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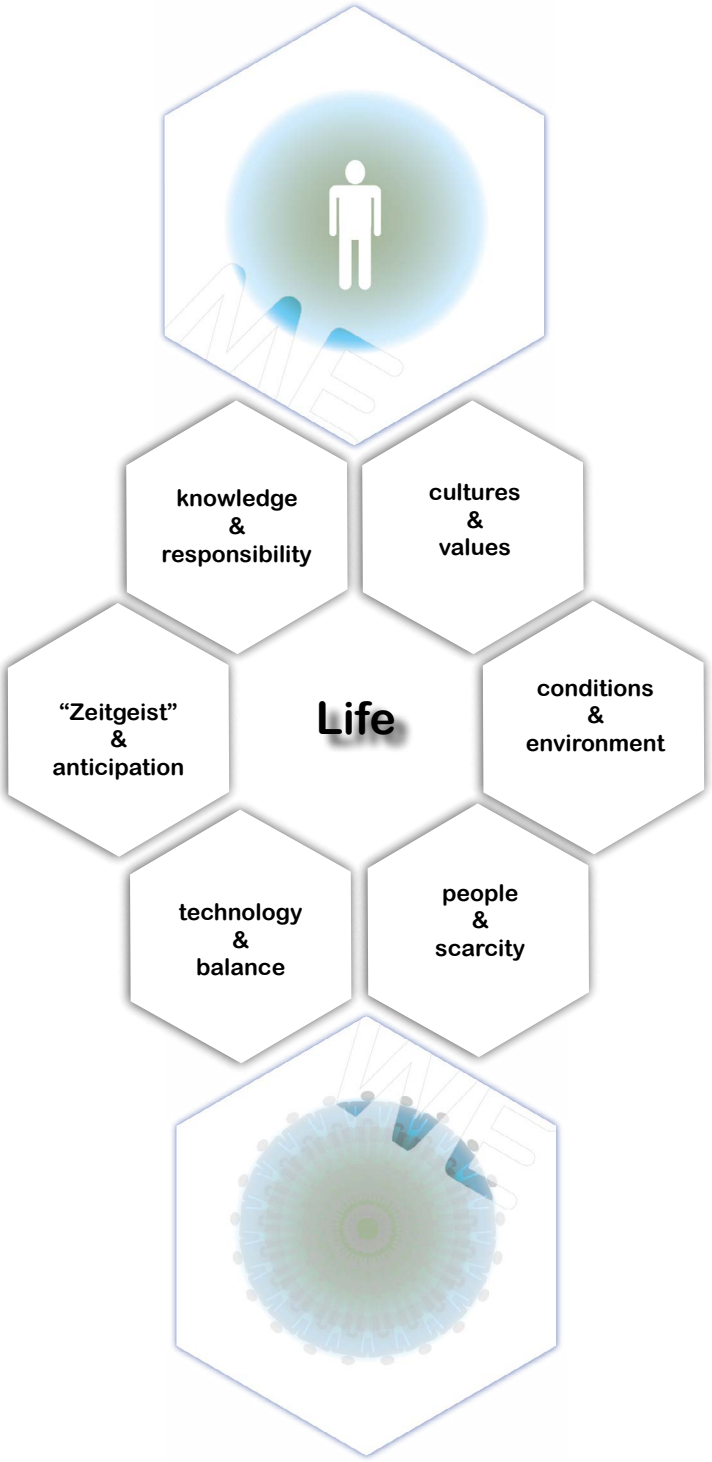
About Design Thinking

