



Redirecting design education

Cost, hope and agency

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Images

- All images are from Design for Good projects
- Are created by students on HND or BA Graphic Design...
- ...or are of them learning



Why change?

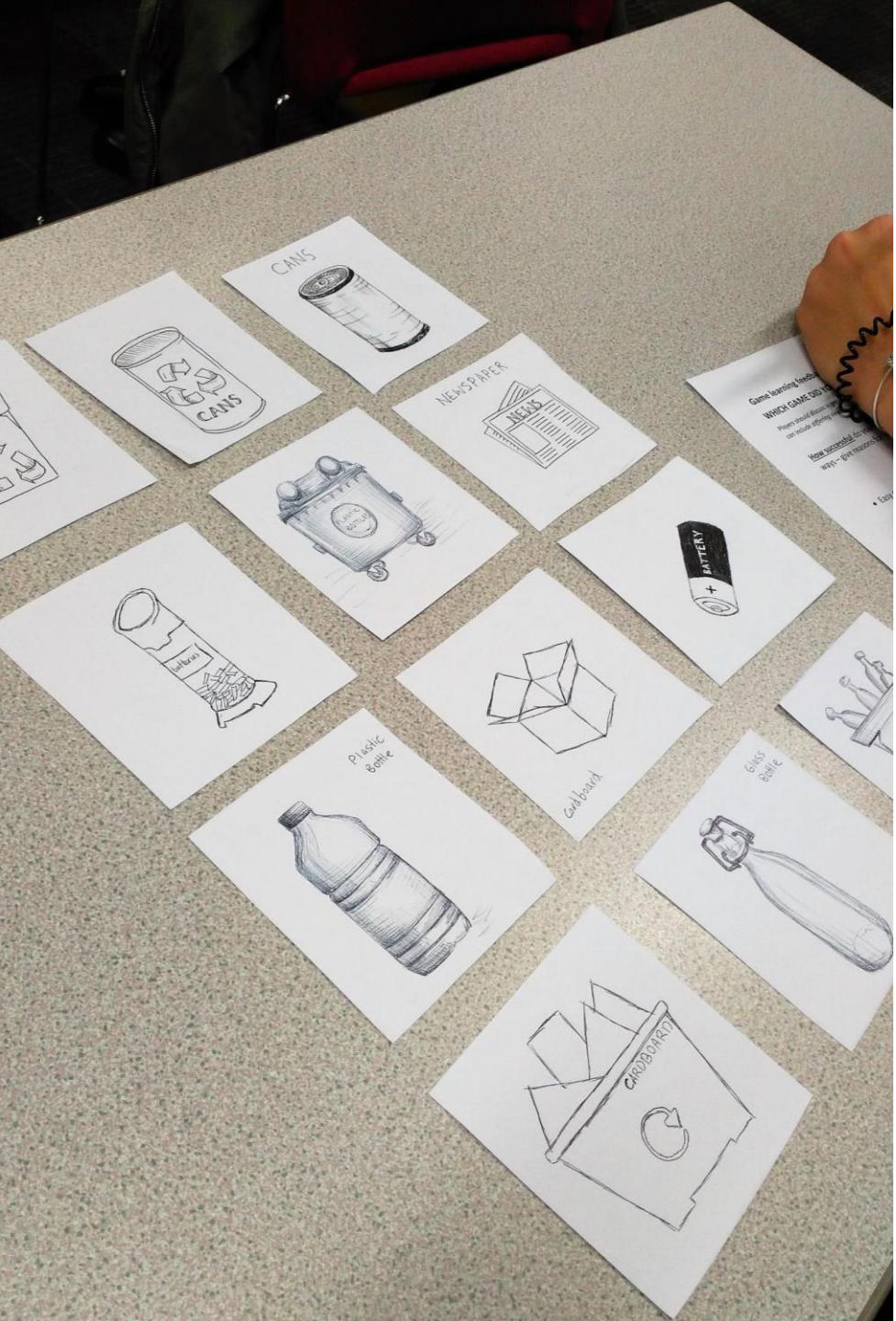
Wicked problems:

- Climate crisis
- Environmental degradation
- Extinction
- Social injustice, inequality and poverty
- Homelessness and Refugees



Why change design?

- Complicity
- Birth in persuasion to buy the unnecessary
- Upholds normalization of consumerism
- Maintains mainstream norms
- Sells the idea of infinite commercial growth ...
- ... through the abuse of the world's finite resources



Becoming professional?

- Age of accountability
- University as transaction
- No room for moral voice or discernment
- Where is professional social responsibility?
- Pedagogy for social responsibility needed
- Research to underpin curriculum design



IS YOUR INJURY LIFE - THREATENING?

Something such as small hand injury could be treated in a minor injuries unit. Call 111 to find out what the best course of action is for you! In 2015-16 10% of 999 and 111 calls were resolved over the phone.

111



Each time a call gets transferred to a clinical advisor it costs £64.59



10% of all 999 and 111 calls are resolved over the phone.



Many young people are not taught what 111 is or how to use it.

MAKE A CHOICE BEFORE YOU VOICE

SPEAK TO ME BEFORE GOING TO A&E

<https://111.nhs.uk>



Design for Good

- Altruistic move away from commerce
- Ethical and sustainable approach
- New purposes for design to help people, environments
- Design affordances:
 - Problem finding
 - Collaboration
 - Visualisation
 - Awareness raising
 - Design as speculation and research



Negative affect

Negative affect:

- Disrupts student expectations
- Causes despair, anxiety, hopelessness – even grief
- Annihilates identity
- Guilt as designer and consumer



New education?

- Critical pedagogy
- Critical hope
- Transformative experiences



Framework: transformative experience

- John Dewey's An Experience
- Pugh's Transformative Experience
- Felt difficulty, disclosure, fracture
- Paradigm rupture
- Reflection and constructivist re-working
- Anticipation to test ideas – “free choice” action



Framework: Pugh's transformative experience

- Expanded perception
- Experiential value
- Motivated use of content - free choice action

#NOTOBIGBRANDS

MOST OF THE MONEY SPENT AT **BIG BRAND** COFFEE SHOP
LOCATIONS WILL **NOT** CIRCULATE IN YOUR LOCAL ECONOMY



Curriculum change aims

- Inspire agency for social responsibility
- Raise levels of empathy and 'BTS'
- Work with real people
- Enable confrontation of risk
- Change-making skills
- Redefine purpose of graphic design



Altering the curriculum

- Design volunteers
- Ethics and sustainability projects
- Evaluations on professionalism, ethics and sustainability
- ‘Project X’
 - Provoking our Futures
 - Creative Conscience



Research questions

Transformative Experiences:

- How do participants perceive transformative experiences relating to Design for Good professionalism?
- How and in what ways do students expand their perceptions of design for good?



