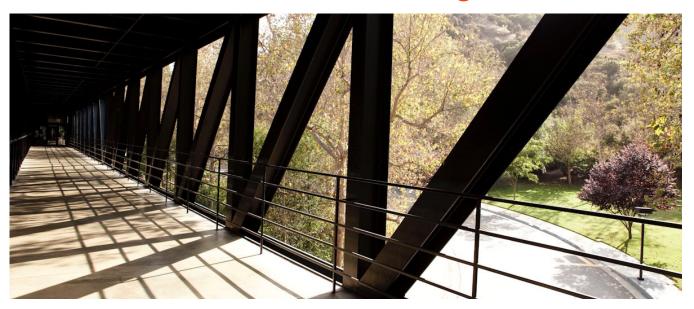


Jennifer May

Director, Designmatters at ArtCenter College of Design jennifer.may@artcenter.edu

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Learn to create. Influence Change.



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1,900 students ranging in age, from 18–30+ across 18 programs.



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11 UNDERGRADUATE PROGRAMS

ADVERTISING

ENTERTAINMENT DESIGN

ENVIRONMENTAL DESIGN

FII M

FINE ART

GRAPHIC DESIGN

ILLUSTRATION

INTERACTION DESIGN

PHOTOGRAPHY

PRODUCT DESIGN

TRANSPORTATION DESIGN

7 GRADUATE PROGRAMS

ART

FILM

GRAPHIC DESIGN

MEDIA DESIGN PRACTICES

INDUSTRIAL DESIGN

ENVIRONMENTAL DESIGN

TRANSPORTATION SYSTEMS &

DESIGN

Designmatters at ArtCenter



Designmatters is the social innovation department at ArtCenter College of Design.



Designmatters projects emphasize **real-world**, **real-time educational experiences** that challenge students to problem solve as much as problem-seek.



Designmatters engages in **meaningful collaborations** with high-impact organizations seeking outcomes for implementation.



Designmatters Concentration students enter the working world with a toolkit that opens up many exciting career pathways.

Learn more at www.designmattersatartcenter.org Email us at designmatters@artcenter.edu







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UNDERGRADUATE PEDAGOGICAL MODEL

Methods & Tools for Collaboration in Social Practices



Co-Creation & Collaboration Through Participatory Research Methods



Trans-Disciplinary & Team-Based Project Approach to Collaboration



Integration of the College's Liberal Arts Curriculum Into Studio Instruction



REAL-TIME / REAL-WORLD CHALLENGES



ETHICAL & CIVIC RESPONSIBILITY & A CRITICAL UNDERSTANDING OF SOCIAL ISSUES



COLLABORATIVE FRAMEWORK



FIELD RESEARCH



FEEDBACK WITH EXTERNAL STAKEHOLDERS



MULTIPLE SECTORS & DISCIPLINES



EMPATHY WITH THE END-USERS



"REFLECTION-IN-ACTION"
MODE OF INQUIRY



EXPERIMENT & INCORPORATE EXPERIENCE-BASED INSIGHTS



FLEXIBILITY, ADAPTIVE LEARNING & CONFIDENCE BUILDING

Designmatters Partners

























































Designmatters Studios



Designmatters Fellowships

Justine Esquivel

Summer 2016 Designmatters Fellow



LONG BEACH INNOVATION TEAM

Justine Esquivel

Web weaving and convergence are the words that come up most often when describing Justine's role within the Long Beach i-team.

4th Designmatters Fellow and first interaction designer in the team.







| WEB WEAVING |

Innovation is often described as connecting the dots others don't see. I like to see this as a web, in which each connection is of equal importance in creating the final outcome.

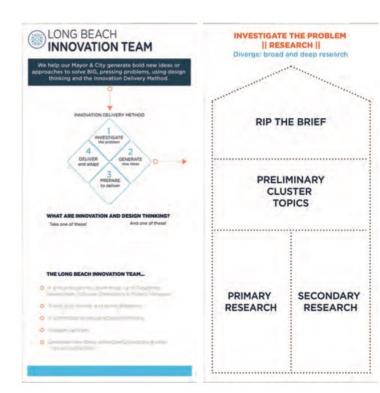
With this in mind, I wanted to weave as much as possible over the 14 weeks. The outcomes ranged from creating new relationships to idea sharing.

