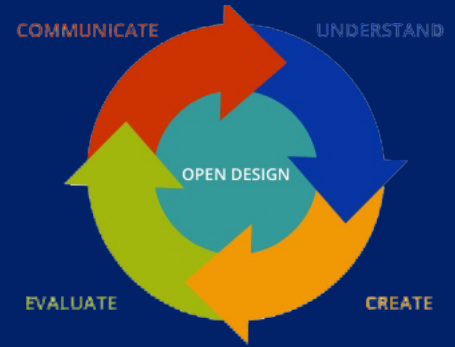# OPEN DESIGN+

A Duke research project sponsored by the Innovation & Entrepreneurship Initiative & Bass Connections

COMMUNICATE · UNDERSTAND · OPEN DESIGN · EVALUATE · CREATE
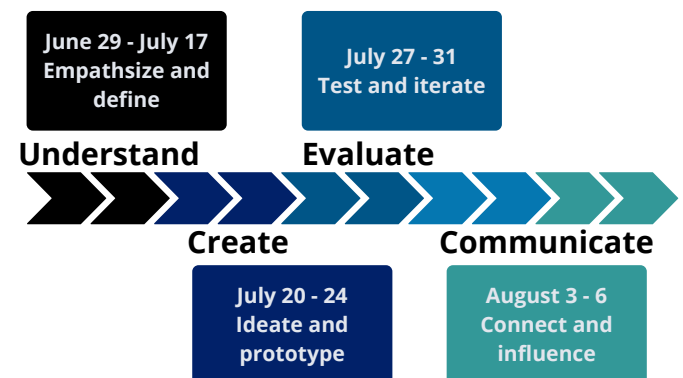
OUR TEAM

WHAT IS OPEN DESIGN?

Open Design is a deeply empathetic practice that leverages the power of experience to create disruptive solutions. It is a methodology of human-centered design that is derived from open source software practices, which, like Open Design, place emphasis on transparency and sharing of information.

Central to the process of Open Design is the concept of co-creation, or inviting stakeholders to the table to design alongside Open Design practitioners with the aim to design a solution that is both desirable and effective. Ultimately, this method centers the voices of users and has the potential to create radical change.

This year, Open Design+ is focusing on how to transform learning at Duke in light of COVID-19.

OUR PROJECTS

Team 1

We are using Open Design practices to understand the way that Duke students find purpose in their educational journey. This will culminate in a proposal for a reimagined resource and reflection guide for students.

Team 2

We are using design thinking methodology to rethink online learning environments to increase student engagement and further learning outcomes.

Team 3

We are taking inspiration from open-source problem solving and student-professor co-creation models to create a space for authentic connections, feedback loops, and a classroom community.

PROCESS

June 29 - July 17
Empathsize and define

July 27 - 31
Test and iterate

Understand   **Evaluate**

Create   **Communicate**

July 20 - 24
Ideate and prototype

August 3 - 6
Connect and influence

CHECK US OUT!

https://sites.duke.edu/opendesignplus/