

Design for Humanity

Overview

Champion design for a better, brighter future.

As sustainable design becomes a critical aspect of every organisation, design leaders and managers must move their strategic focus from problem solving to problem definition and problem owning. Some of the topics covered in this module include:

- ◆ What is the potential of design in driving fundamental change at a global level?
- ◆ What belief system does design need to adopt to drive positive change?
- ◆ How can design scale-up its impact through a collective ownership of problems?
- ◆ How can design co-create solutions across disciplines, organisations and industries?
- ◆ What is the future scope of design output when moving to end-to-end design of total eco-systems?
- ◆ How can a design leader move an organisation up the ladder of Design for Humanity?

Learning Goals

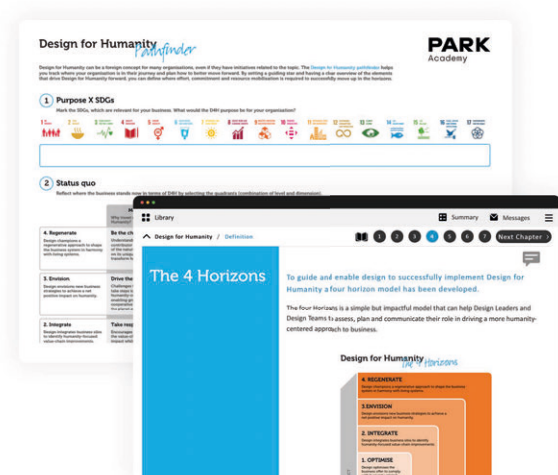
In this module we will achieve the following learning goals. You will be able to:

- ✓ Show an understanding of the wide perception of the UN Sustainable Development Goals
- ✓ Clarify what Design for Humanity can mean for your organisation
- ✓ Demonstrate how design can contribute to the UN Sustainable Development Goals
- ✓ Assess the level of Design for Humanity within your organisation
- ✓ Define how you want to lead your organisation towards the next level of Design for Humanity, expressed through a concrete plan

Resources

Design for Humanity utilises our proprietary 'Design for Humanity Pathfinder' tool.

PARK training materials can be found in the Livebook, our e-learning application.



“The practice of design is inherently optimistic and serves the noblest purpose when it improves the quality of life.”