Beyond-the-self outlook

- 'BTS' – outward focus towards others
- Growth in prosocial behavior
- Motivator of good deeds
- Moral commitment
- Can change civic society
- Goal setting in systems



Inward and outward focus

Wilson et al (2103)

- Inward focus : self, design skills, rule book and reputation saving
- Outward focus: protecting others (BTS), contextual discernment, professionals develop the rules



Technique vs discernment

Aristotle's three elements of knowledge

- *Techne* – practical skills
- *Episteme* – theoretical understanding
- *Phronesis* – contextualized discernment: agency



Research methods

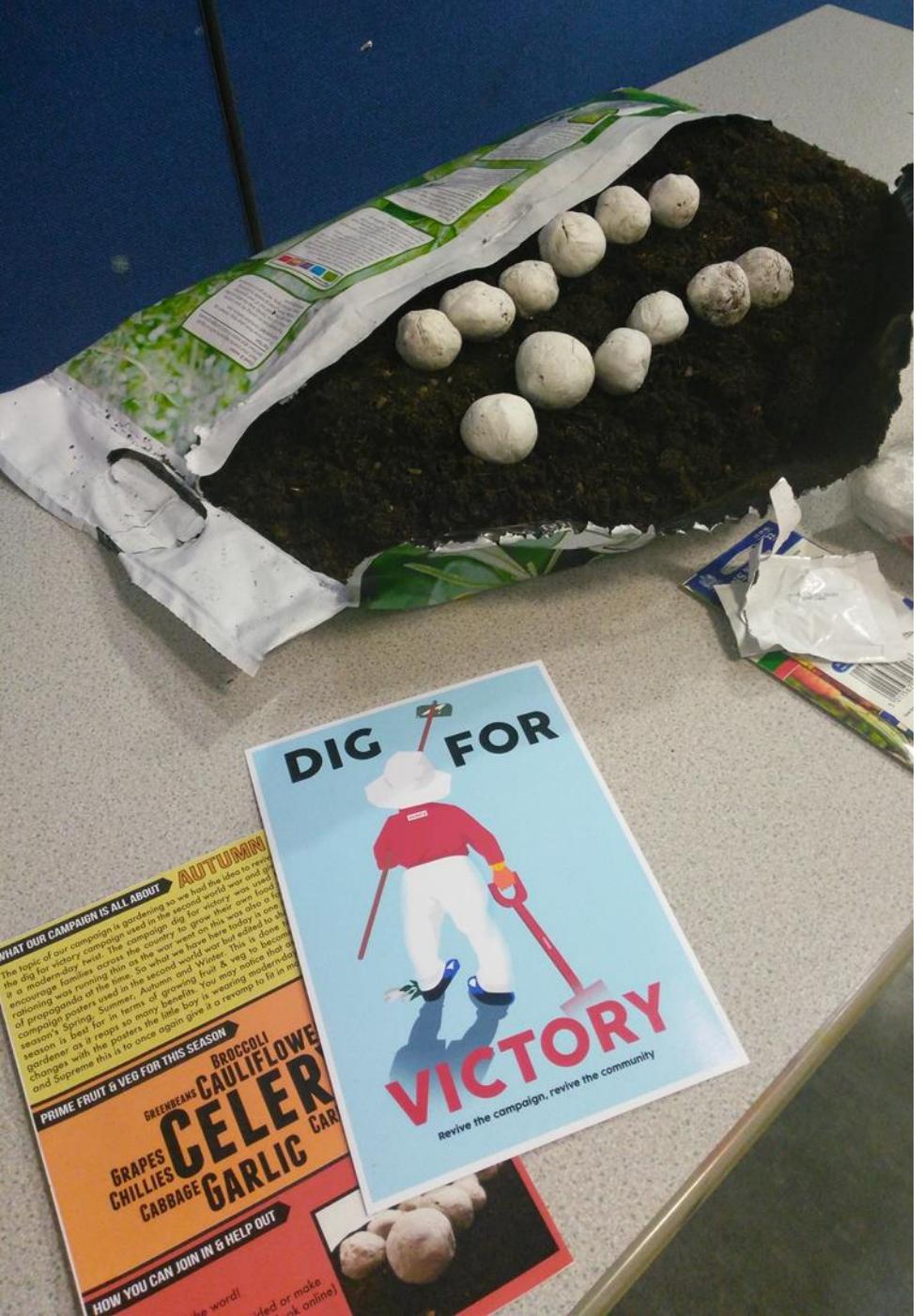
Mixed methods:

- Phenomenography:
 - Variations in perceptions across groups
 - Finding a base-line or rubric for design of new pedagogy
- Narrative



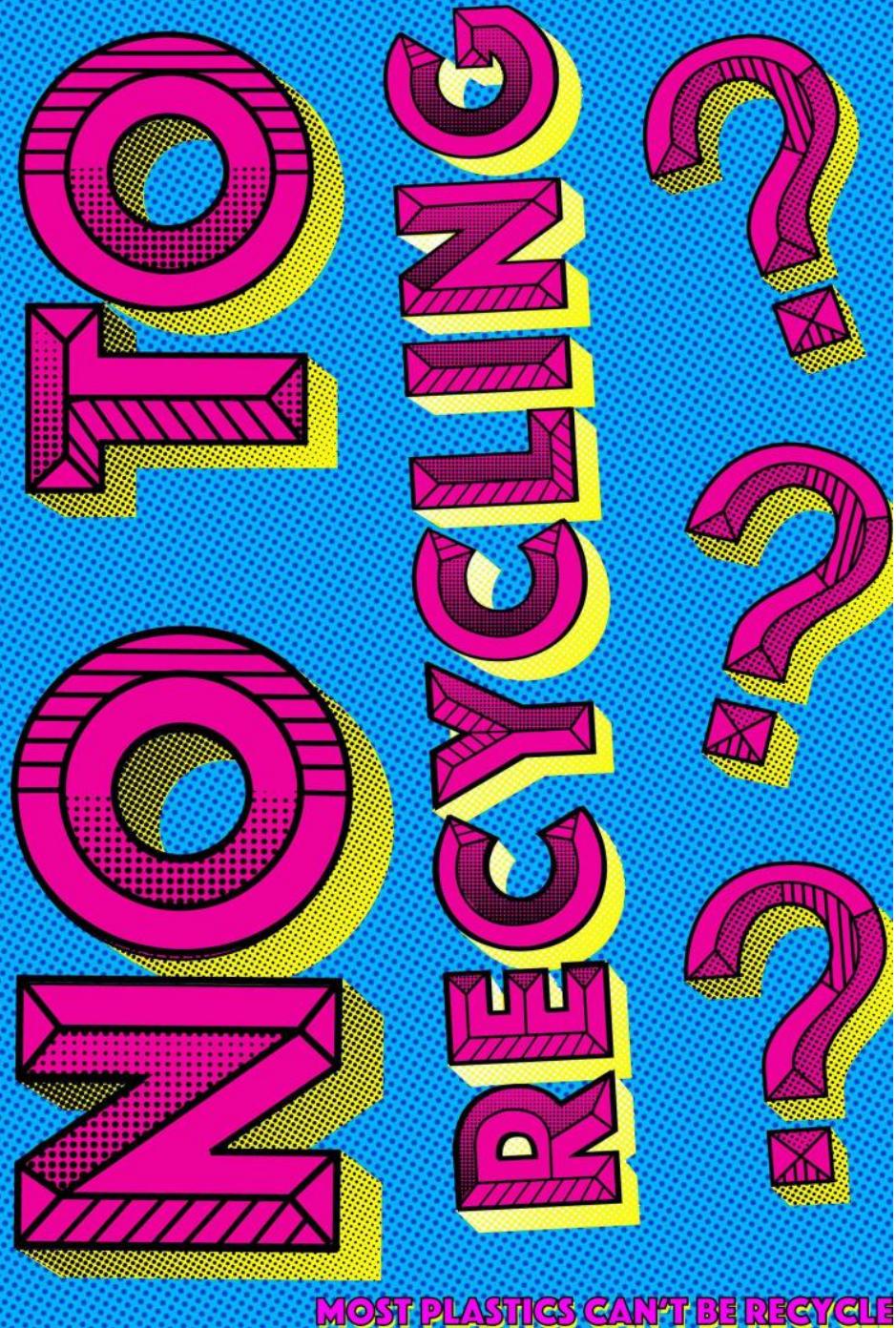
Method: Sample

- University of Kent Graphic Design
- 3 year-groups together
- 37 participants
- 9 Teams
- December 2017 – February 2018



Provoking our Futures – what?

