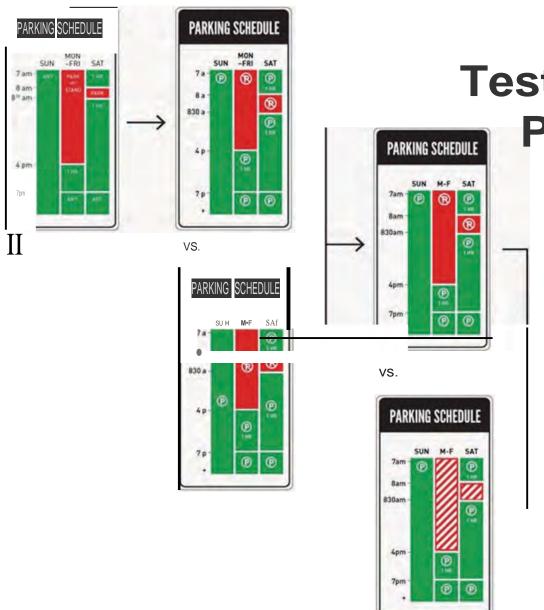
· Solid red bar to represent No Parking

PARKING SCHEDULE SUN M-F SAT 7am -® ® ® 8am B 830am ® 4pm ® 7pm ® ®

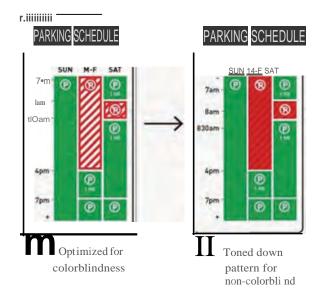
Cross-hatch

. Cross-hatch to represent No Parking





Testing and More Prototyping





A REDESIGNED PARKING SIGN SO SIMPLE THAT YOU'LL NEVER GET TOWED





Finally, A Parking Sign That's Easy To Read

Designing a Less Confusing Parking Sign

Design Success!

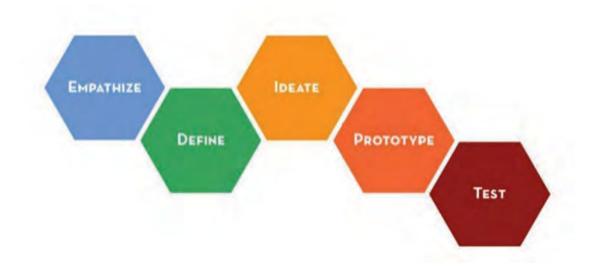


"Up to 60% improved compliance"

Design is a form of problem solving.

Can the user accomplish their goal?

The Design Process



Who is qualified to bea designer?







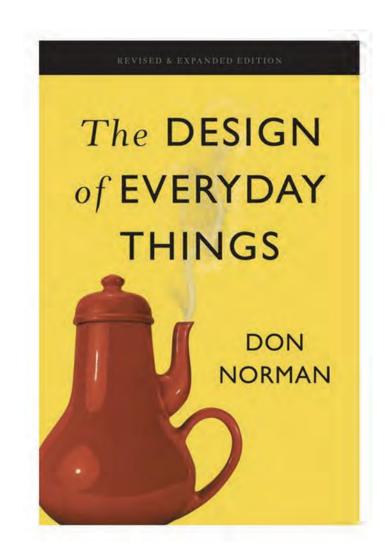


Graduate School
Applicant

YOU are a designer.

(Welcome to the club.)

What is human-centered design?



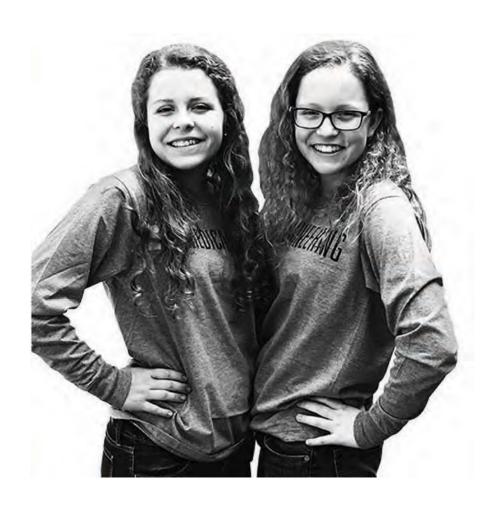
Human-centered Design

"An approach that puts human needs, capabilities, and behavior first, then designs to accommodate those needs, capabilities and ways of behaving.

