

Applying Systems and Design Thinking

GLOBAL FORUM APRIL 2018



UNIVERSITY OF MINNESOTA
Driven to Discover™



A SYSTEMS APPROACH

- Definition of the Problem
- Root Cause Analysis
- Ideation
- Simulation, Optimization, Analytics
- Implementation
- Evaluation



SYSTEMS CHANGE

- Small changes can have large effects.
- A change in one part of the system can impact outcomes in another part of the system.
- Turbulent systems may be very sensitive to change. Stable ones are highly resistant.



DESIGN THINKING

Based on the simple, yet radical idea that the people who face the problem every day are the one who most likely hold the keys to their answer.



Have you ever attended a workshop, been inspired by ideas you heard, and when you got back home, did nothing?

Tried to implement change, were unsuccessful?

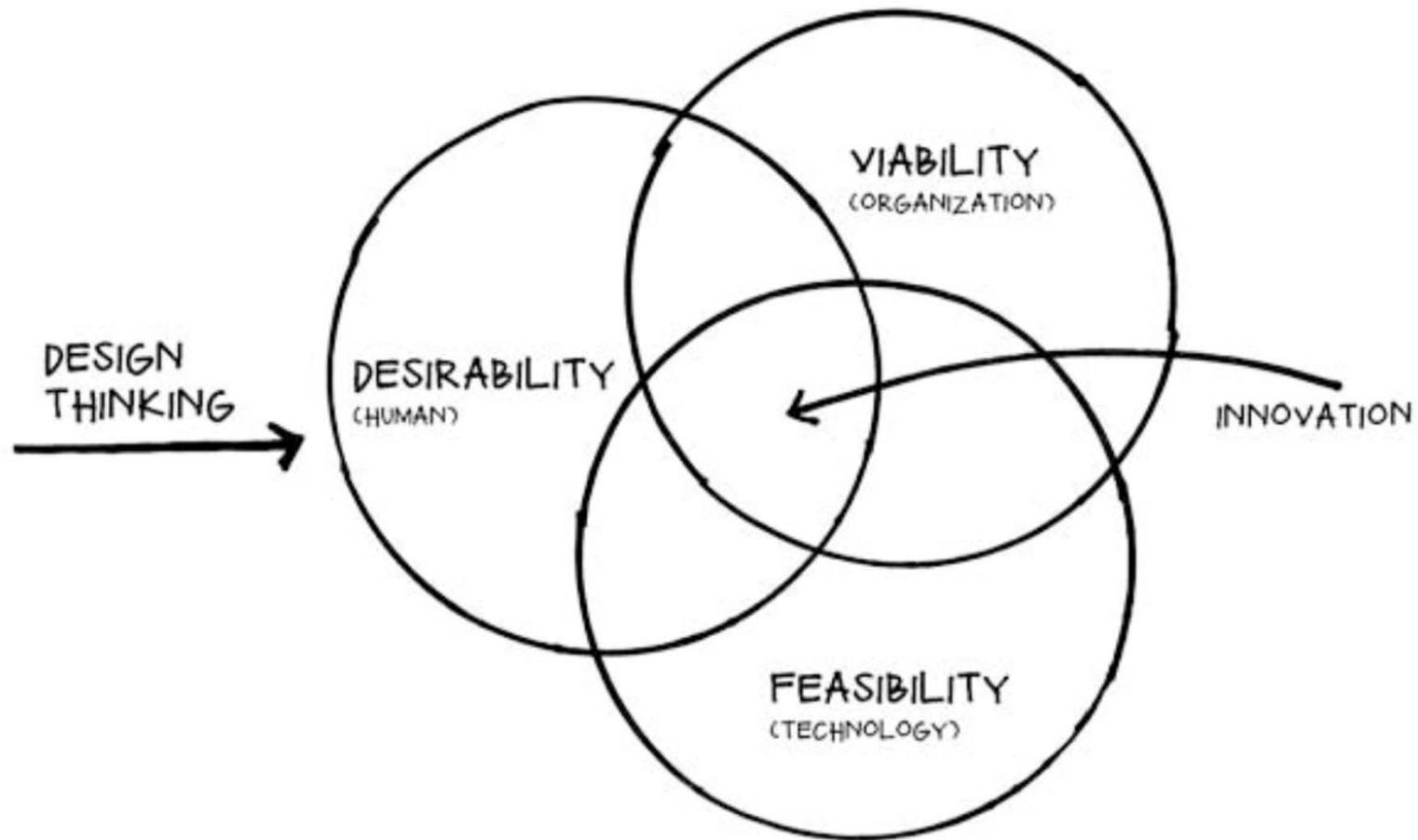


DESIGN THINKING

- Not an aesthetic
- Not an event
- Not a product
- Not an experience
- Process!



