Design Thinking for Youth Participation

GERSON ABESAMIS & CLIFTON ESTEBAN
HABI EDUCATION LAB
First Date
Find a date, assign roles

1 minute
Goal: get to know your date so you can pick a restaurant to eat in.
Interview your date

2 minutes each turn
From the menu, pick 1 appetizer, 1 main dish and 1 drink for yourself.

Write it down, 1 minute.
MAIN DISH
- Chicken Satay
- Steamed Vegetables
- Cheeseburger
- Baked beans
- Grilled shrimp
- Fish fillet
- Lasagna
- Pizza
- Spaghetti
- Green Pork Curry

APPETIZER
- Potato Salad
- Sushi platter
- Cold cuts and cheese
- French Fries
- Green Salad

DRINK
- Soda
- Red Wine
- White Wine
- Beer
- Fruit Juice
Based on your interview, guess what your date ordered

Write it down, 1 minute
MAIN DISH
- Chicken Satay
- Steamed Vegetables
- Cheeseburger
- Baked beans
- Grilled shrimp
- Fish fillet
- Lasagna
- Pizza
- Spaghetti
- Green Pork Curry

APPETIZER
- Potato Salad
- Sushi platter
- Cold cuts and cheese
- French Fries
- Green Salad

DRINK
- Soda
- Red Wine
- White Wine
- Beer
- Fruit Juice
Check back with your date

See if you were right or wrong, 1 minute
TYPICAL PROBLEM SOLVING
Design Thinking is a structured (but messy) approach to finding and solving problems
DESIGN THINKING

- **PROBLEM**
- **USER & COMMUNITY**
- **empathy**
- **ideas**
- **prototype**
- **SOLUTION**
Empathy for users
Collaborative ideas
Rapid prototyping
CONNECTING WITH LOCAL COMMUNITY PRACTITIONERS

Startup founder mentoring the class
FIGURING OUT AND UNDERSTANDING REAL “HUMAN” NEEDS

Student report exploring the problem and solution in-depth for different learning abilities.
Empathizing with people outside their community

Economics students understanding Filipino livelihoods in rural areas
USING OWN AGENCY TO PROTOTYPE SOLUTIONS

Taking a Creativity class project into a real student-led Science Fair (now on its 2nd year!)
PROCESSING OPINIONS AND FEEDBACK FROM DIVERSE PERSPECTIVES

Computer Science students presenting prototypes to parents
COMBINING COMMUNITY KNOWLEDGE WITH TECHNICAL SOLUTIONS

Science Research students applying community research into technical solutions to disasters.
CHANNELING IDEALISM INTO FEASIBLE REFORMS IN SCHOOL

Prototyping a new pedagogy in teaching Filipino language classes
Experience Flow

Kuwentuhan

Ka-isla-pan

Anino

Sama-sama Scoring

Bukas, Daloy, Sarado

Rose, Thorn, Bud

Typing
Empowered and involved youth
Design Thinking as a transformative pedagogy; transforming the students and the people around them.
“Even though we’re being thrown lots [of] problems, I like them. They’re closer to the masses, these are problems that we see and can relate to everyday. They’re more interesting to solve. Solving real problems also makes it more reachable and attainable, hence solvable.”

Student, 14
Thank you!

clifton@habieducationlab.org

gerson@habieducationlab.org