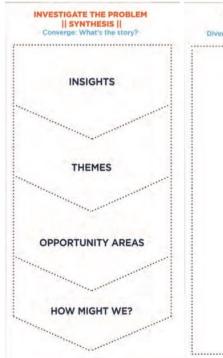
LONG BEACH INNOVATION TEAM Justine Esquivel

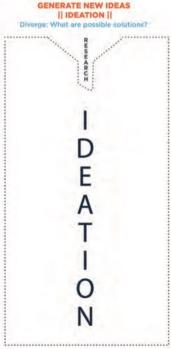
Toolkit

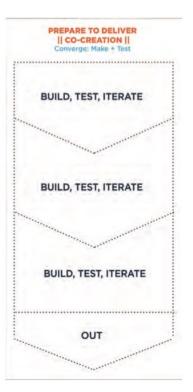
This is actually made up of 7 foot wall panels that live outside of the i-team's space. That is intentional as it exposes the work, thinking, and approach to external teams in City Hall. The first panel is a quick overview of the team. The rest of the panels follow the double-diamond flow while allowing for more space for brainstorming notes/post-its. Each panel is mobile, which was an important feature for individual team members as they find inspiration in different spaces.

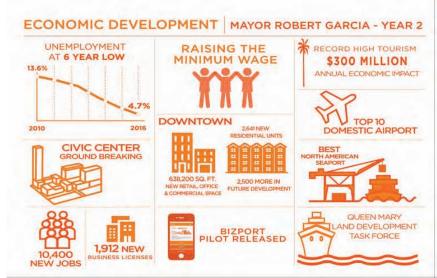




















I WEB WEAVING: MAYOR'S INFOGRAPHICS I

METHODS YOU CAN USE



Method: Field Research

Who: Research

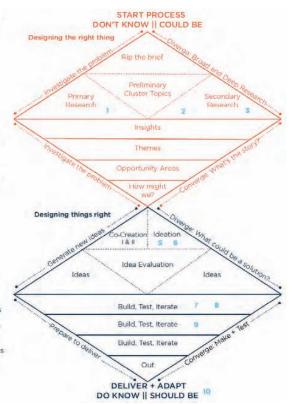
About: Designing the right thing starts with thorough research. Ask questions such as: What methods do we use? Who are the users? What problems are they facing? Observation and interviews with the users and experts will help to answer these questions and move us forward.



Method: Data Visualization

Who: Developer + Research

About: One way to see patterns within the research is to create a graph, chart, or other creative data visualization methods. What pieces of information are most prominent? What does this say about the larger problem? What story is forming? What is missing from the data?





Method: Provisional Persona

Who: Research

About: Personas increase empathy and hone in the focus and direction of the project. Provisional personas happen early and can be a composite of users based off data from early research Going through this process will also help to identify gaps and further questions.



Method: Rapid Prototyping

Who: Research + Design

About: Take the best ideas from the ideation sessions and start making. The goal is to work quickly, so start with the materials you already have (paper, scissors, pen, etc.). This means you can quickly test each iteration with users for feedback to then improve upon. Iterate, iterate, iterate,



Method: Hypothesis Tree

Who: Research

About: A hypothesis tree helps teams to identify major insights and contributing issues to the problem based off the research, analysis, and concrete data. Creating this visual can help to connect pieces of data while forming a story around the larger issue.







Method: 100 unique ideas

Who: All team; Design lead

About: There's no such thing as a bad idea in the beginning. In fact, anything goes as long as it fits with the research findings. Grab post-its then take turns drawing or writing ideas until you have 100. Remember, there are no bad ideas. Think BIGI Think BOLD!



Method: Crowdsourcing

Who: Design + Project Managers

About: Crowdsourcing is an excellent way to draw in external ideas and/or talent. This can be in the form of a competition or RFP. Gaining new connections and partnerships is always a plus,





Method: Focus Groups

Who: Research

About: Design thinking requires that users be involved from beginning to end. Each iteration should involve feedback from the user and possibly other stakeholders. Be prepared with specific questions while also providing space for open dialog.





Method: Storyboard

Who: PM + Design

About: A storyboard is a way to visualize the process your users will go through and what will ideally be achieved at the end. Where will they find out about the product or service? What will happen at the end? The focus group can give feedback on the storyboard prior to building.