Me-We & Civilization Design



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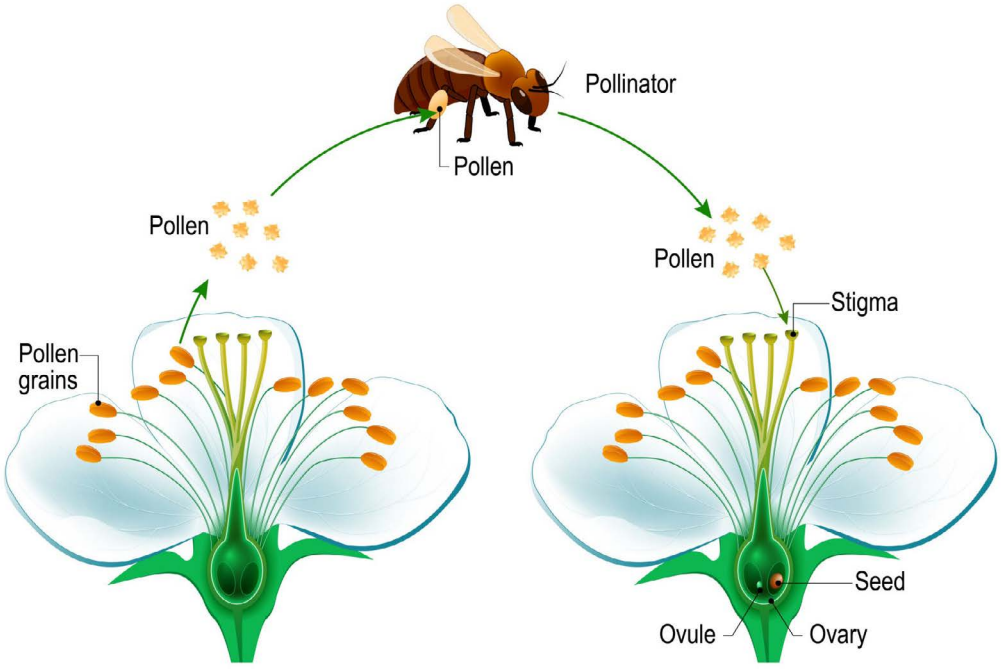
About Design Thinking

Introduction Design Thinking with Me-We



The Me-We vision of life has further developed from 2020 into several interactive and practical tools combined with the Design Thinking methodology. In this document, we give some information about Design Thinking in general. Design Thinking with the incorporation of the Me-We frame is a unique Human centred approach towards contemporary challenges!
Although the Me-We organization distinguishes three categories, including Community builders, entrepreneurs, and educators the Me-We program is widely applicable and intended for anyone who wants to think, live, and work in a future-oriented, innovative, sustainable, and socially responsible way.

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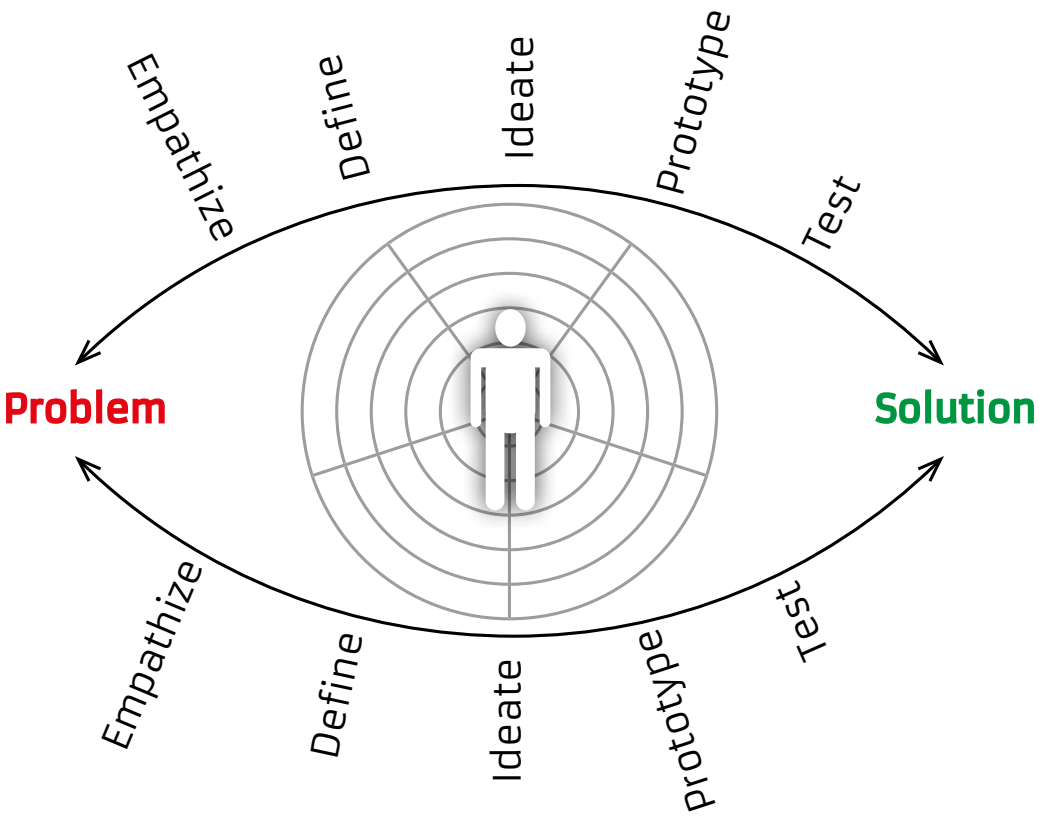
About Design Thinking