APPLYING A DESIGN THINKING LENS





DESIGN THINKING PROCESS

- Deeply understand the people you are wanting to serve.
- Dream up many ideas.
- Create innovate solutions that are rooted in people's actual needs.



NOT A LINEAR PROCESS

- Inspiration
- Ideation
- Implementation



INSPIRATION - UNDERSTANDING THE PROBLEM

- Stakeholders
- Scanning literature
- Individual and group interviews
- Observing
- Visually listening
- Shadowing



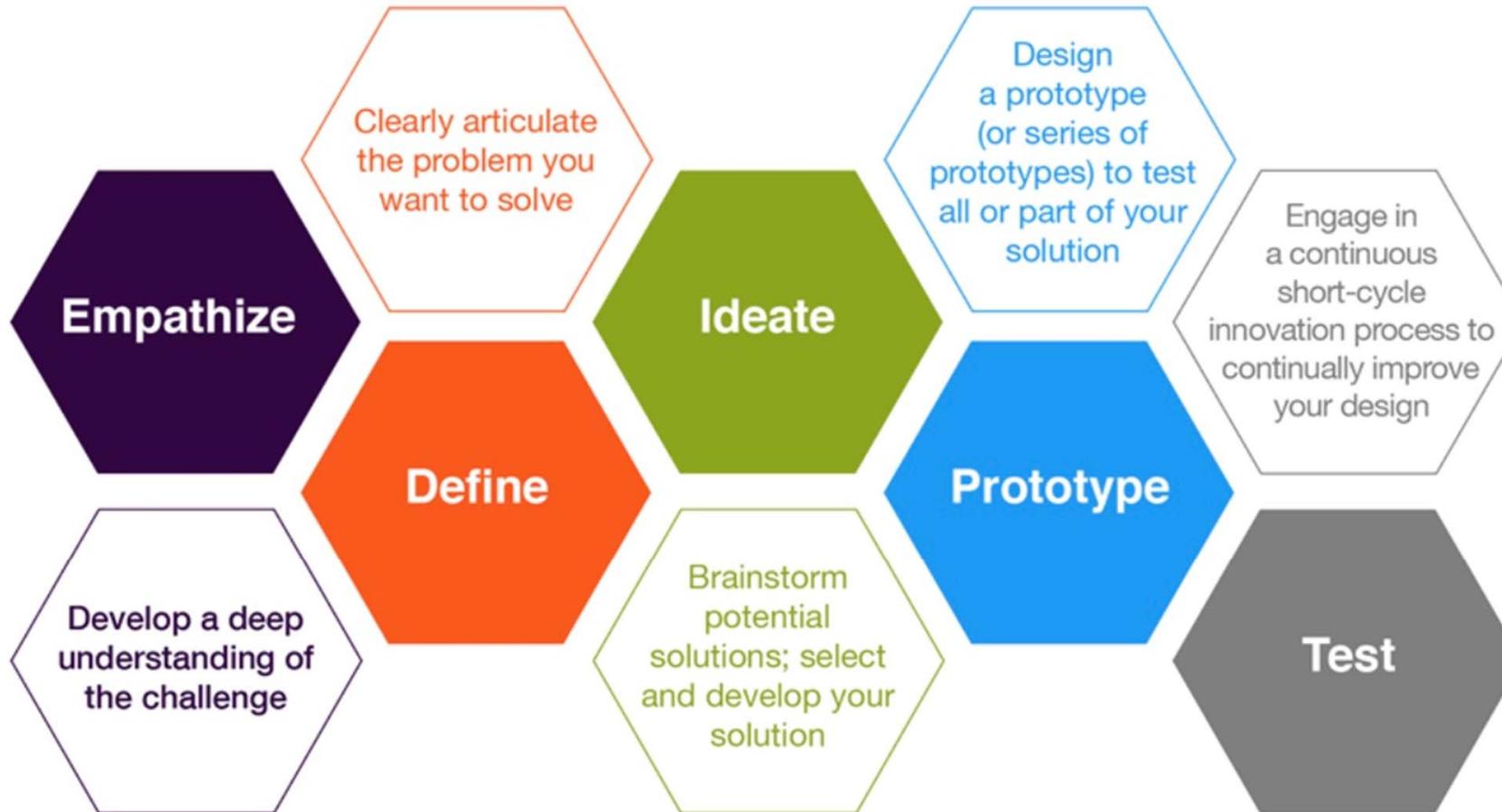
IDEATION

- Brainstorm
- Keep some ideas, discard others.
- Build and test prototypes
- Story Board
- Role Model
- Shadowing
- Iterate and refine, iterate and refine



IMPLEMENTATION

- Live prototype.
- Road Map
- Evaluate





PROCESSING ON MULTIPLE LEVELS

- Individual Strategies
- Organizational Strategies
- Systems Changes
- Designing for Optimal Solutions

Questions?