Method: In-depth reviews

Who: Project Managers

About: A solution to the defined problem has been released, However, data changes over time, so periodic reviews are necessary. What adjustments need to be made to ensure ongoing effectiveness in order to meet the targets? Do the targets need to change? Who makes these adjustments?

| BOOKLETS |

LONG BEACH INNOVATION TEAM Justine Esquivel

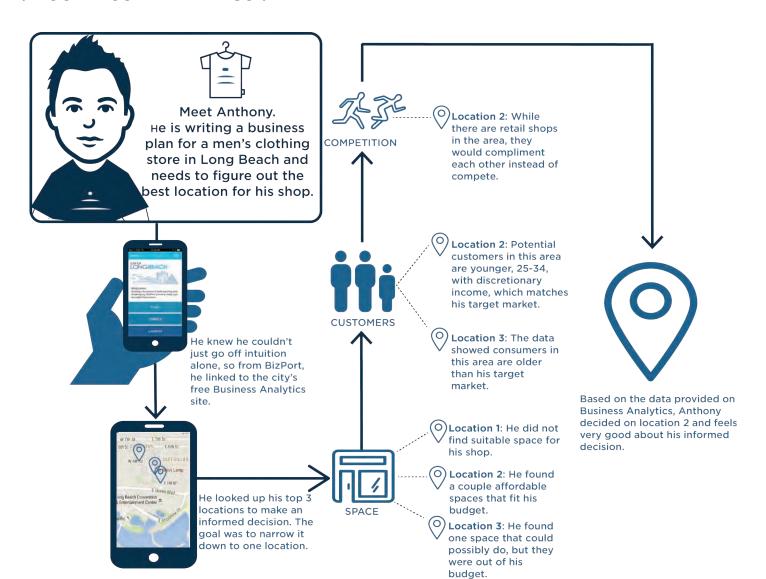
Biz Port User Journey

For each of the initiatives the i-team is working on, they are creating user journeys as a way to help those outside of the team understand the goals and processes. This is one of the four that Justine helped create. It is for their new business portal, which aims to be the go-to resource for new and current entrepreneurs in Long Beach.

Nancy went to the 4th floor Development She didn't need to office in City Hall. go to City Hall often thanks to BizPort, but when she did it was productive. Meet Nancy. She owns a successful restaurant in Midtown. Nancy felt For the next few How did she get there? empowered weeks she went through each through the portal to figure out what step of the she needs to do. process. I don't know what I don't know In the beginning, she didn't know where to start, or what questions to Nancy opened it right away on her phone. Wow! The process is so clear and all digital! After 1 year in While taking a class business, Nancy's at the SBDC, she restaurant is such a learned about the success that she is city's BizPort. now expanding and

http://bizport.longbeach.gov/

| BUSINESS ANALYTICS |



"Having the experience to stepping back to see how field work, design and city leadership connect challenged me to think differently. We are currently figuring out how design fits in these traditional spaces."

Justine Esquivel, September 2016

Designmatters Alumni

Bora Shin

Design Strategy Lead



The LA Innovation Team was asked by the Mayor to look at residential displacement and work to enable people to stay in their homes. Thus, the Innovation Team worked with HCID to develop a new approach that was focused on raising awareness while also doing work to address some process changes.

HOME FOR RENTERS CAMPAIGN STATEMENT

The purpose of Home for Renters brand is to strengthen HCIDLA's efforts to raise awareness citywide of the Rent Stabilization Ordinance (RSO) and to help both tenants and landlords understand their rights and responsibilities. This increased awareness will help protect tenants at-risk of displacement while still enabling landlords to continue to earn reasonable returns on their investments.

The Home for Renters campaign features stories of everyday Angelenos to connect with the communities that HCIDLA serves.

The Home for Renters brand is designed as a plug & play system, so that HCIDLA can continue to expand this campaign with stories from the community and data points to strengthen HCIDLA's ongoing outreach efforts.

What does home mean to you?

We asked tenants what home meant to them. This is what they told us... I can't categorize my home as just my apartment. It is my neighborhood I have tons of memories about doing things with my neighbors, barbeques, clippers games.

Home to me is a sacred place. Even when we are fighting this is our home. We find security, a haven in our home. It might not be everything, but it is our peace of mind.

Every time I talk about our neighborhood or home I get emotional. Our landlords are doing terrible things to people.