What is Design Thinking?



Get rid of behavioral norms like: "that is how we do things here!"

"to make meaningful contributions to the world.""

The Design Sprint helps us make sure we are building the right thing rather than obsessing on getting the thing exactly right.

Design thinking is a design strategy with a short cyclical character: people reason from problems to solutions and back again. Design thinking is a research design that stems from the human-centred design tradition and originated in disciplines such as architecture and product design.

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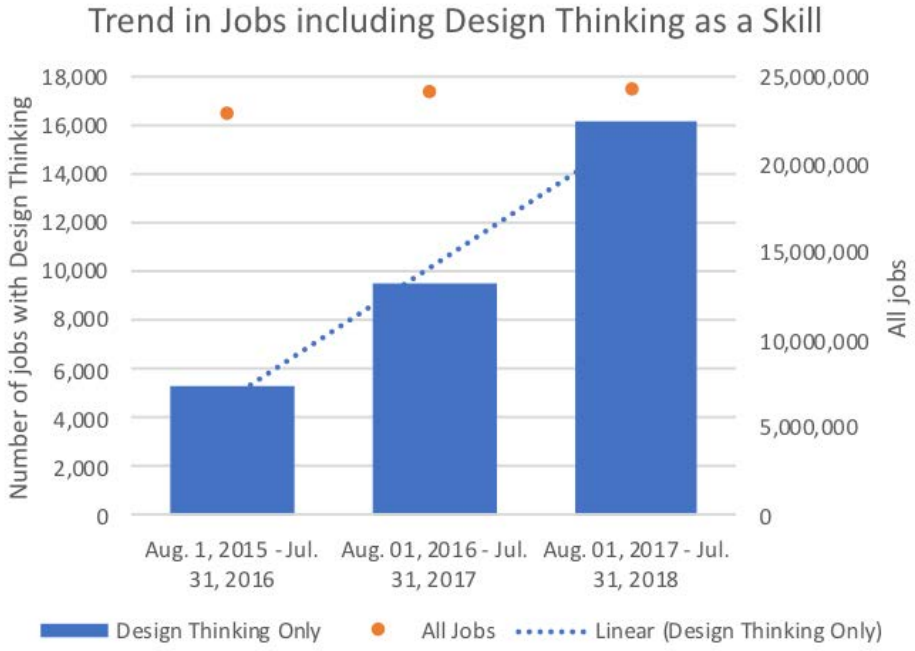
About Design Thinking

Why Design Thinking?



Above: Positioning Design Thinking as a skill for more info go to Link below:
https://mbs.rutgers.edu/articles/design-thinking-skill

NY Daily News | Protesters rally against gentrification, ICE in Brooklyn - New York

An effective tool for:

> dilemmas [wicked problems]
> discovering the root of a problem

> imagining a long term vision
> uncertainty about the problem & context

> testing strategies
> clarifying assumptions

Design thinking is an effective tool for working on complex problems, the so-called wicked problems. These are problems that are difficult to define and where there is a lot of uncertainty about the problem and the context. Design Thinking has attracted the attention of other disciplines over the years because it is an effective way of discovering the assumptions or difficult to find the root of a problem.