- Making conversation starters (prototypes)
- Design experiments with new forms
- One day display in canteen
- Local, sustainability projects
- Involving community feedback
- Producing Design for Good outcomes



Provotypes

- 'Provotypes' (provocative prototypes)
- Conversation starters
- Design as research
- Change-making
- Co-design with communities
- Starting dialogue
- Further iterations – more dialogue



Data

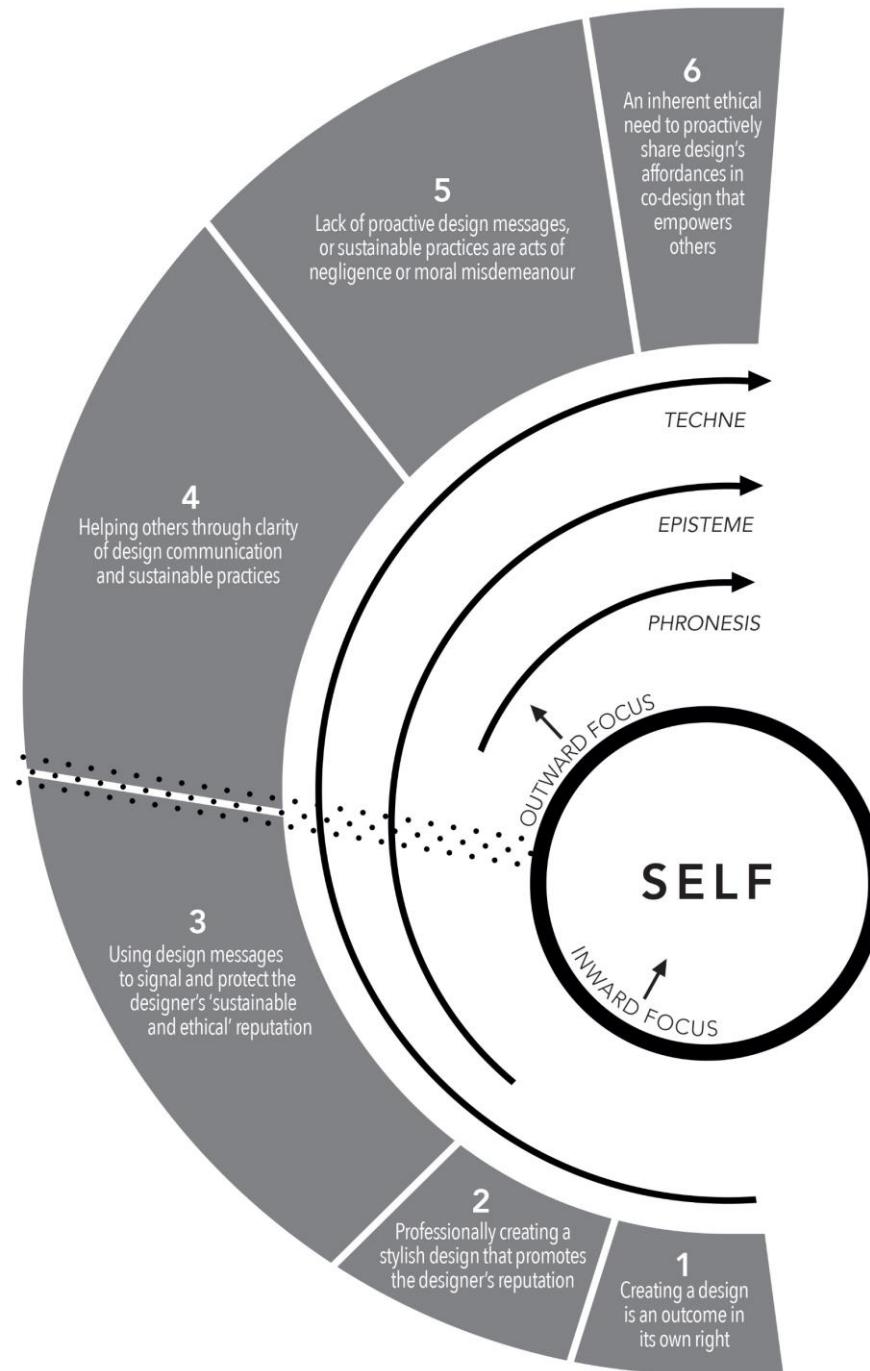
Phenomenographic coding of:

- Blog 'journals' (design process, evaluation and reflection)
- End of day reflection sheets
- Practical work
- Pre- and post-intervention surveys – perceptions of Design for Good Professionalism



