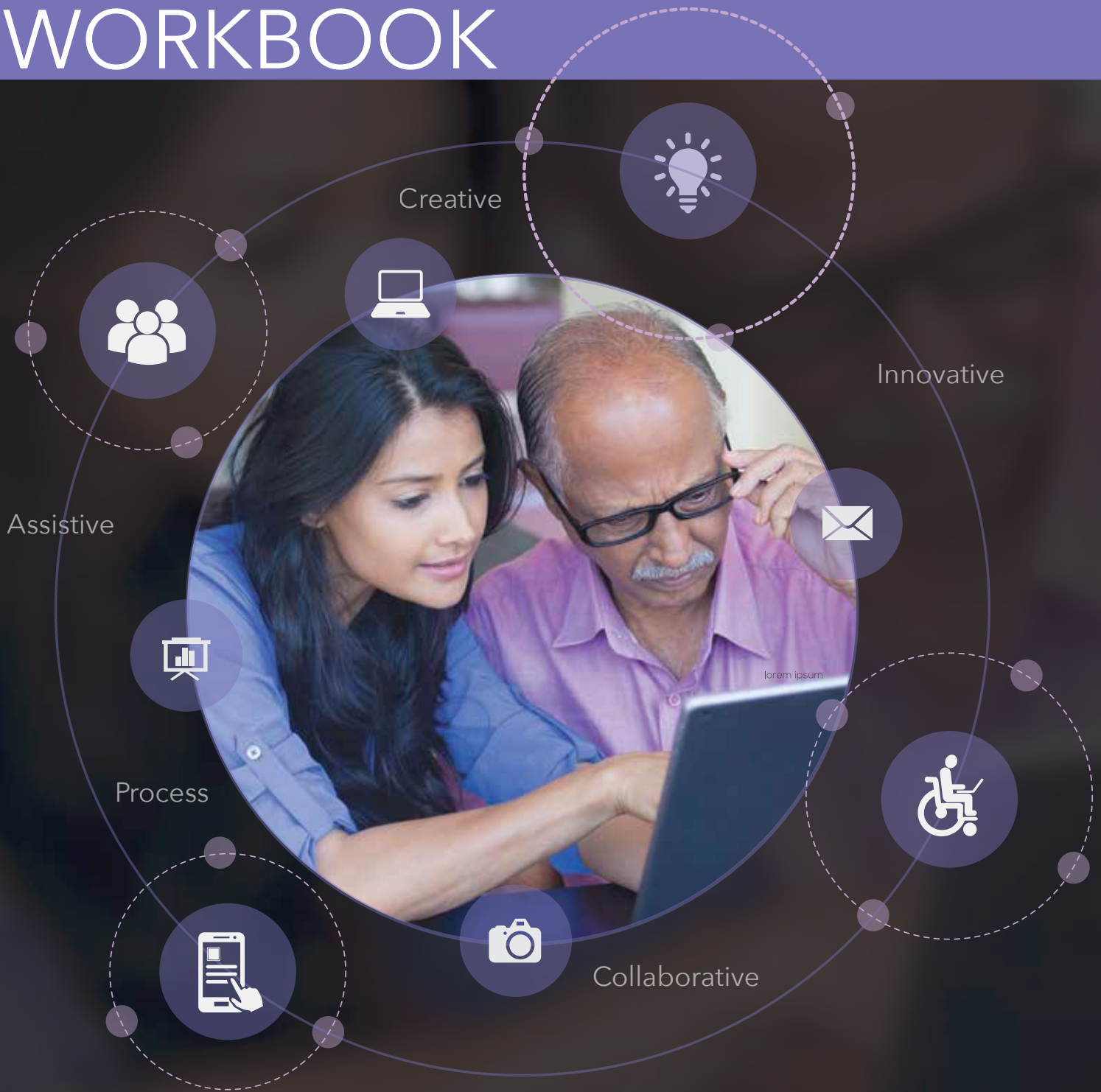


# INNOVATIVE DESIGN CREATION PROCESS WORKBOOK



“The contents of this workshop were developed, in part, by the Wireless RERC and RERC TechSAge under grants from the National Institute on Disability, Independent Living, and Rehabilitation Research (NIDILRR grant numbers 90RE5025-01-00 and 90RE5016-01-00 respectively). NIDILRR is a Center within the Administration for Community Living (ACL), Department of Health and Human Services (HHS). The contents of this workshop do not necessarily represent the policy of NIDILRR, ACL, HHS, and you should not assume endorsement by the Federal Government.”

