

EQUIPPING YOUNG PEACEMAKERS

Solving Problems: Design Thinking
with Hamza Arsbi

Thursday 25 February 2021



Hamza Arsbi

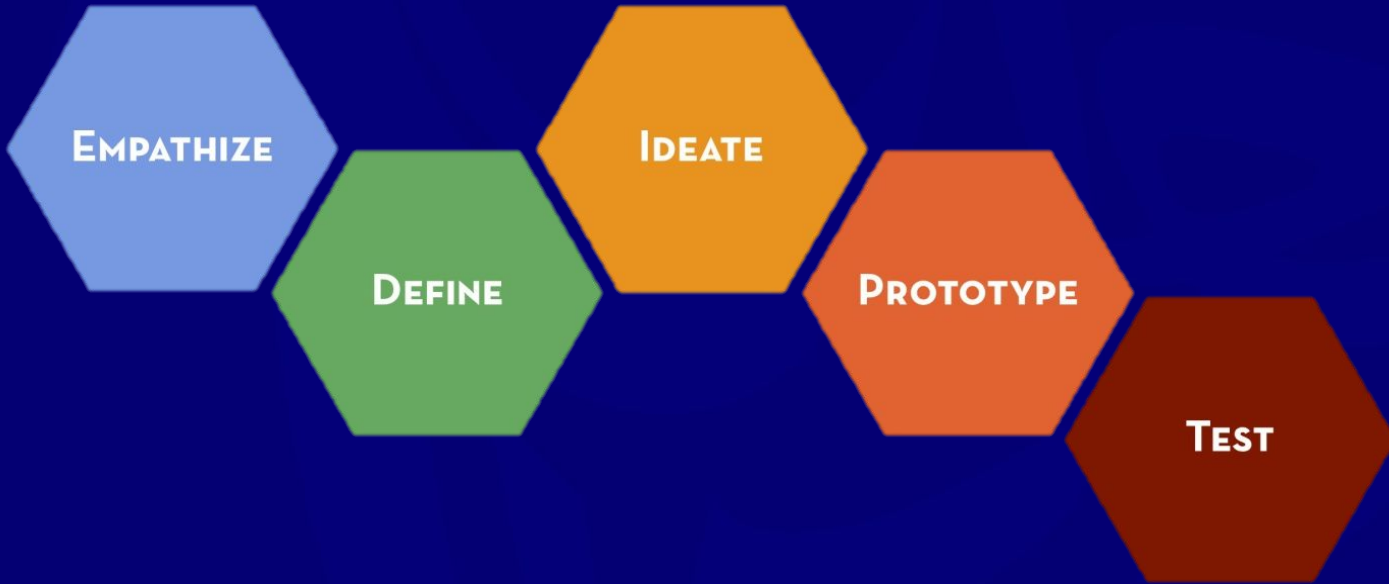
Jordan

Increasing access to quality education and preparing youth in underserved communities with skills for today's challenges through experiential learning



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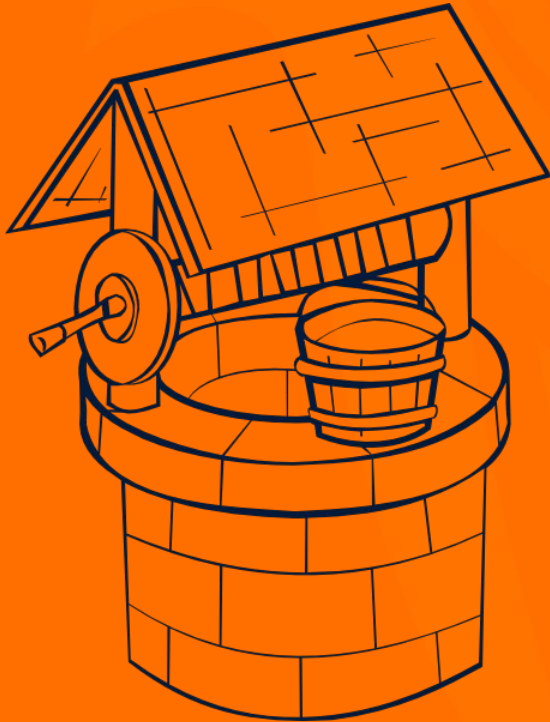
Doug Dietz and the Adventure Series



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Bad Design



US Military Female Engagement Teams in Afghanistan:

“One team so shamed Afghan women by searching them at the entry to a health center in full view of men that when the FET returned for another visit, women patients shied away from the center and doctors asked the FET to leave.”