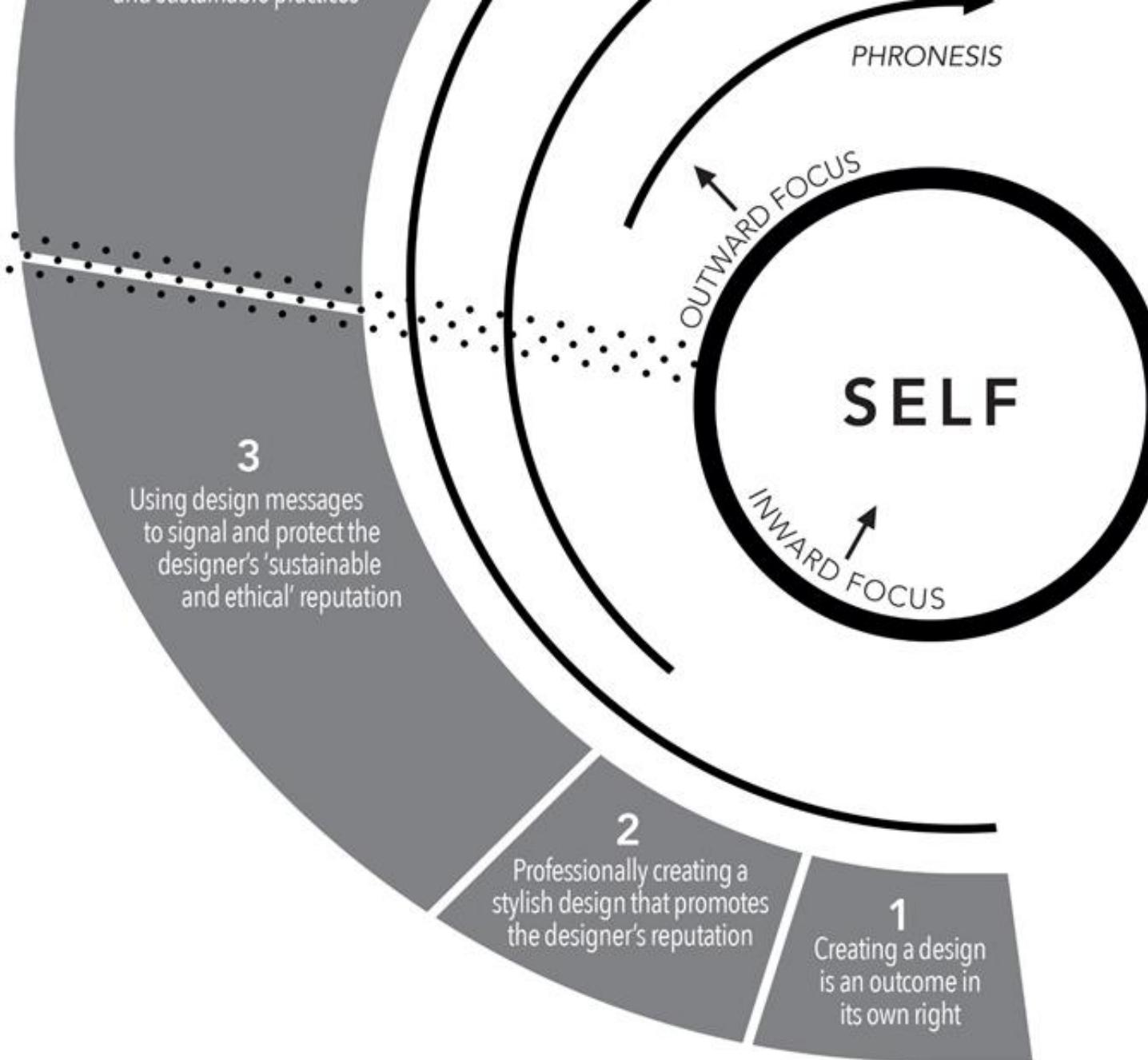
Survey questions

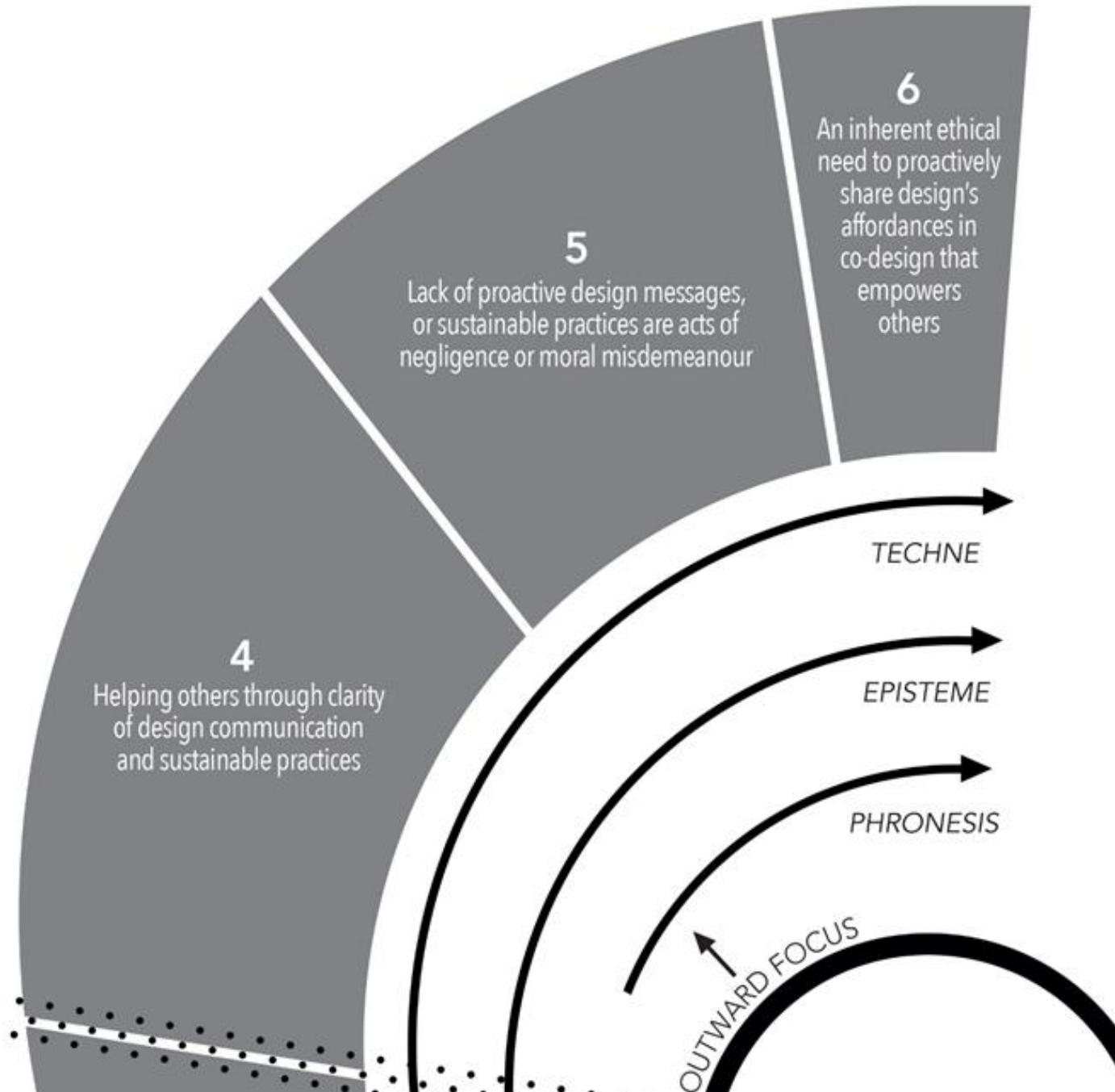
- In what ways were you a Design for Good professional?
- How do you know?
- Trigger scenarios
- Consequences of not being?
- Changes or transformations?



Variations 2018

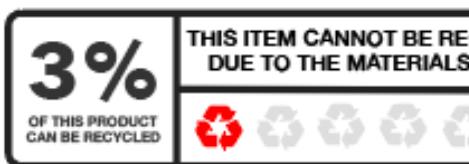
- Outward focus – Beyond The Self, supporting others
- Shifts in perception of purpose of design
- Inward focus – self, skills and reputation







al instructions:



Communication and authenticity

- Communication to maintain own reputation...
- ...or to help others
- Researching to prevent embarrassment during display
- ..or genuine facts to empower others



Redesign

- Autonomy – students nominated the charrette topic
- Experts – support for staff as well as students
- Community – design for familiar people
- Scaffolding – *charrette* as fixed format



Mental Health

- Students nominated topic
- Sensitive topic
- Expert support needed
- Safety net



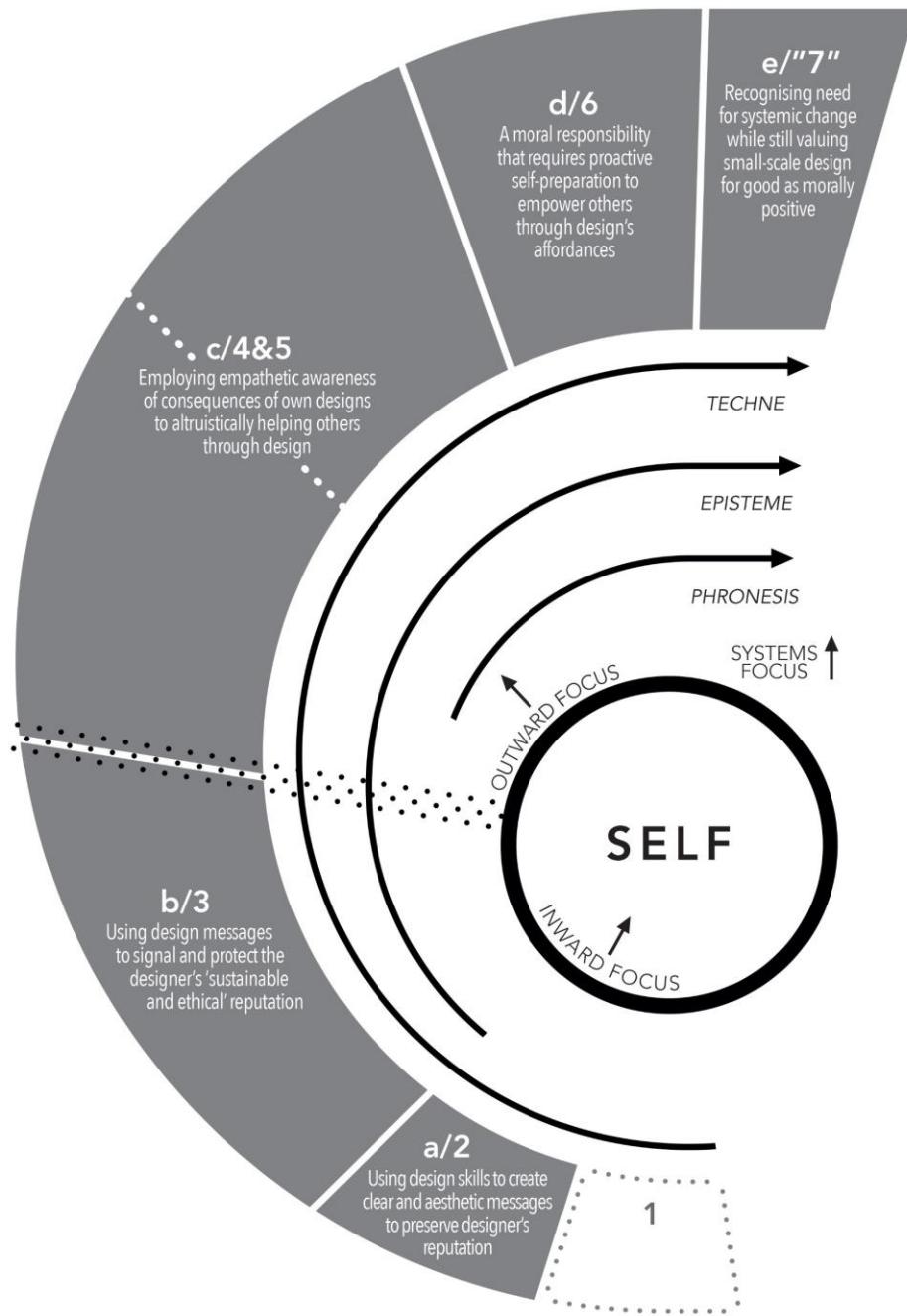
Creative Conscience format

- Same format...plus
- One-week ideation charrette (teams)
- Sharing of research (personas)
- Pitch to experts
- Move on to Creative Conscience competition