# DESIGNING SOLUTIONS TO IMPROVE THE LIVES OF OLDER ADULTS





# PROBLEM FOCUS AREA



(Breakout Rooms)

- 1 MEET YOUR TEAM
- 2 REVIEW & DEFINE YOUR PROBLEM
- 3 DESIGN A SOLUTION
- 4 PRESENT A CONCEPT
- 5 NEXT STEPS

# MEET YOUR TEAM



(10 Minutes)

- 1** **INTRODUCE YOURSELF:** Each member should provide a 30-second introduction including:
  - Title and Affiliation (i.e. RN, Atlanta CareStrong)
  - One sentence to describe your primary expertise related to **TECHNOLOGY** and/or **AGING** (e.g. I am a researcher designing technological innovations to benefit people with disabilities and older adults) • Print your name on the Team Member list Worksheet
  
- 2** **DESIGNATE A SCRIBE** for your group who can capture important ideas and get them on paper. Check “Scribe” box on the Team Member list beside their name. Scribe can be different from Artist. Scribe is responsible for capturing the thoughts that will be presented in the final presentation. They should work closely with the artist, if present.
  
- 3** **DESIGNATE A LEAD:** If you don’t have a team leader, appoint one now. Check “Lead” box on Team Member List beside their name. The lead should help keep time and listen to feedback from the group on best approach.  
 **CHOOSE A TEAM NAME** and write it on the worksheet page.



# DEFINE THE PROBLEM

(20 Minutes)

- 1 TEAM ACTIVITY (5 minutes):** At this time, the "Challenge Champion" in each group should describe their experience with this challenge. What is the challenge? How has it affected their lives? Are there others who have been affected? If so, are experiences similar or different?
- 2 TEAM ACTIVITY (5 minutes):** In your challenge area of \_\_\_\_\_, discuss three (3) problems/needs outlining What, Who, and Why as in the chart below. Write the 3 problems in the Scribe Workbook

What is problem/need?	Who has problem/need?	Why is it important to solve problem/need?

- 3** Which of these problems would benefit most from new technology-based solutions? Choose 1 for the next activity and place a \* next to it on the Scribe Workbook chart.

# DEFINE THE PROBLEM



**4**

**TEAM ACTIVITY (10 minutes):** Discuss this problem in greater detail. List your thoughts on the Scribe Workbook. Some discussion points:

- a. Who is going to benefit from solving the problem (stakeholders)?
- b. Why is this problem important to solve?
- c. What solutions already exist?
- d. Can you improve on existing solutions?



Re-write your Design Problem description on the Scribe Workbook provided in the format of “Who needs What because Why”?



# DESIGN REQUIREMENTS

(10 Minutes)

Define the most important elements / features your solution will require to address the needs and to succeed in the market.

 **PRESENT:** Write your final requirements in the Scribe Workbook.

**NOTE:** Consider similar solutions. What works and what doesn't? Why? How can you improve on existing solutions? What features would ensure this design works for all members of your group? (e.g. low hearing, low vision, dexterity, etc.)

E.g. For a medication dispenser, it must:

- 1** be user friendly
- 2** be acceptable for use in the home
- 3** alert the user when it is time to take medication
- 4** dispense medications reliably on demand or at a specific time.
- 5** not allow overdose ...



# CONCEPT DESIGN



(15 Minutes)

## STEP 1

1



**TEAM OR INDIVIDUAL ACTIVITY:** Brainstorm up to 5 solutions to your problem. This may work best as smaller groups, then come back together and discuss each. Write your top 5 ideas on the Scribe Workbook provided.

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2

**CHOOSE 1 SOLUTION:** Some solutions may meet more design requirements than others. Reject those that don't meet the requirements. You may combine the elements of others in the next step, but one concept should be the basis for developing the final concept. Place a \* next to the solution you chose.



# CONCEPT DESIGN

(20 Minutes)

## STEP 2

**TEAM ACTIVITY:** Develop your solution further. Work as a group to refine and improve all aspects of the solution. Remember to design for the needs of the user(s). Can you design this solution to work for everyone at your table?



Work toward a visual representation (sketch) of all the elements considered. Write a short description of your concept in the Scribe Workbook. Sketch your ideas along the way.

# PRESENTATION



**(10 Minutes)**

**For your presentation, use the poster template provided to attach the worksheets from your Scribe Workbook. Be sure to include the following items:**

- 1 A Project Name**
- 2 Your Design Problem description**
- 3 Design requirements**
- 4 A visual representation and short description of your solution**
- 5 Team member names**

**Please photograph your materials, but leave them on your table. We will photograph and share with group members in case you would like to continue your discussions.**



# NOTES

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