Research as Design

Integrating Design Thinking into Interdisciplinary Academic Research

Amanda E. Cravens
E-IPER

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A human-centered approach to problem solving that uses iterative cycles of observation, problem finding and re-definition, brainstorming, and real world testing of possible solutions.
Problem Definition

Emerging young scientists and interdisciplinary researchers need tools, techniques, support and inspiration to approach their research in an innovative and playful way, in the spirit of design.
Solutions to Prototype

• Academic paper

ABSTRACT: Along with the growth in interdisciplinary research has come a recognition of the challenge of mentoring new interdisciplinary scholars. Descended from engineering and graphical arts, design thinking is a framework that allows the systematic teaching of the process of creating and innovating. While its specifics may not be formally recognizable to academic interdisciplinary researchers, the underlying spirit of the activities undertaken by both researchers and designers share many parallels. Conversations with successful interdisciplinary researchers at Stanford University about their research process were videotaped, coded, analyzed using qualitative methods, and mapped to the innovation cycle used by designers. Results indicate important contributions design thinking can make to the practice of interdisciplinary academic research as well as important differences between the two modes of thought that add to our understanding of each.
Solutions to Prototype

• Workshop for interdisciplinary graduate students

• Explore similarities and differences between design and research as ways of thinking and knowing

• Major focus areas:
  1. Problem finding and framing
  2. Multi-disciplinary teams
  3. Ideation/brainstorming
  4. Prototyping/testing
  5. Storytelling
Thanks and Looking Ahead

Email me to find out more or get involved (and especially to join our workshop on 2 April 2011): acravens@stanford.edu or the whole team at researchasdesign@gmail.com

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