Designing Your Life

ME104B

Stanford Design Program

Bill Burnett & Dave Evans

(and some fantastic facilitators)

exercise: I know it when...

what do you see?



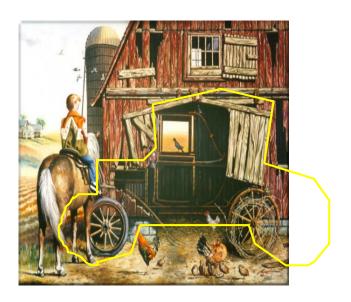




what do you see?



an old car



where's Waldo?

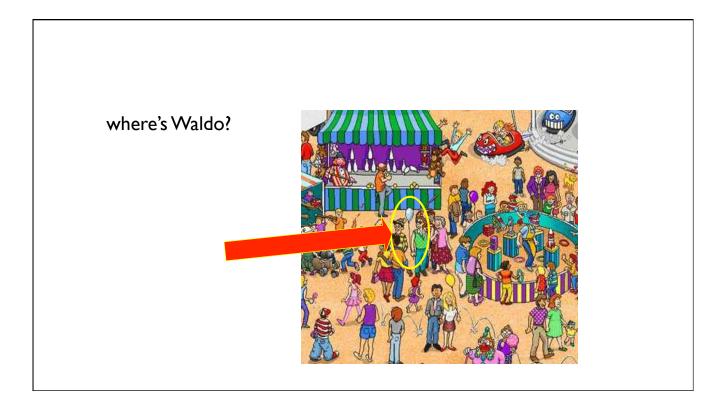


where's Waldo?



where's Waldo?





debrief

- How are the ink dot puzzles different from the "where's Waldo?"
- Which is more like finding your place in the world?

remember arriving...





... after you got into college,

what did everyone say to you?

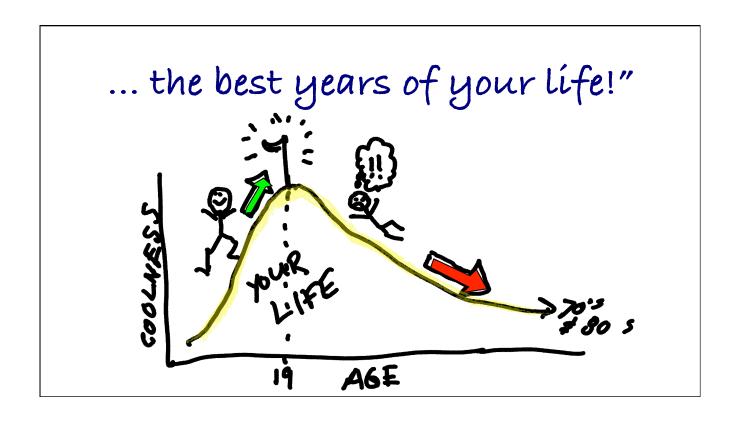






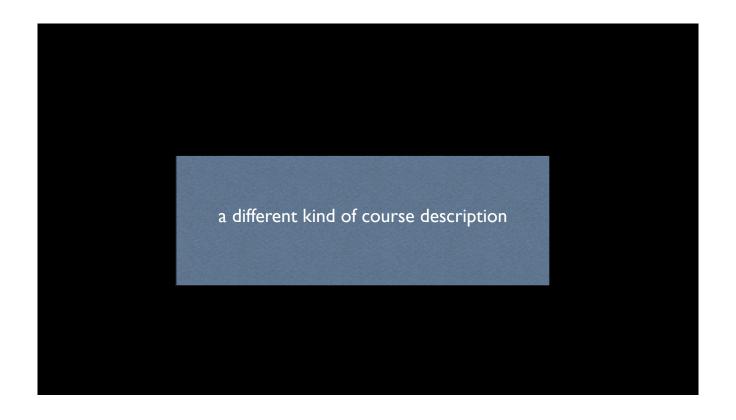


"Oh how wonderful! These are ...