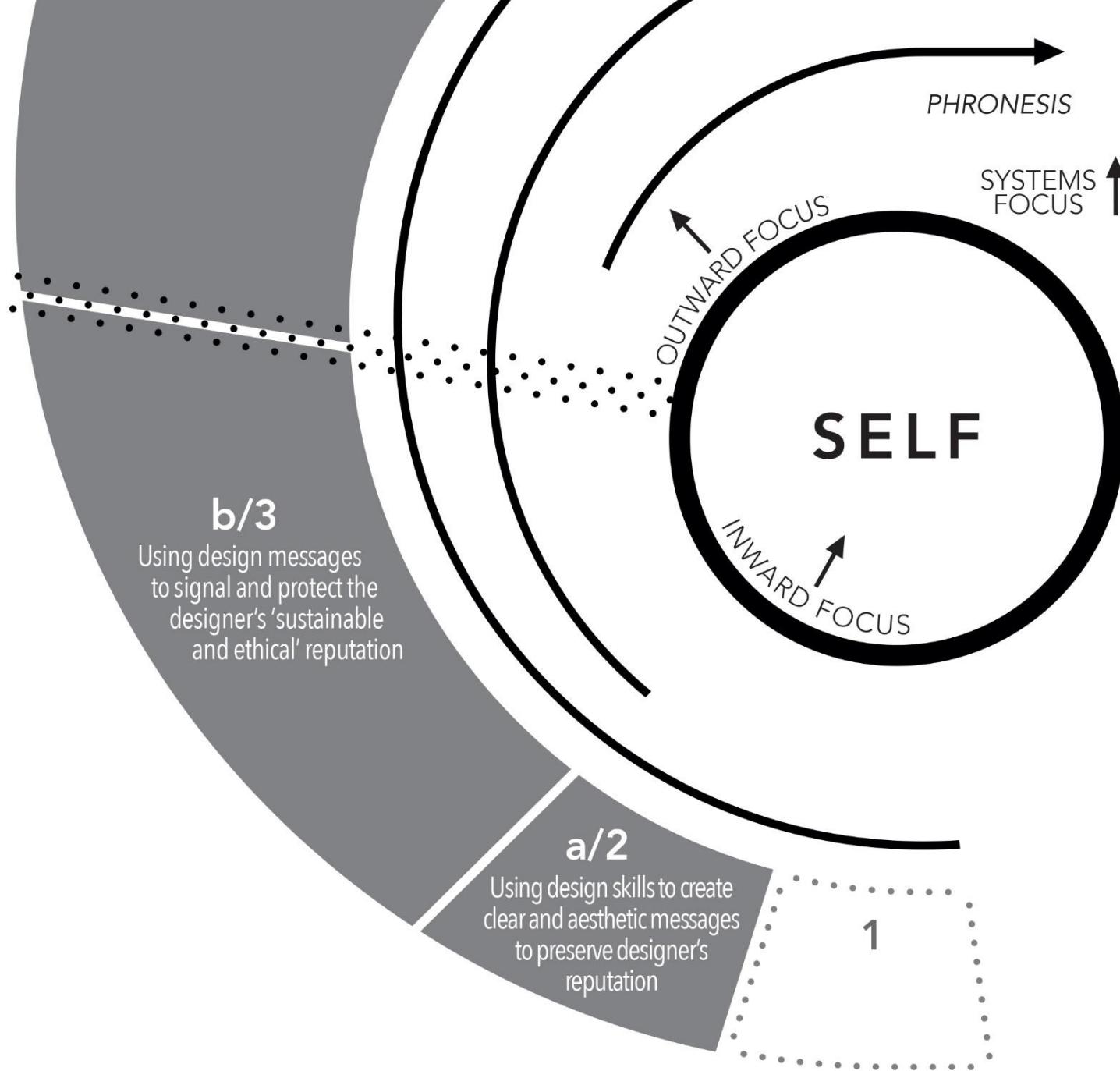
Sample, data and method

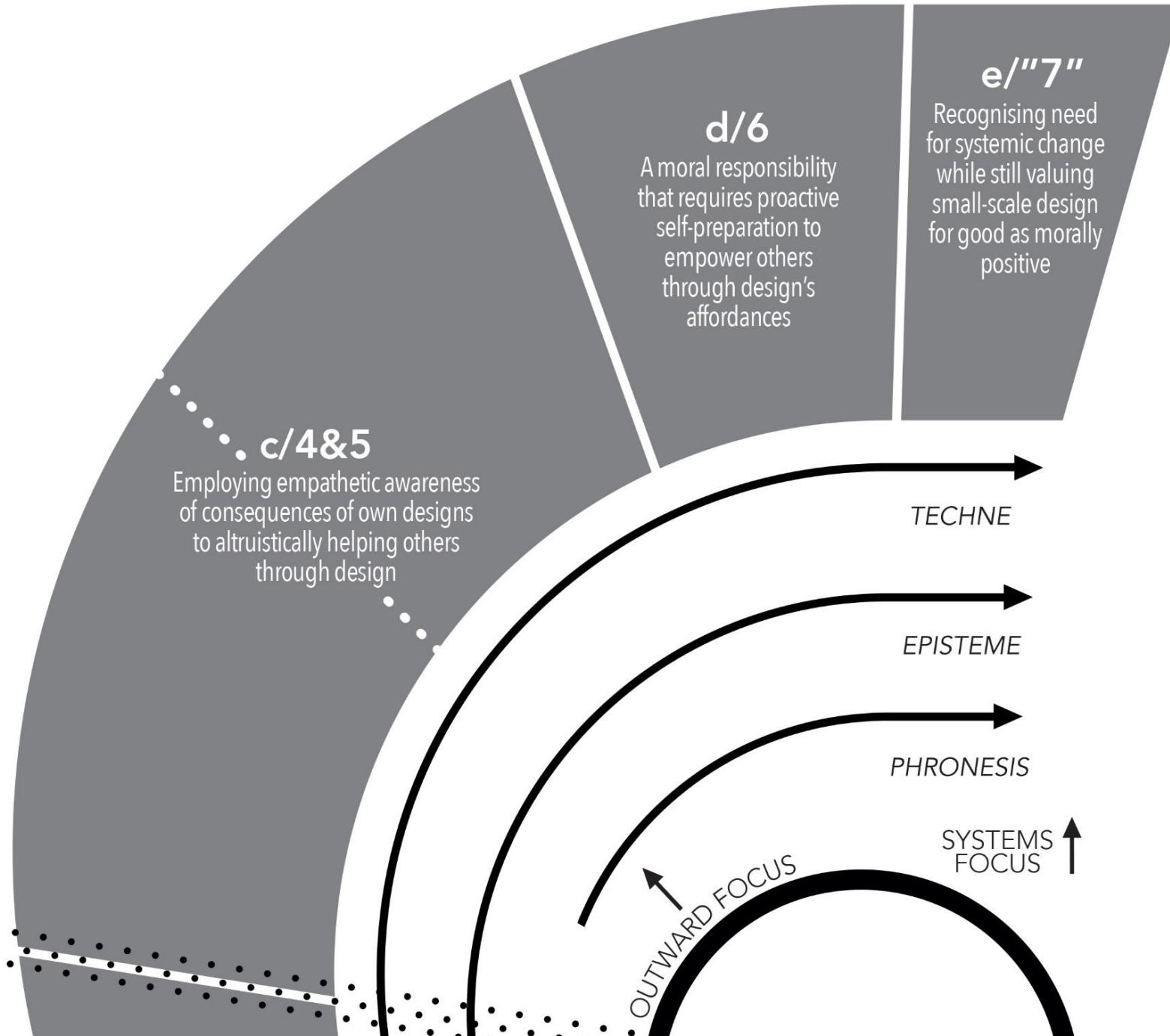
- 26 students
- 7 teams
- 20 had participated in Provoking our Futures
- December 2018 – February 2019
- Same method – compare to previous rubric
- Same data collection
- Change in last survey question