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About Design Thinking

Who can benefit from Design Thinking?

[Decision-makers]

> map unpredictable situations

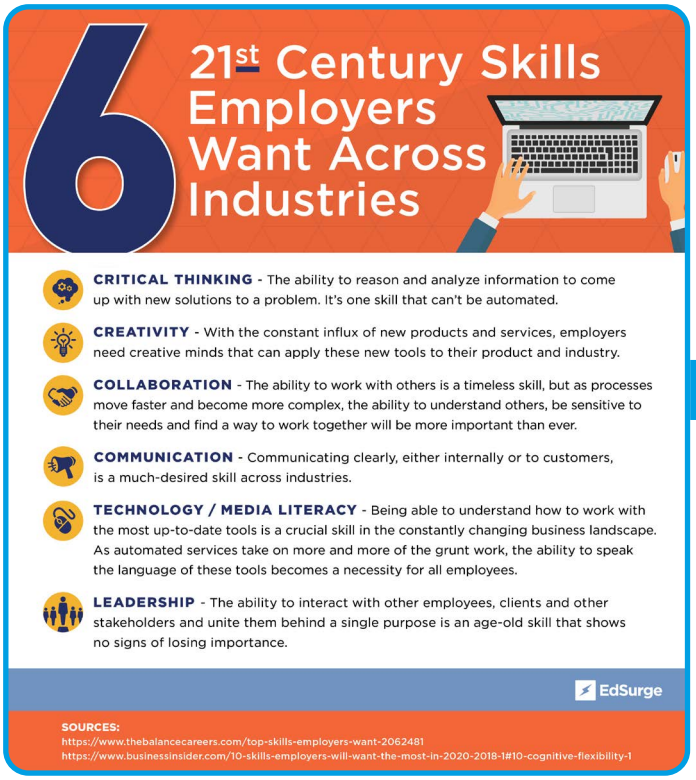
[Entrepreneurs]

> anticipate the future

[Students & Educators]

> conduct practical research

Eindhoven 2019 / The Netherlands/ Van Abbe Museum
Artproject: Installation about Clothing industry



The *4c's of Me-We

*communication
> communication services

*collaboration
>civic engagement

*critical thinking
> authenticity

*creativity
> conceptual understanding

Check link for more information below:
https://www.edsurge.com/news/2019-01-22-its-2019-so-why-do-21st-century-skills-still-matter

We think Design Thinking is a strong tool to use for people who want to map unpredictable situations. Decision-makers and entrepreneurs who have to anticipate the future or students who want to conduct practical research.