“Another team, having learned that village women walked more than an hour each day to get water, had a well built in the village. The village women had the well destroyed.”

The 4 Rules of Innovative Design

let's draw a house, a phone, and a gift

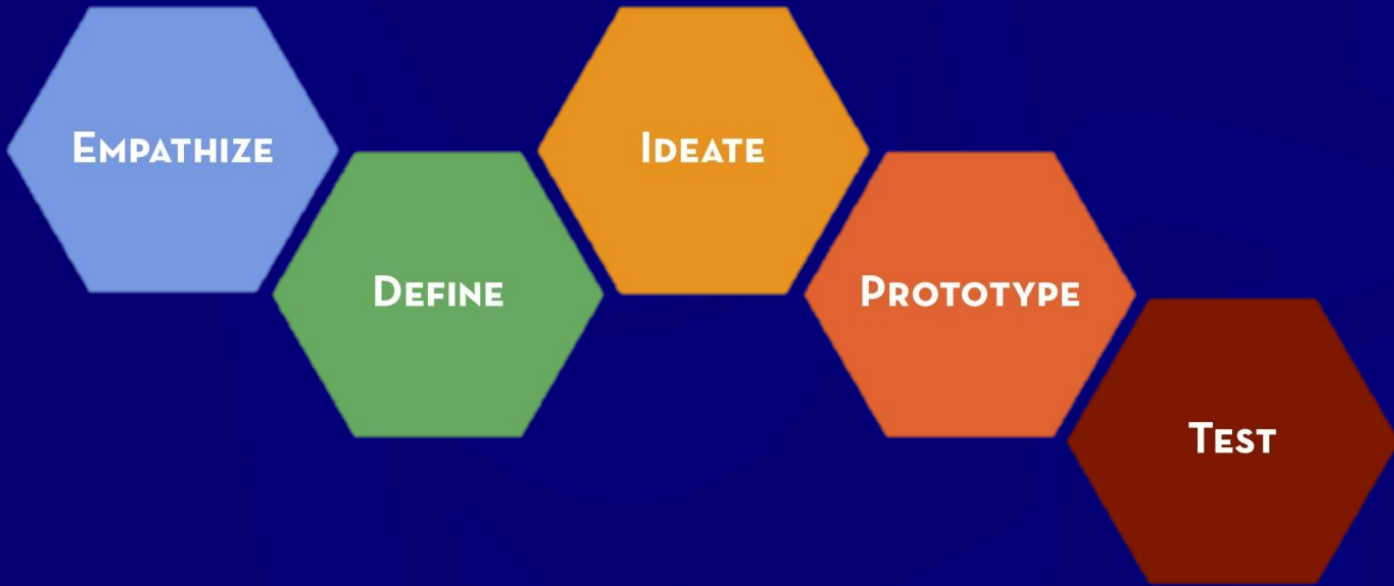


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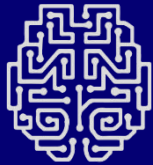
Art is a Universal Language



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Creativity is a process; it's not limited to artistic abilities



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draw your perfect gift



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*Is what is perfect for you
perfect for others?*



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*a designer does not design objects,
but experiences*



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The 4 Rules of Innovative Design

1. We do not need to be artists to express ourselves.
2. Creativity is a process anyone can use.
3. We design the solution for the user, not ourselves.
4. We design experiences, not objects.



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Why Introspect? What is it? And How?