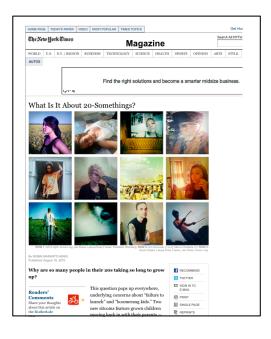
what's going on?



what's going on?

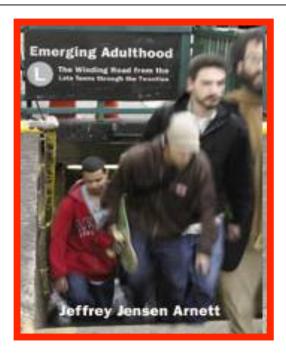


what's going on?

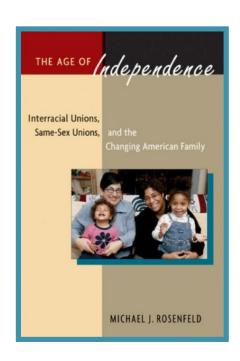


NY Times Magazine 8.22.10

what's going on?

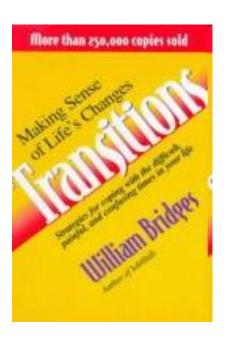


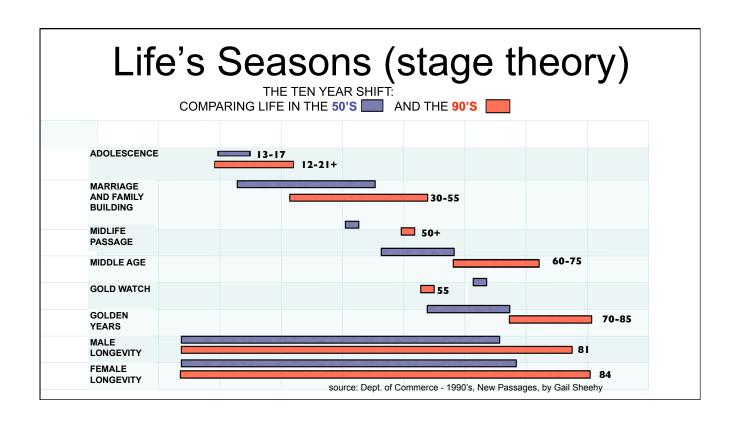
what's going on?

