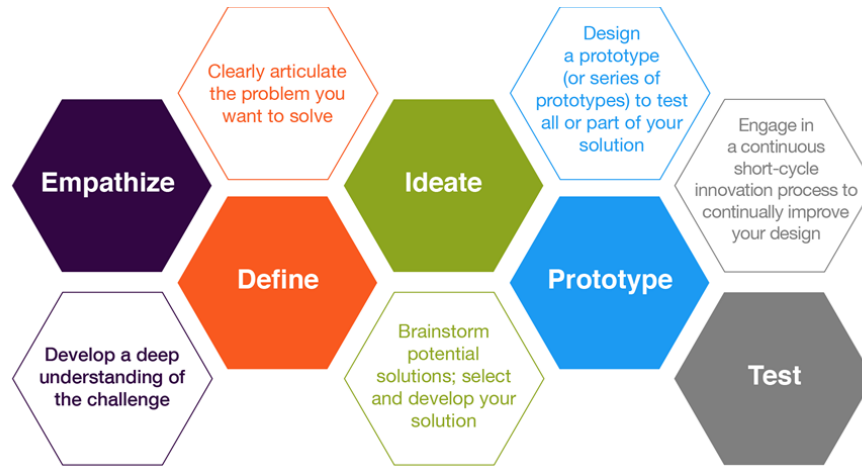# Create: Psychology Design Thinking Challenge

Overview: You will be finishing this semester by using Design Thinking to design a tool, resource, or experience that will help you and your community live happier lives. This challenge will require you to use your understanding of psychology, research skills, and creative thinking to promote and/or support happiness.

Design Thinking

Clearly articulate the problem you want to solve

Design a prototype (or series of prototypes) to test all or part of your solution

Engage in a continuous short-cycle innovation process to continually improve your design

Empathize

Ideate

Define

Prototype

Develop a deep understanding of the challenge

Brainstorm potential solutions; select and develop your solution

Test

Challenge Question: What steps can we take as individuals and/or as a community to promote and/or support happiness?

Design Challenge Options

1. ***Designing a Happy Summer***: Design a plan to help you and/or your community experience happiness during summer vacation.
2. ***App Design***: Design an App prototype that will be used to improve human behavior and promote happiness in life and deliver a pitch to the class.
3. ***Art Design***: Design and create a piece of art that promotes happiness.
4. ***Idea Design***: Design an idea that relates to happiness that is worth sharing to the world through a TED Talk style presentation.

Design Thinking Rubric

Exceeds	Meets	Nearly Meets	Developing
Your work expresses detailed understanding and evidence of psychological and empathetic research in a creative, authentic, and personally relevant manner.	*Your work expresses clear understanding or evidence of psychological and empathetic research to create something new and personally relevant.*	*Your work expresses limited understanding or evidence of psychological and empathetic research in an appropriate but unoriginal way.*	*Your work expresses your unclear understanding or evidence of psychological and empathetic research in an unclear way.*
Your presentation provides a thorough explanation of the psychological connections and influences that exist in your creative work.	*You presentation provides a clear explanation of the psychological connections and influences that exist in your creative work.*	*Your presentation provides a limited explanation of the psychological connections and influences that exist in your creative work.*	*Your presentation provides an unclear explanation of the psychological connections and influences that exist in your creative work.*

Key Terms

Detailed: Provides attention to small details.
Creative: Providing original or unique ideas instead of imitating others.
Authentic: True to one's own personality, spirit, or character.

Create: Psychology Design Thinking Challenge

Due Dates
Seniors Due Date: A-Day: 6/6/18; B-Day: 6/7/18
Juniors Due Date: A-Day: 6/8/18; B-Day: 6/9/18

Design Thinking Steps

	App Development: Technology	Happiness Plan: Design Your Summer	TED Talk: Designing an idea worth sharing.	Art Design: Happiness through Art
Empathize	Interview people to understand what makes them happy and what stands in their path towards happiness.	Interview people to understand what makes them happy and what stands in their path towards happiness.	Interview people to understand what makes them happy and what stands in their path towards happiness.	Interview people to understand what makes them happy and what stands in their path towards happiness.
Define	Identify a specific element that promotes or impedes our happiness that should be addressed.	Identify a specific element that promotes or impedes our happiness that should be addressed.	Identify a specific element that promotes or impedes our happiness that should be addressed.	Identify a specific element that promotes or impedes our happiness that should be addressed.
Ideate	Brainstorm ideas about Apps that would help you change a behavior to promote happiness.	Brainstorm ideas that will help you live a happy life this summer.	Brainstorm ideas that needs to be shared with your classmates to promote happiness.	Brainstorm artistic mediums that you can use to communicate your understanding of happiness.
Prototype	Build a prototype of your app. This will include an illustrated design and description of functionality.	Create a detailed plan that will outline a set time period that will help you be happy.	Outline your presentation that includes evidence from your life, psychology, and other areas of expertise.	Draft your artwork. This will look different based on the artistic medium. It can be a sketch, a rough draft, or any other form of planning.
Test	Cold Talk several individuals about your app idea. Ask for feedback on your idea.	Test your plan by living out your happiness plan for a day. Reflect and revise.	Give your TED Talk to a few close friends or family. Reflect and revise.	Share your artwork with friends and family. Based on their feedback, make revisions.
Share	Give a pitch to the class that sells your app.	Share with the class your experiences and reflections on your design.	Share your idea with the class by giving a 5-minute talk to the class.	Share your artwork with the class, explaining your messages and psychological connections.