

Mountain Project

Using Design Thinking

What is Design Thinking?

A **Design Thinking** mindset is not problem-focused, its solution focused and action oriented towards creating a useful and helpful product. Design Thinking is the confidence that everyone can be part of creating something, and a process to take when faced with a difficult challenge.

Your group's Challenge:

You and your group members will focus on a specific challenge that exists on or around a mountain. The challenge could range from people trying to adapt to living on or near a mountain to the rescuing of endangered flora (plants) or fauna (native animals). Using design thinking you will create a solution/product to a specific challenge. The mountain or mountain range that will be assigned was chosen as a World Heritage Site because it offers something special to the world be it cultural or natural. Each mountain, however, faces continuing threats or problems, our goal is to present ideas and solutions to these problems using the process of design thinking.

Organize your challenge

Step 1: Getting to know your mountain: EMPATHY

Learn about what makes your mountain a World Heritage Site

1. Is it based upon cultural or natural criteria?
2. Research and read about the negative impacts that are occurring on your mountain. Who or what is being affected by these negative impacts? Use the links that are on your placard in order to gain more information about what is happening on your mountain.

Step 2: Choose your challenge: DEFINE

1. What is the problem/threat that the mountain/range faces?
2. Why is this an important problem/threat to solve?
3. Why is it important to solve the problem
4. Who or what will benefit from your work?

Look at your challenge options:

1. What challenge is most interesting to you?
2. What is the challenge asking of you?

Step 3: Who is your client? DEFINE/EMPATHY

1. What is happening to the environment/ people/ animals in this area?
2. Who/what are you working for? The environment, people living in the mountainous region, or animals?
3. What is happening to your client?
4. How are they being impacted by what is happening on or around the mountain?
5. Other Observations:
6. CLIENT: _____

Step 4: Creation: IDEATE

1. Brainstorm ideas about how you can complete your challenge.
 - a. Make sure all ideas are heard
2. How might these ideas help solve the problem/threat?
3. Why is it necessary to solve or stop this problem/threat?
4. How might you go about making a plan to solve or stop the problem/threat?
5. What problems might you run into? How might you fix those problems?
6. Create a rough draft of your solution to your challenge.
7. PROTOTYPE: Create, build prototype or platform for ideas.
8. Fill out the SWOT analysis graphic organizer to help you revise your product
9. Make the necessary changes and adjustments to your product to finalize and prepare for the presentation
10. Present your product/solution

Possible Design Schedule:

DAY 1: Receive mountain assignment, general research, study problems and choose a challenge

DAY 2: Conduct research on the sites provided on your mountain or other resources you find on your own. Make a list of negative impacts your challenge can have on your client

DAY 3: possible additional research day

DAY 4: brainstorm ideas and choose one that will help solve your client's problem

DAY 5: create your idea

DAY 6: final draft

DAY 7: present final draft