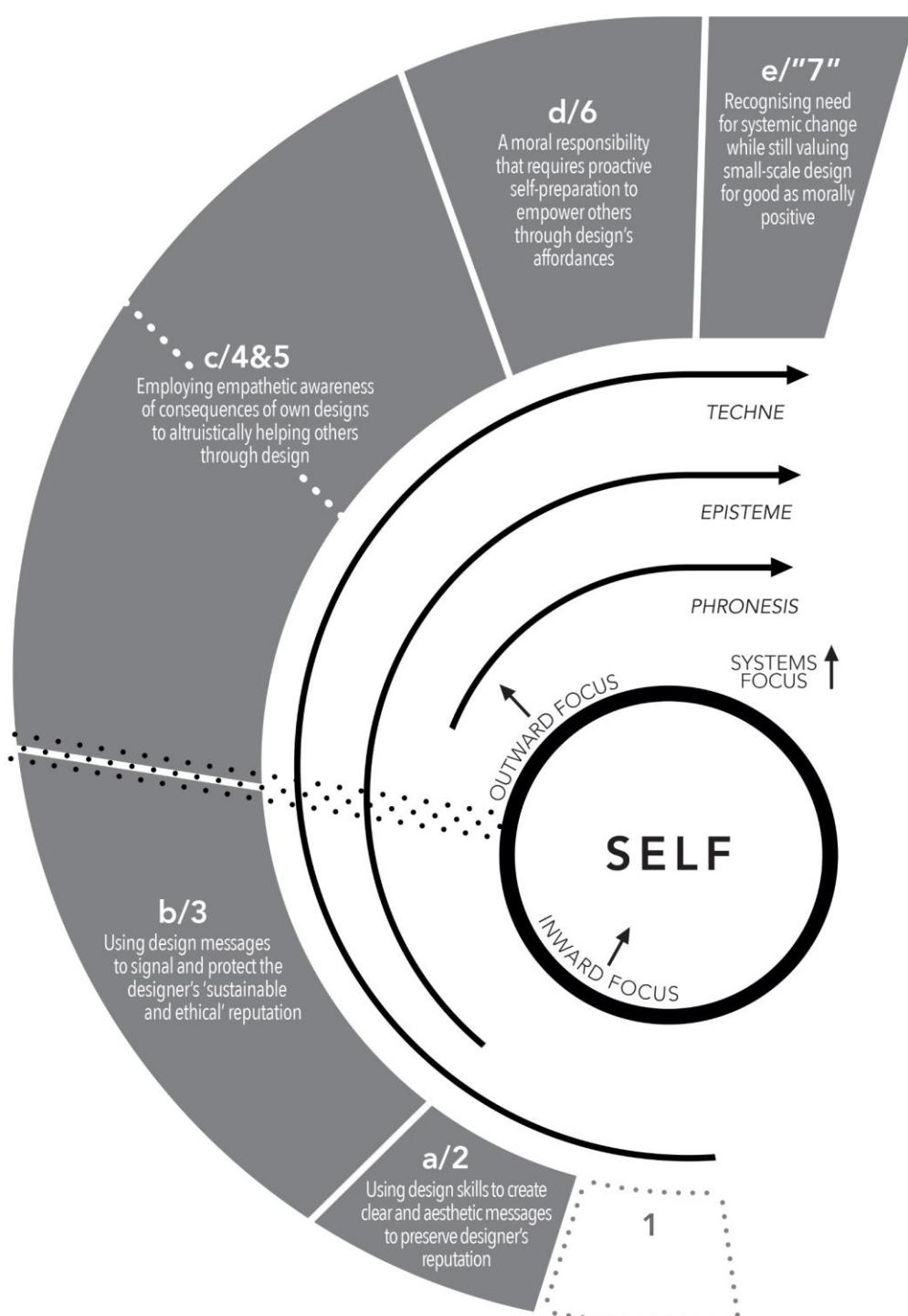
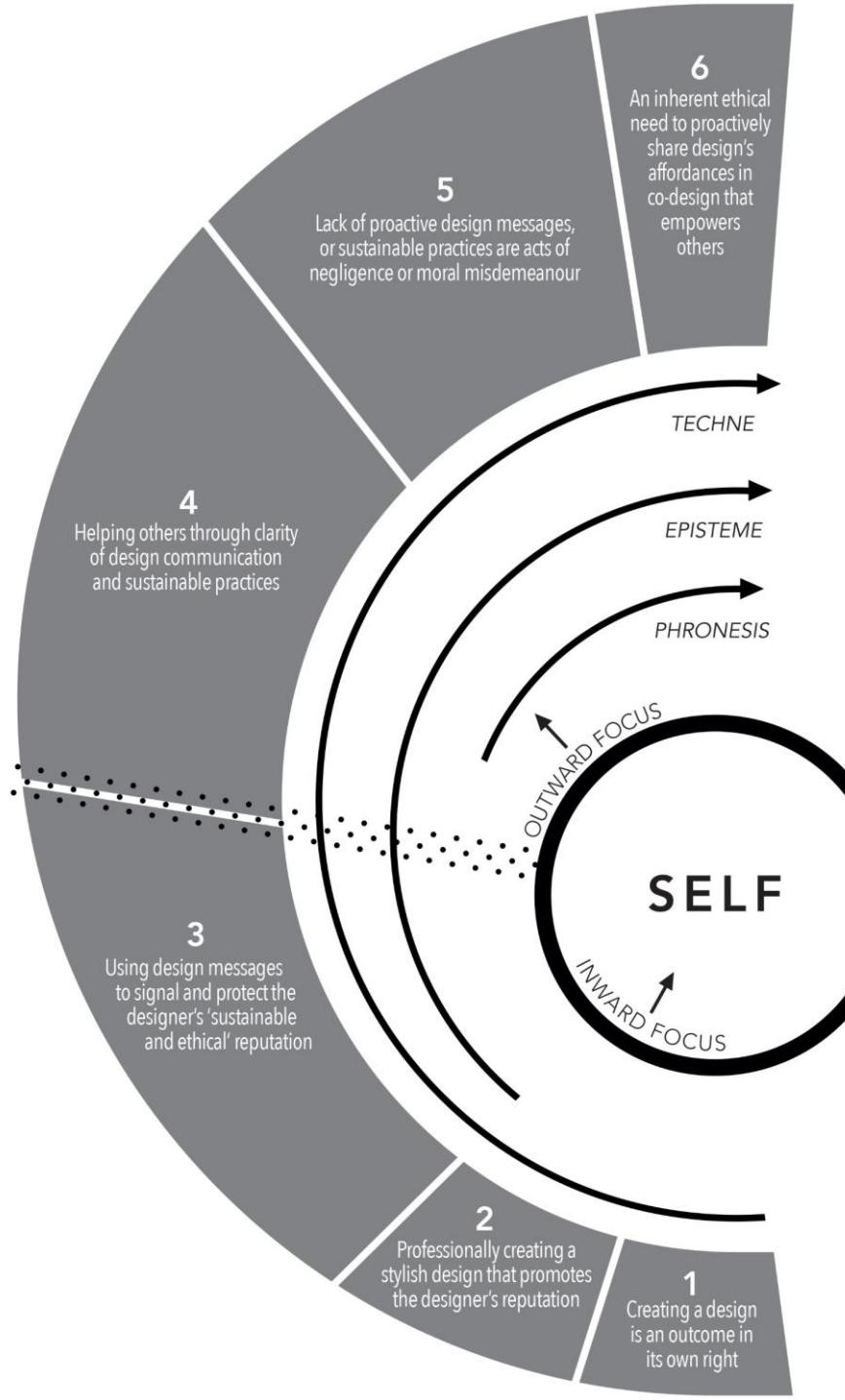