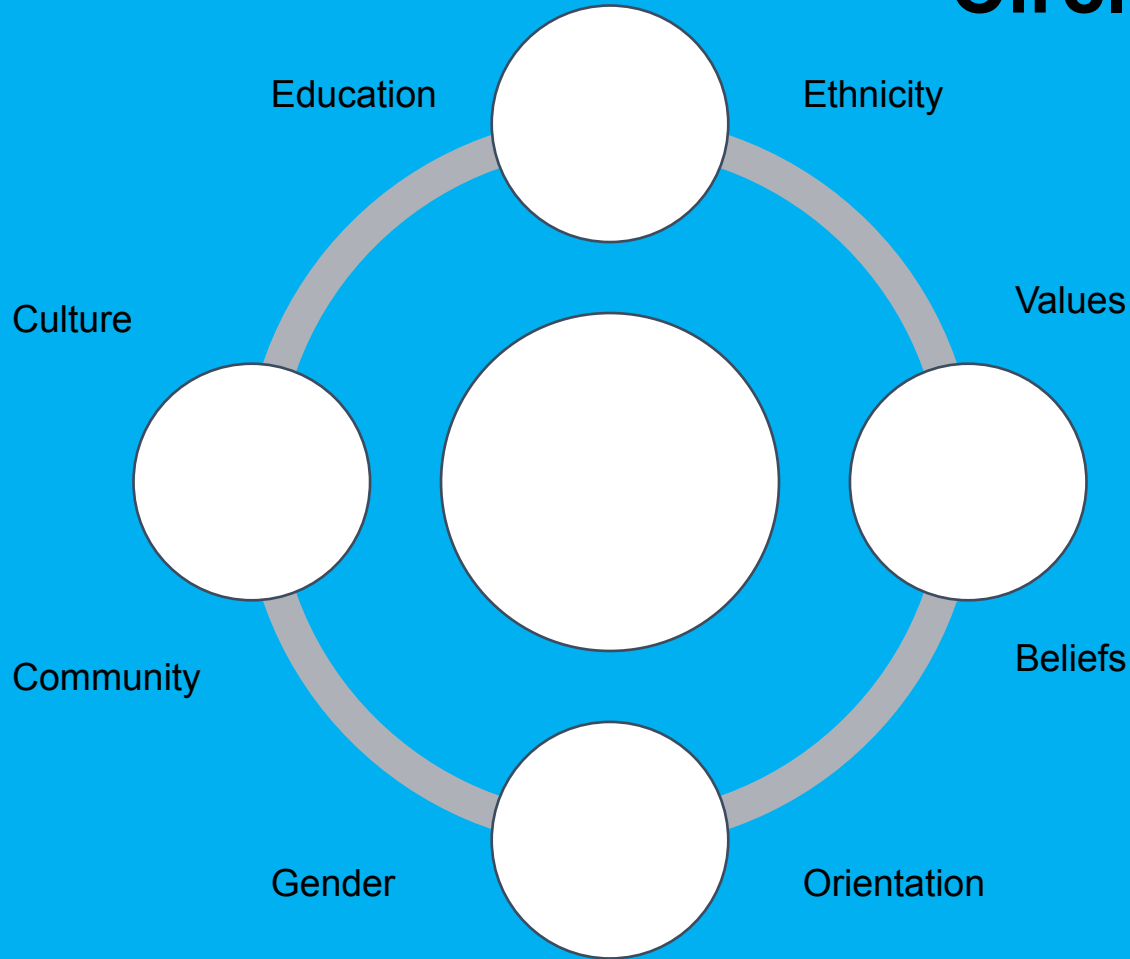
Introspection



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Introspection

Circles of Identity

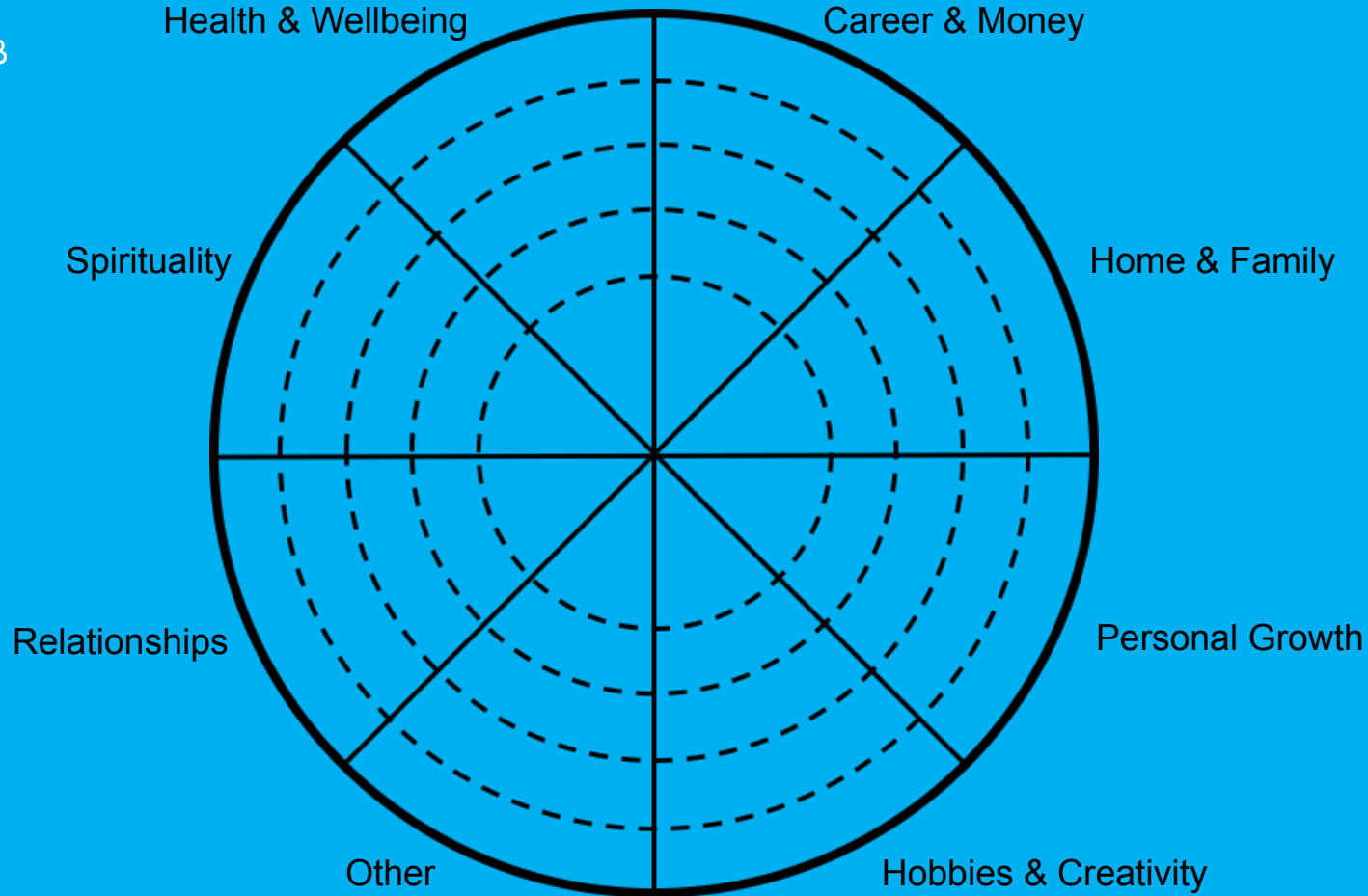




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Introspection

Priority Wheel





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Introspection

Why Statement

your contribution



To _____

so that _____

your impact



Example: “To help women unleash their inner power so that they create a life where they feel fulfilled, inspired, and empowered.”



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Why Empathy? With Whom? And How?

