

JNST 0000
Human Centered Design
Spring 2019
6:00 - 8:50 PM Wednesday
Instructor Carlos Gonzalez

Lab fee: \$ 50.00



The world is full of problems. Our state is full of problems. This city has its problems. Your community has problems. Your school has problems. You have problems. Problems are everywhere, but what is often missing are those willing and able to engage them. To understand the problem and those it affects, and develop solutions that place people at the center. To build real empathy in the process, and truly affect that person and/or community.

Human Centered Design is a creative and immersive problem solving approach that through collaboration and empathetic focus on people produces relevant and impactful solutions. It is a process that will challenge you academically and emotionally, as you apply mathematics, arts, science and technology in ways you never thought you could. We will guide you through the Inspiration phase, as you deeply learn about your client(s) and their needs. In the Ideation phase you will endeavor to make sense of your findings, to inform a design and ultimately a prototype that can be implemented. In the Implementation phase your solution will come alive and be used by your client. In the end, you will have learned a method for real-world problem solving through practical and direct application

The 4-unit class will meet weekly for the duration of the semester, with students expected to complete 12 hours of work per week. In the meetings we will discuss and unpack the tenets of Human Centered Design, and eventually lead you into identifying and choosing your projects. Projects will be done in groups, with certain deliverables and milestones expected as you progress. For example, a continuing journal/portfolio is to be completed with you project. Your project will then culminate with the creation of a prototype that will be presented to your peers. Our hope is that your solution can and is implemented and thus, the impact of your work sustained.