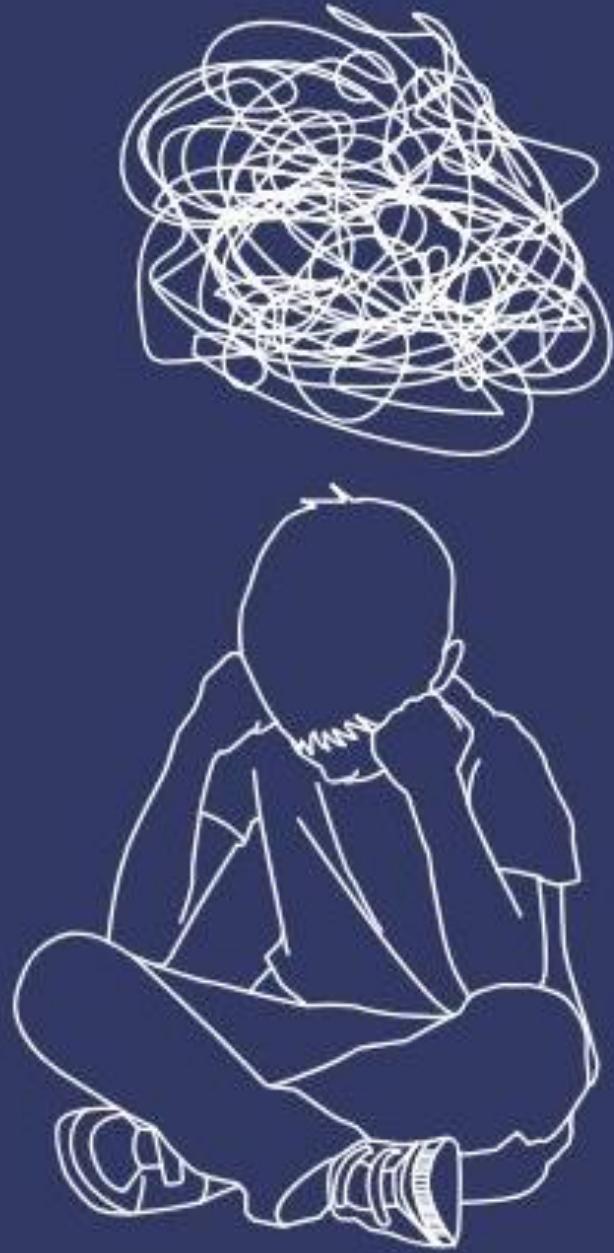
Variations 2019

- Systems focus
- Different focus
- Perception variations move



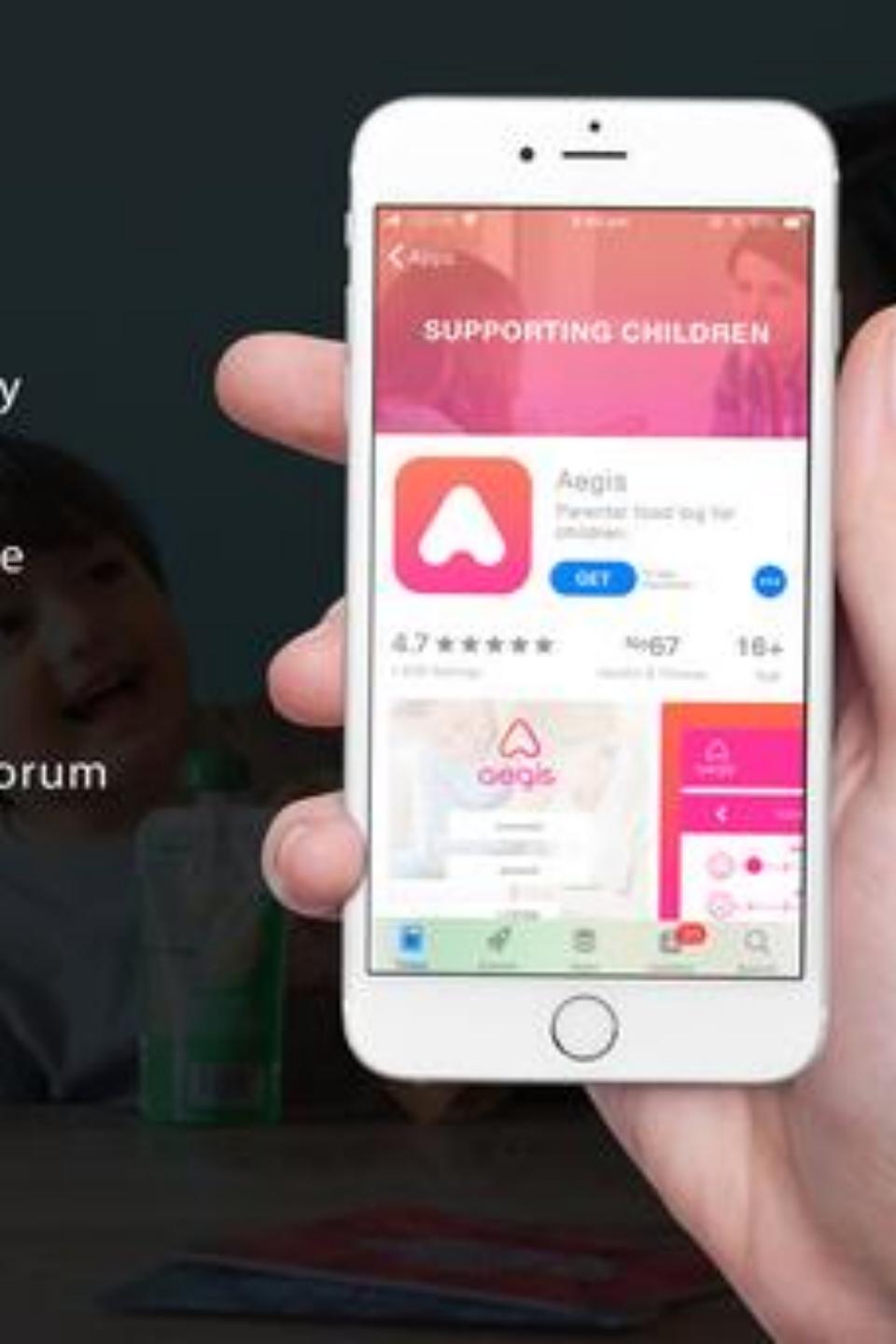






What made a difference?

- Duration - familiarity
- Relatable topic – conduit to BTS
- Autonomy
- *Charrette* as ‘professional’ scaffold
- Experts
- Hope



Expanded perception

- ‘Eye-opening’ background
- Research into topics
- Wider scope of design for good
- Design case studies
- Methods for ideation
- Working with experts
- Real designers do this!



Experiential value

- Risk and consequence
- Helping others, altruism
- Expert validation
- 'CPD' approach to attaining skills
- Purpose to give design depth



Transformative?