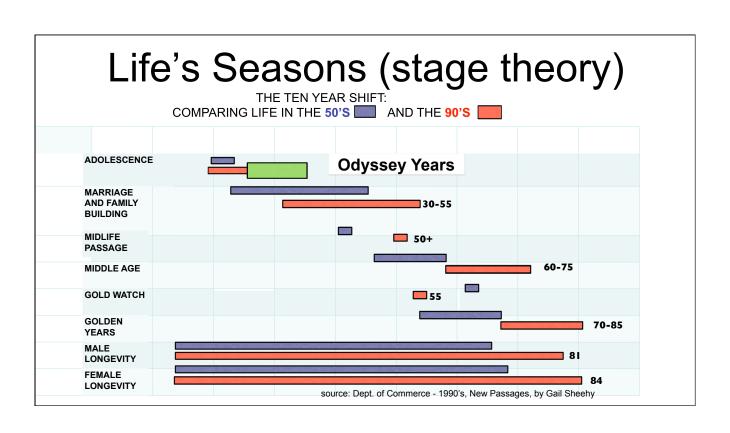


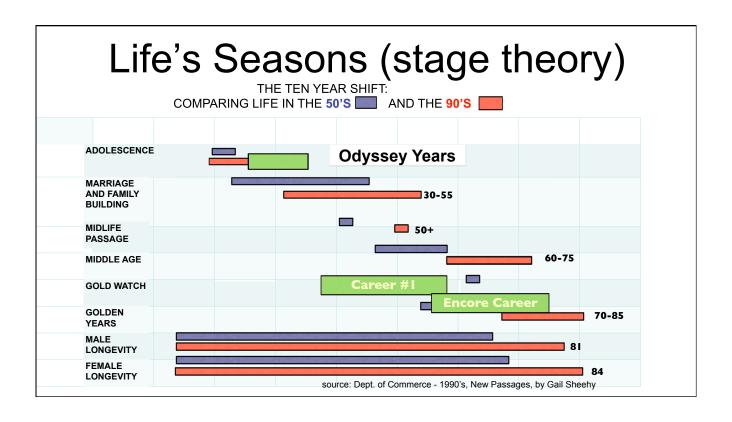
What's going on?

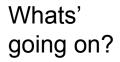
And your distress is deepened by an old idea that, if you did things <u>right</u>, you would have everything <u>settled</u> once and for all by <u>twenty-five</u> or so.











George Valliant

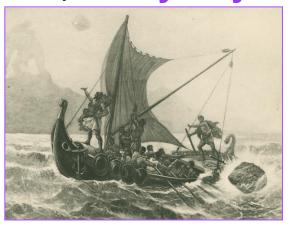
Grant Study



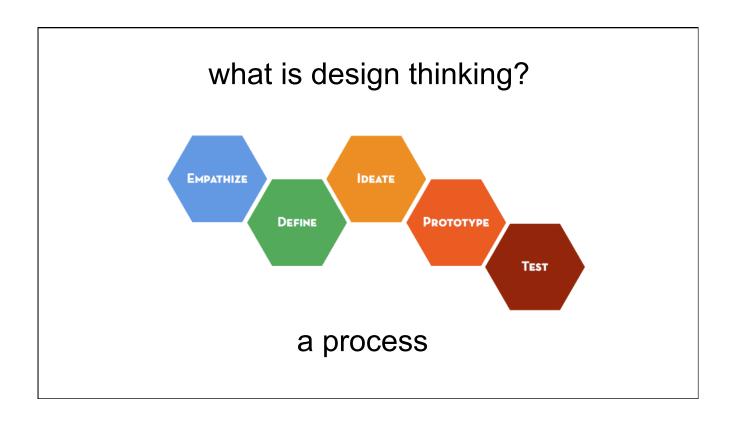
26

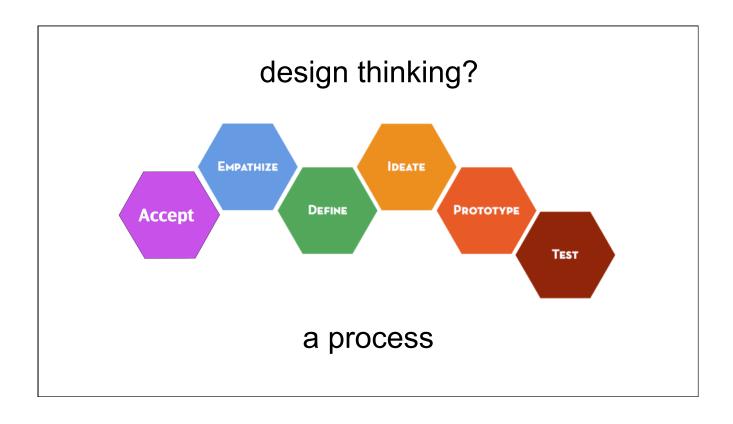


Welcome to your Odyssey Years!

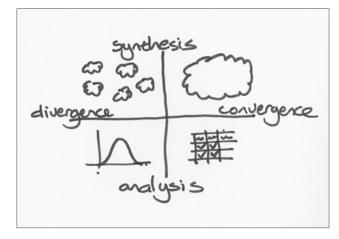


Take the adventure in hand and head out!