Participatory Design

"Don't design for me, design with me"





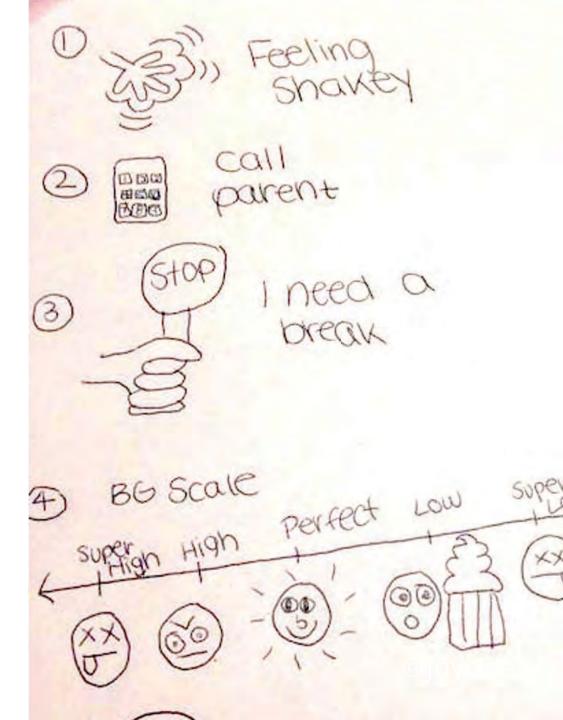
Empathy.

"I was really frustrated with texting blood sugars to my mom and dad," Reece says.

Define.

How Might We create a better experience for teen parent communication?

Ideate.

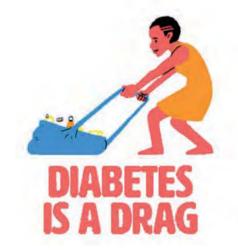




Prototype.









Prototype.

Test.

Prototype.

Test.

Prototype.

Test.

Diabetemoji.com

@joyclee

Design ensures that you are solving the right problem.

Focus on your end-users:

Students and Learners

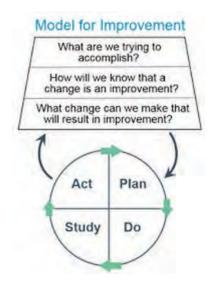
Not the LCME, university administrators, accreditation bodies, Rackham

Design Thinking



Push boundaries, surprise, and delight

Quality Improvement



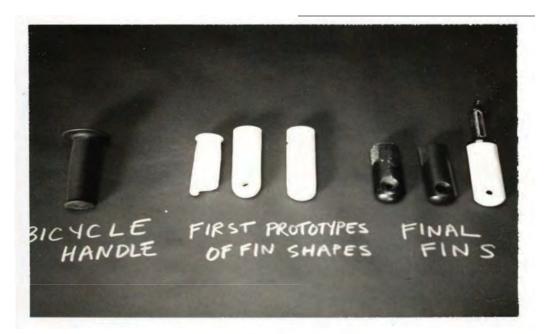
Measure and improve the ROI

Design is about

inclusion



"Universal Design"







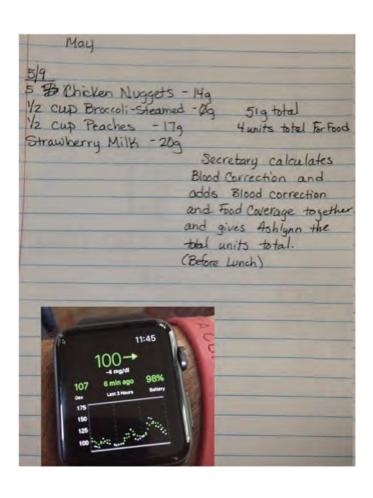


Design is about optimism



Design is about survival

Design is about humility



"Lead Users"

"it can also come off as arrogant when a designer fails to respect the solutions that already exist, particularly those that have evolved from within a community."

–Jan Chipchase



com/lennyna 30971963817 9840



Lenny Naar @lennynaar

B

It 's a mindset shift for me-being onsite at a hospital. Every interact ion is #designresearch. Just met a neurosurgeon, accidenta lly #mhealth

1:00 PM -2 Feb 2015 London, England, United Kingdom

1 FAVORITE

Follow



Our Challenge:

How might we design an ideal health science education experience?

How might we design a tailored health science education to our students' individual or specific needs?

How might we design a tool or experience to support for optimal student learning?

Empathy:

Interview your client about their experience as health science educators.

Ask open-ended questions: Who? What? Why?

5 minutes per person

Define:

"If I had asked my customers what they wanted, they would have told me a faster horse."

- Henry Ford

Define:

Capture findings and reframe around your client's needs.

Create a new "how might we" statement defining the problem your client has.

5 minutes individually

Ideate:

Write and draw out as many solutions as possible for your client's needs.

Be creative & have fun!

5 minutes individually

Remember:

Defer judgement

Encourage wild ideas

Stay focused on the topic

Be visual

QUANTITY

Share:

Gather your client's feedback on your solutions.

Use concerns to change the next iteration of you design!

5 minutes per person

Prototype:

Sketch out your final design!

5 minutes individually

Testing:

Elicit feedback from your client and discuss possible ways to begin testing your design.

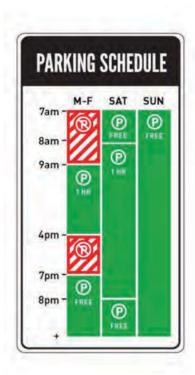
5 minutes per person

Report Out:

If anyone would like to share their solutions!

What will be your parking sign project?

Resources: www.doctorasdesigner.com/design



THANK YOU!

Acknowledgements

Jacob Dwyer, Ashley Garrity, Valeria Gavrila, Emily Hirschfeld, Ram Menon, Amy Ohmer, The Nightscout Foundation

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