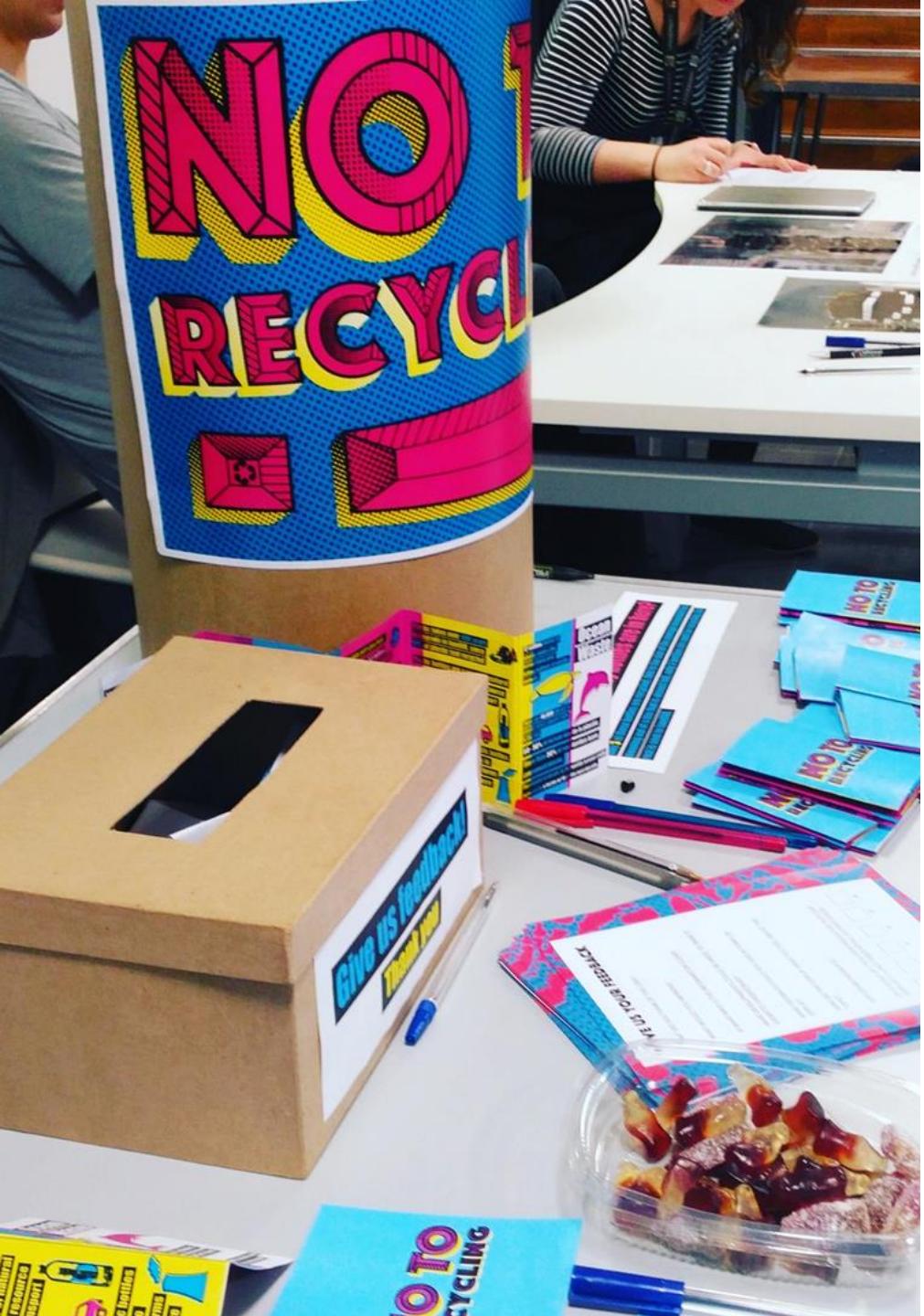
- Look past aesthetics (*techne*) to ethics (*phronesis*)
- Growth in BTS
- Students see new future
- Change in career plans (agency)
- ‘Designer for Good’ on CVs
- Purposeful and altruistic design



Conclusions?

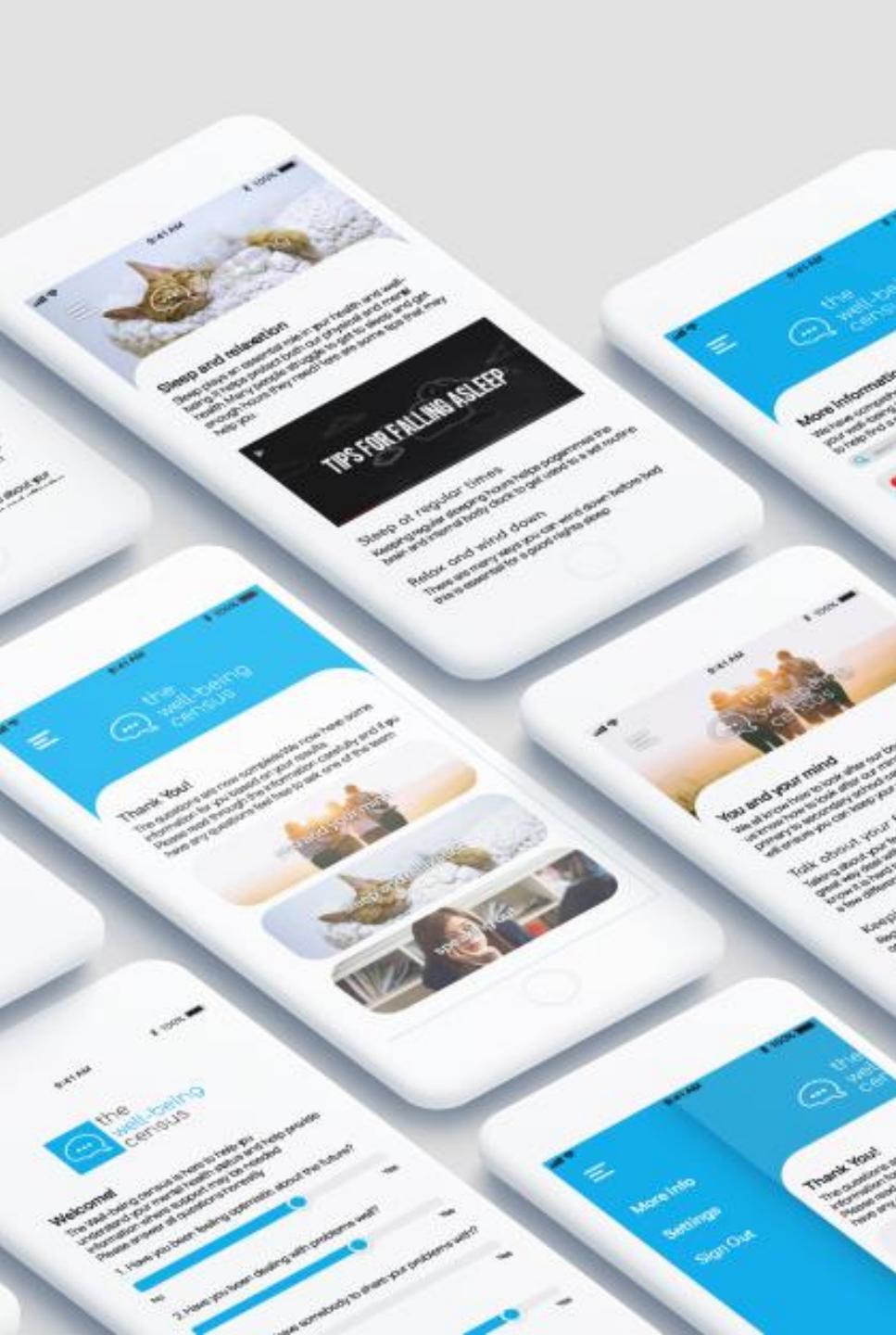
Pedagogy for social responsibility:

- Take part in real and meaningful scenarios
- Consequences – risk – things at stake – rehearse *phronesis*
- Community and co-design – outward facing
- Scaffold skills for change – self-efficacy
- Hope – through local focus and attainable actions
- Reward and value – altruism or work used in public
- Feedback on ‘work for good’ not just on good work!
- Opportunities for student agency (transfer)



Any questions?

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References

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