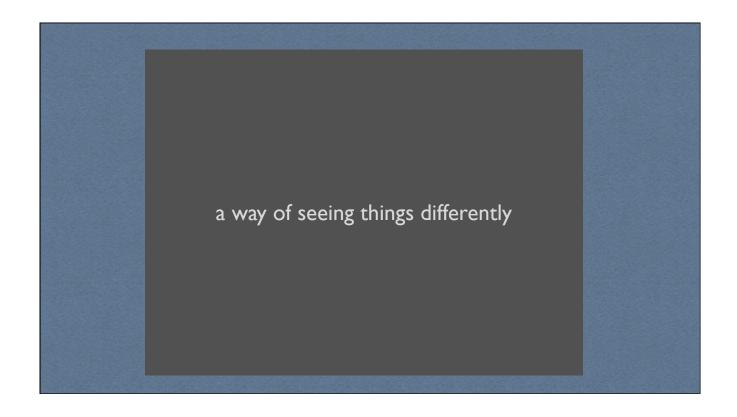




what is design thinking?



an integrative methodology



what is design thinking?







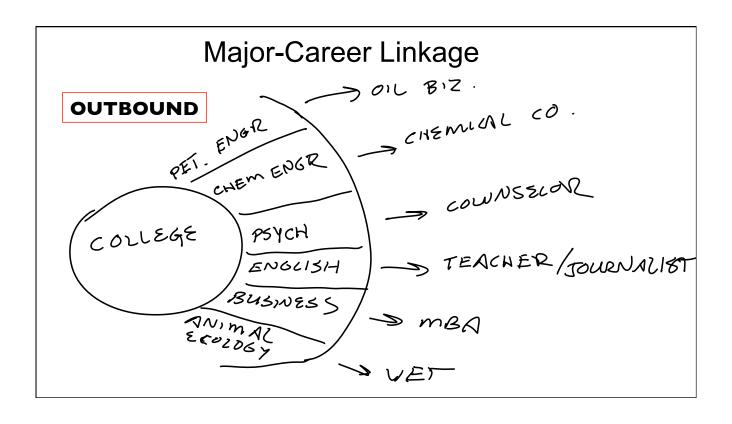


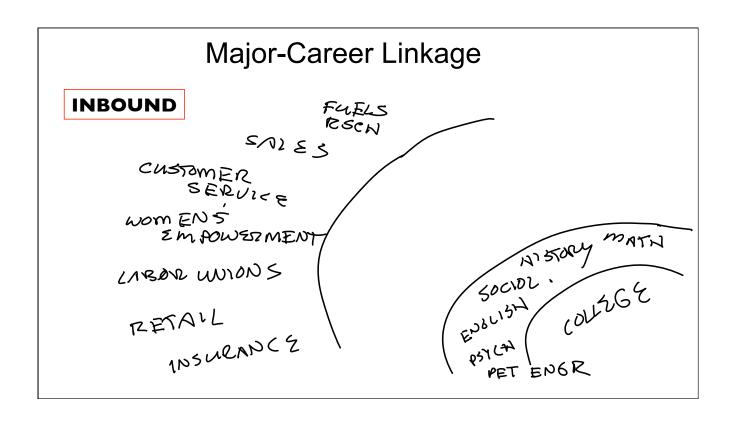


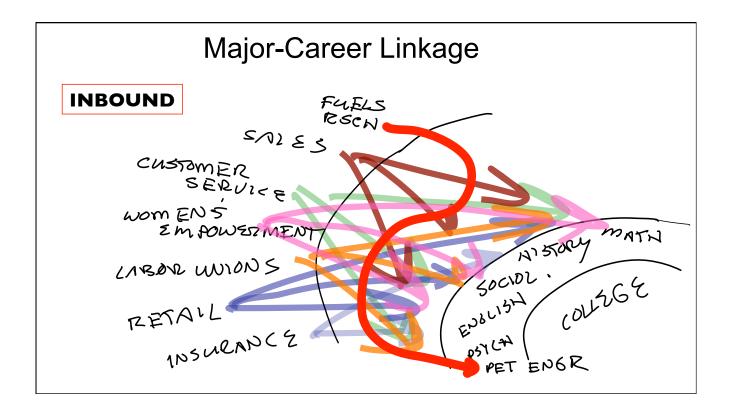
what is design thinking?