https://me-we-world.com/

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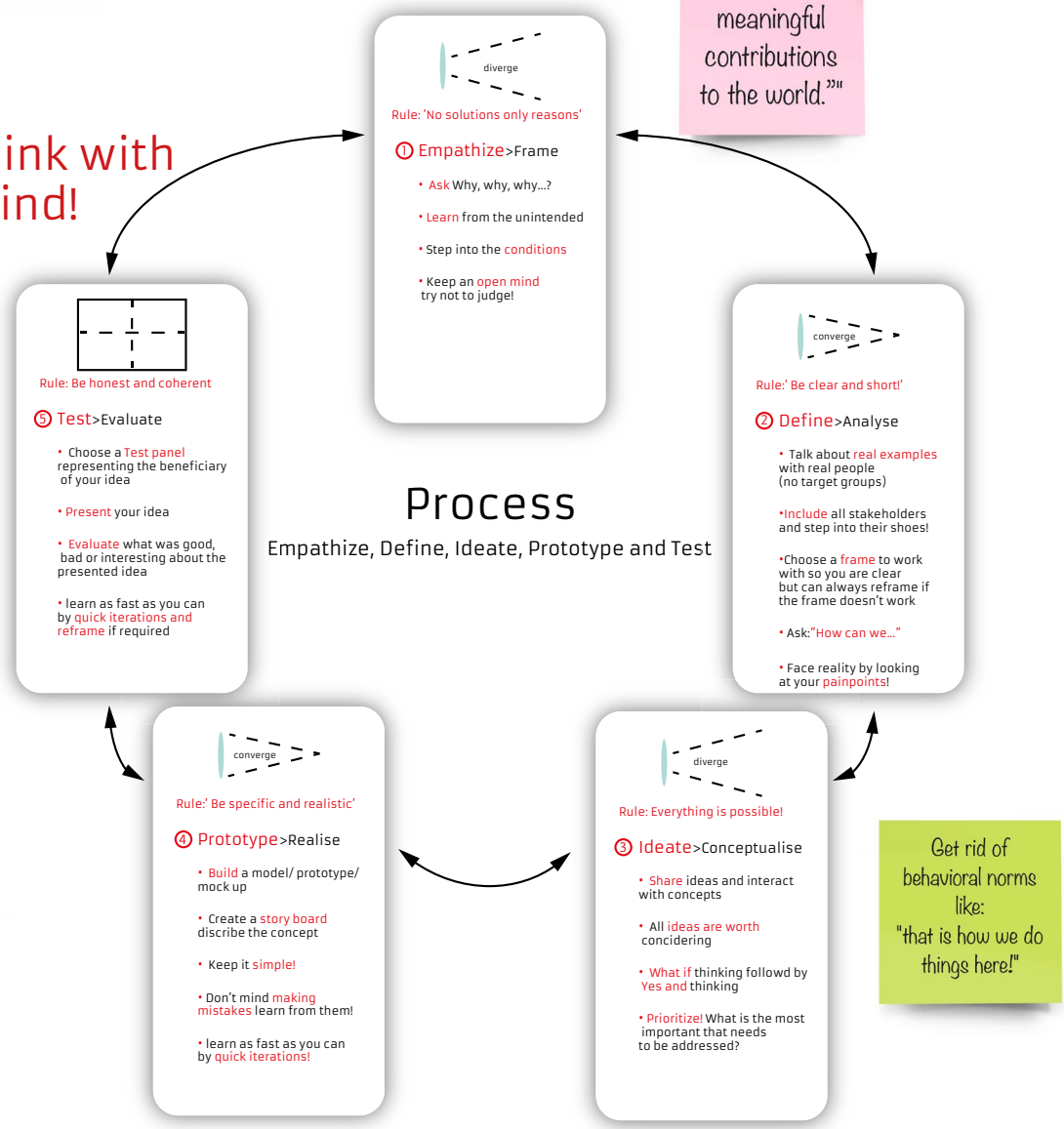
About Design Thinking

The Process

"to make meaningful contributions to the world.""

Learn to think with an open mind!



Process

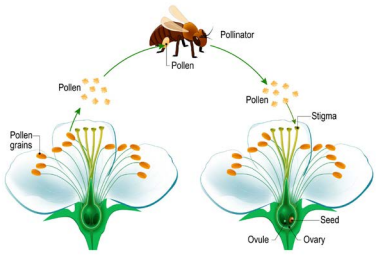
Empathize, Define, Ideate, Prototype and Test