What does my neighborhood make me think of are Sunday afternoon in my neighborhood, watching soccer, watching neighbors.

Home is where I feel safe, it is not just my apartment, but my whole neighborhood.

Words that describes home.

We asked tenants to give us key words that describes home. This is what they told us...

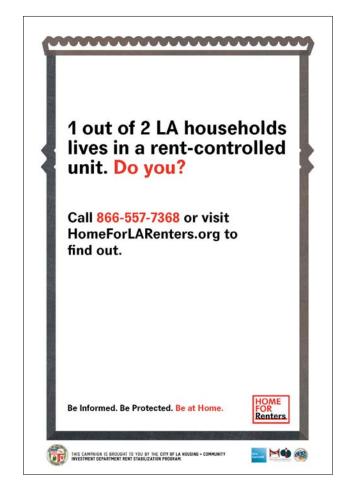
pets happy shelter security family comfort safety place friends safe my castle neighborhood relationships my space enjoy my area dogs peace love hope haven

APPLICATION 1

how can we use a brand to tell a story?

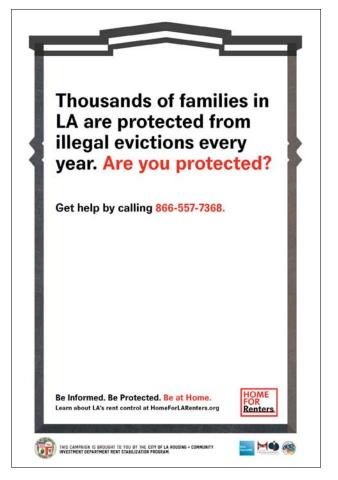












APPLICATION 2

how can we use a brand to raise awareness?