a good approach to wicked problems – like designing your life



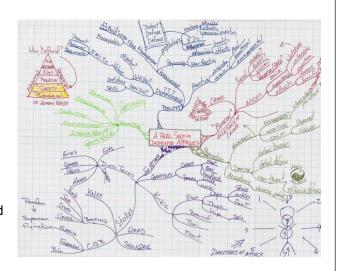






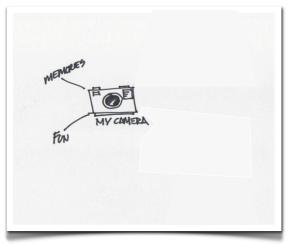
mind mapping

- start with the topic you wish to map and write its name in the center of your page
- from this point draw a line and write down the first thing that comes to mind
- · do this 4-7 times from the center point
- from each of these topics draw a line and write down the first thing that comes to mind
- do this 3-5 times from each topic
- from each of these...continue as instructed above.

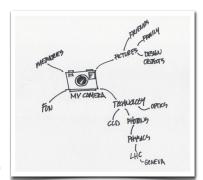


exercise #3

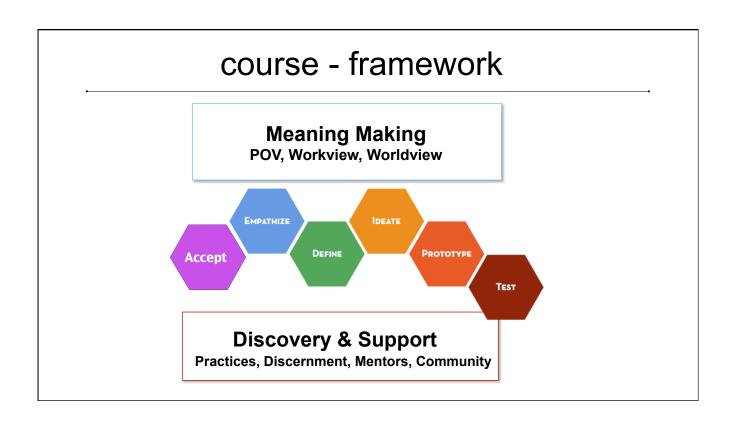
• make a mind map about your digital camera

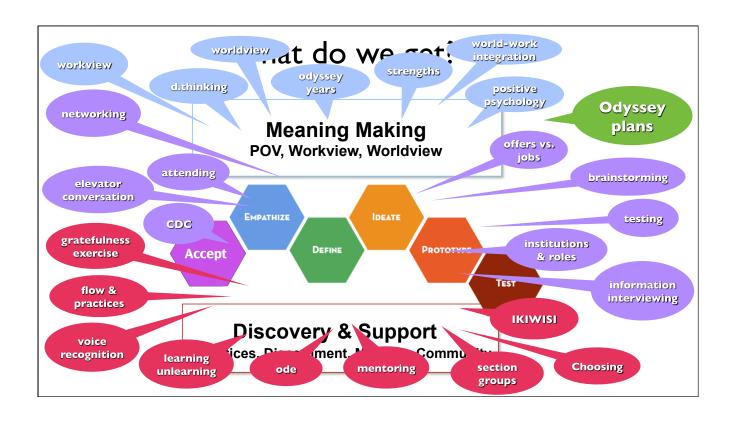


design problem:



- Create a new kind of digital camera.
 - combine 2+ things from periphery of your mind map
 - use an unusual combination of things
 - your invention has to be novel, but it need not be practical
 - your invention should be useful to someone
- Deliverable: A 60 second description of your invention





What previous students are saying about the course..

questions?

if we had a class like this, just for you, what questions would it answer?