Design Jam

Objectives:

1. Introduce Design Thinking Overview
2. Introduce Design Thinking Methods
3. Experience a Design Jam
HMW
How Might We identify aspects of a good “How Might We” question?

● Not too broad nor too narrow.
  ○ If too broad, it is too big to be solved in a design jam.
  ○ If too narrow, it won’t lead to a variety of solutions.

● Focuses on the user.
  ○ But it shouldn’t try to control the user. Design thinking isn’t about trying to force the user to do what you want.

● Incorporates your insights and perspective to suggest many possible solutions.
How might we convince our supervisor to allow us to house the Cricut Maker at our home (so we can make a lotta cards)?
How might we use the Cricut Maker in our library?
How might we get staff to use the Cricut Maker?
How might we incorporate the Cricut Maker into staff workflows to enhance library services?
Current Task

**Brainstorming**

Independently write down all the issues related to our How Might We question that must be addressed. (One issue per post-it.)
Affinity Mapping
As a group, rearrange post-its to put similar issues together. You may continue adding new post-its for other potential issues.

How might we incorporate the Cricut Maker into staff workflows to enhance library services?
What about our customers?
By understanding the choices that a user makes and the behaviors that they engage in, we can identify their needs and better design to meet those needs.
Current Task

Write some interview questions
(individually on post it notes)

- What are you trying to find out?
- Organize your questions
  - Start simple
  - Capture bigger ideas before delving into details
- Use open-ended questions
  - “Can you help me understand more about ………”
  - “Tell me about the last time you …………”
  - “What are the best/worst parts about …………”
- Be sure to ask “why”.
- Try to evoke how user feels.

How might we incorporate the Cricut Maker into staff workflows to enhance library services?
Conducting an Interview
Refine questions for upcoming 15 minute interview

1. Choose your best 2-3 post-its
2. Share your best question
   a. put it on the table
   b. don’t repeat if someone has already shared similar question-move to another.
   c. Don’t get hung up on wording.
3. Once everyone has shared, determine order of questions; write 1, 2, 3, etc.
4. Take back your question-be ready to ask it.

How might we incorporate the Cricut Maker into staff workflows to enhance library services?
Current Task

Conduct the Interview

Remember your role:

- Interviewer
- Notetaker
- Observer

Resume Design Jam at 10:40

How might we incorporate the Cricut Maker into staff workflows to enhance library services?
Current Task

Take a break!
Come back at 10:40

How might we incorporate the Cricut Maker into staff workflows to enhance library services?
Current Task

Summarize the Interview
Identify Insights
Get ready to share

How might we incorporate the Cricut Maker into staff workflows to enhance library services?
7 Tips
Current Task

**Brainstorming**
As a group, list potential solutions to “How Might We”. ICfL staff will record potential solutions for the group.

How might we incorporate the Cricut Maker into staff workflows to enhance library services?
Current Task

**Dot Voting**
- 4 dots per person
- Place dot next to favorite solutions
- You may place more than 1 dot per solution

How might we incorporate the Cricut Maker into staff workflows to enhance library services?
Wrap Up

**Design Methods Used**

1. Brainstorming
2. Affinity Mapping
3. How Might We
4. Interviewing
5. Dot Voting

**How might we incorporate the Cricut Maker into staff workflows to enhance library services?**
Customer Journey Map: In Search of a Book

<table>
<thead>
<tr>
<th>PHASE 1: Initial Search</th>
<th>PHASE 2: Investigation</th>
<th>PHASE 3: Retrieval</th>
<th>PHASE 4: Completion</th>
</tr>
</thead>
<tbody>
<tr>
<td>To find books on a desired topic.</td>
<td>To identify specific books that will best suit needs.</td>
<td>To easily locate (physically) desired material.</td>
<td>To check out and exit with desired material</td>
</tr>
<tr>
<td>Library catalog</td>
<td>Reference desk</td>
<td>Library catalog</td>
<td>Circulation desk and self-checkout machine</td>
</tr>
<tr>
<td>Library website</td>
<td>Telephone reference interview</td>
<td>Reference desk</td>
<td>Library card</td>
</tr>
<tr>
<td>Email/Chat reference</td>
<td>Library signage/building layout</td>
<td>Library signage</td>
<td>Library signage</td>
</tr>
</tbody>
</table>

Touch Points:
- To provide effective and user-friendly tools for patrons to find desired materials.
- To provide multiple and easily found points of access to reference assistance.
- To work with patrons to pinpoint which materials are needed and desired.
- To clearly identify physical parts of library and stacks so that material is easily found.
- Effective signage and book labels.
- To display on catalog accurate book statuses.

Staff Expectations:
- To provide easy-to-use checkout equipment.
- To provide helpful support at circulation desks.

From: http://eduscapes.com/marketing/course/index.htm
bootcamp bootleg

d...clipse

More methods used in Design Thinking from Stanford’s dSchool
Wrap Up

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How might we incorporate the Cricut Maker into staff workflows to enhance library services?