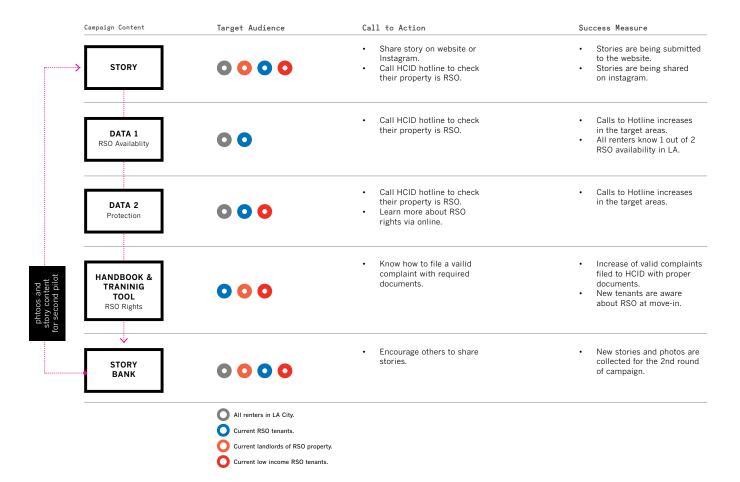


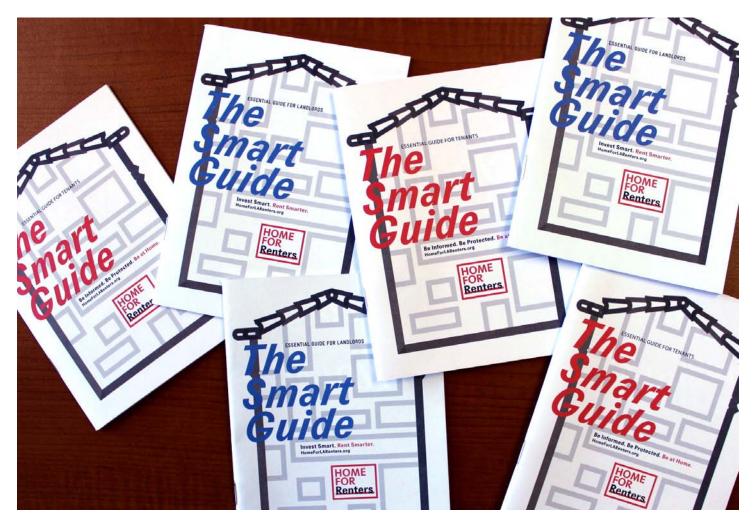
APPLICATION 3

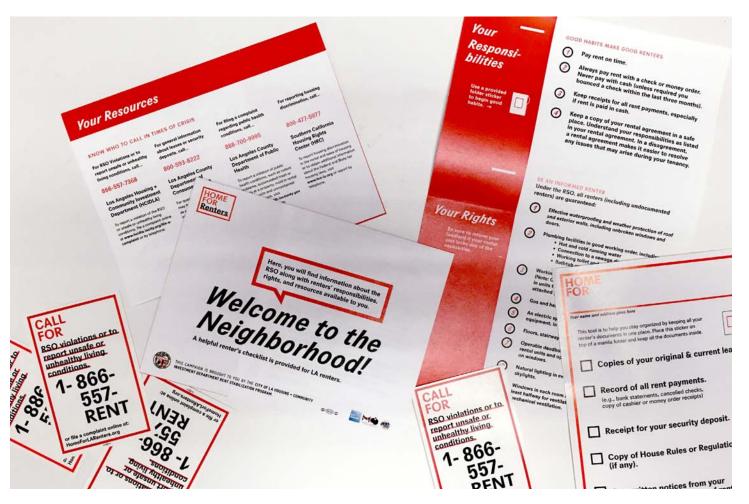
how can we use a brand to create a civic conversation?

INFORMATION FLOW

This information flow is designed to show how Home for Renters campaign content should generate stories that are reflective of the community and data that leads to specific call to action for each targeted audience. Each content have metrics that is used to measure success for HCIDLA team to keep track of the campaign progress.

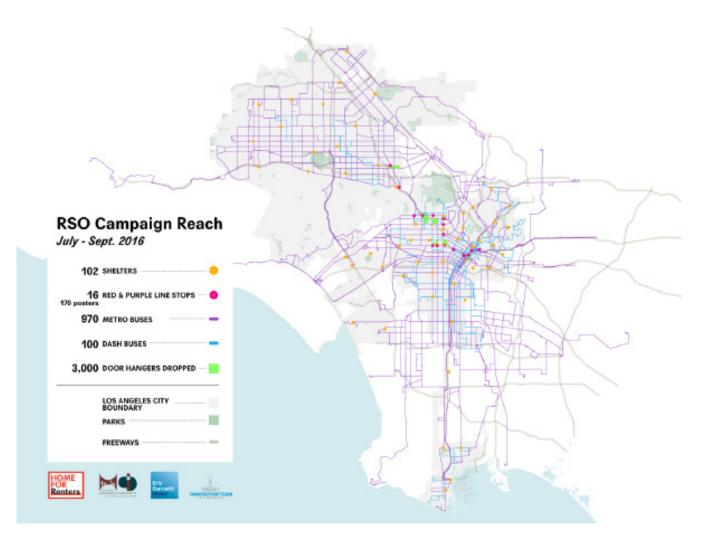


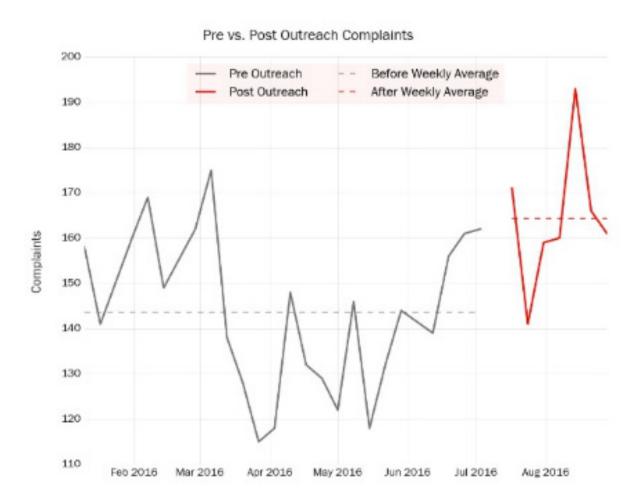




Handbook & Tranining Tools







CAMPAIGN RESULT 3

July - September 2016

Total campaign page visits on HCIDLA website

10,117

UNIQUE DOWNLOADS OF THE BOOKLET

Tenant Booklet (English)

2,837

Tenant Booklet (Spanish)

239

Landlord Booklet (English)

1,544

Landlord Booklet (Spanish)

162

"We are demonstrating that city government can be responsive and create products and services that delight and create lasting value."

Bora Shin, September 2016

Thank You!

jennifer.may@artcenter.edu



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