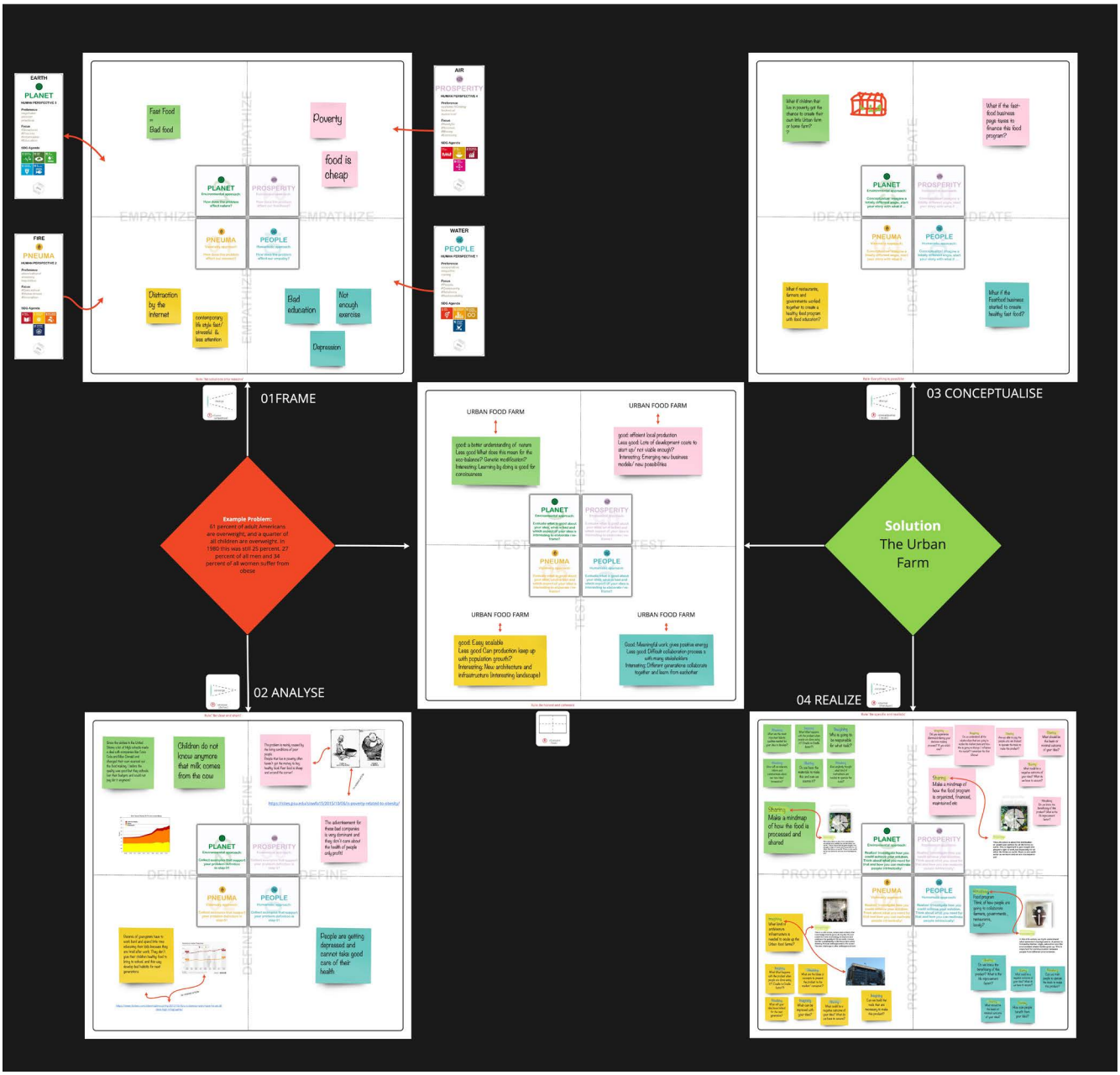
The Design Sprint helps us make sure we are building the right thing rather than obsessing on getting the thing exactly right.

Get rid of behavioral norms like: "that is how we do things here!"

During a Design Thinking process, people take a temporary position in which they frame a problem or challenge. There are 5 steps in Design Thinking. The first step is to define a problem in as many different ways/ contexts as possible (diverge). Here you choose at least 10 definitions of the problem. In step 2 you collect all the insights you have in the context of each frame and choose the most important insights as to the starting point for step 3 (converge). Once you have gathered all the knowledge and insights you need, you can start with step 3 where you allow yourself to come up with different scenarios and solutions. In these "what if" scenarios you come up with the craziest ideas and concepts (diverge). In the fourth step, you and your team build a prototype with all the details to make it as real as possible (converge). Finally, in the fifth step, you evaluate the outcome of your solution and discuss its pros and cons and based on that, develop a new problem definition and start over from step 1 to 5. This process is repeated a number of times until the optimal solution has been found.

Pollination





Above: An example of a Me-We Design Thinking Pollination board Customised on MIRO