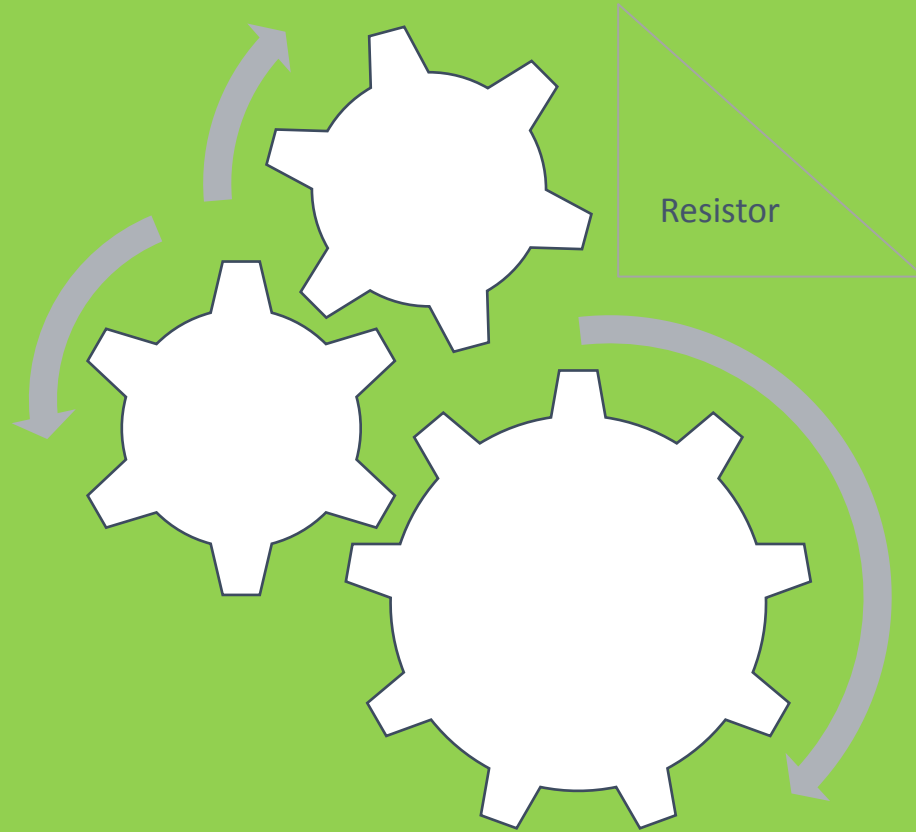
Empathy

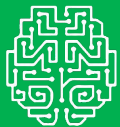


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Empathy

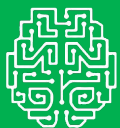
Stakeholder Analysis





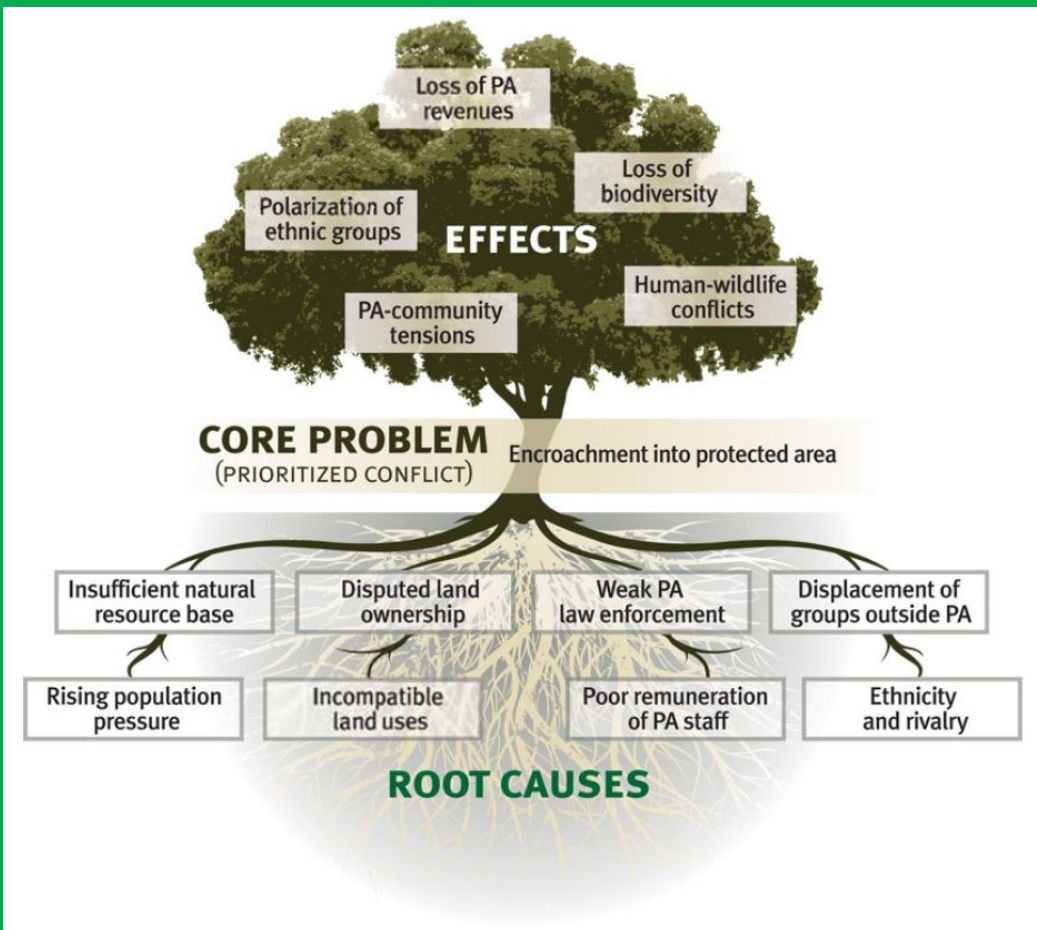
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Identification



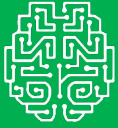
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Identification



Problem Tree

Pick a Need/Problem: Is This the Real Need or Problem?



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Problem Statement

_____ might need a way to
(User's name)

_____ because
(User's need/Challenge)

(insight, things they are trying to achieve or avoid)

but/and _____

(institutional/systemic/ideological oppression at play)

Identification



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Ideation



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Ideation

Brainstorming

Create a new solution	Deconstruct or eliminate something	Transform something that exists
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Pick a Solution

Use clustering to help narrow down the options.

Ideation



Think about SMART goals:

Specific, Measurable, Achievable, Relevant, and Time Bound.



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Test

Which Stakeholders should we test with?

How do we test? (feedback, survey, think aloud, etc.)

Make sure you:

1. listen!
2. explain but do not defend
3. follow-Up
4. do not fall in love with your ideas



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Actualize

Resource Map

Actualize





EQUIPPING YOUNG PEACEMAKERS

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