

Beyond our focus on Sustainability, learning outcomes for this course include:

Integrating discrete knowledge into a more holistic understanding of the interdependency of people, functional disciplines, socio-cultural systems and physical resources

Nurturing your creative instincts and confidence

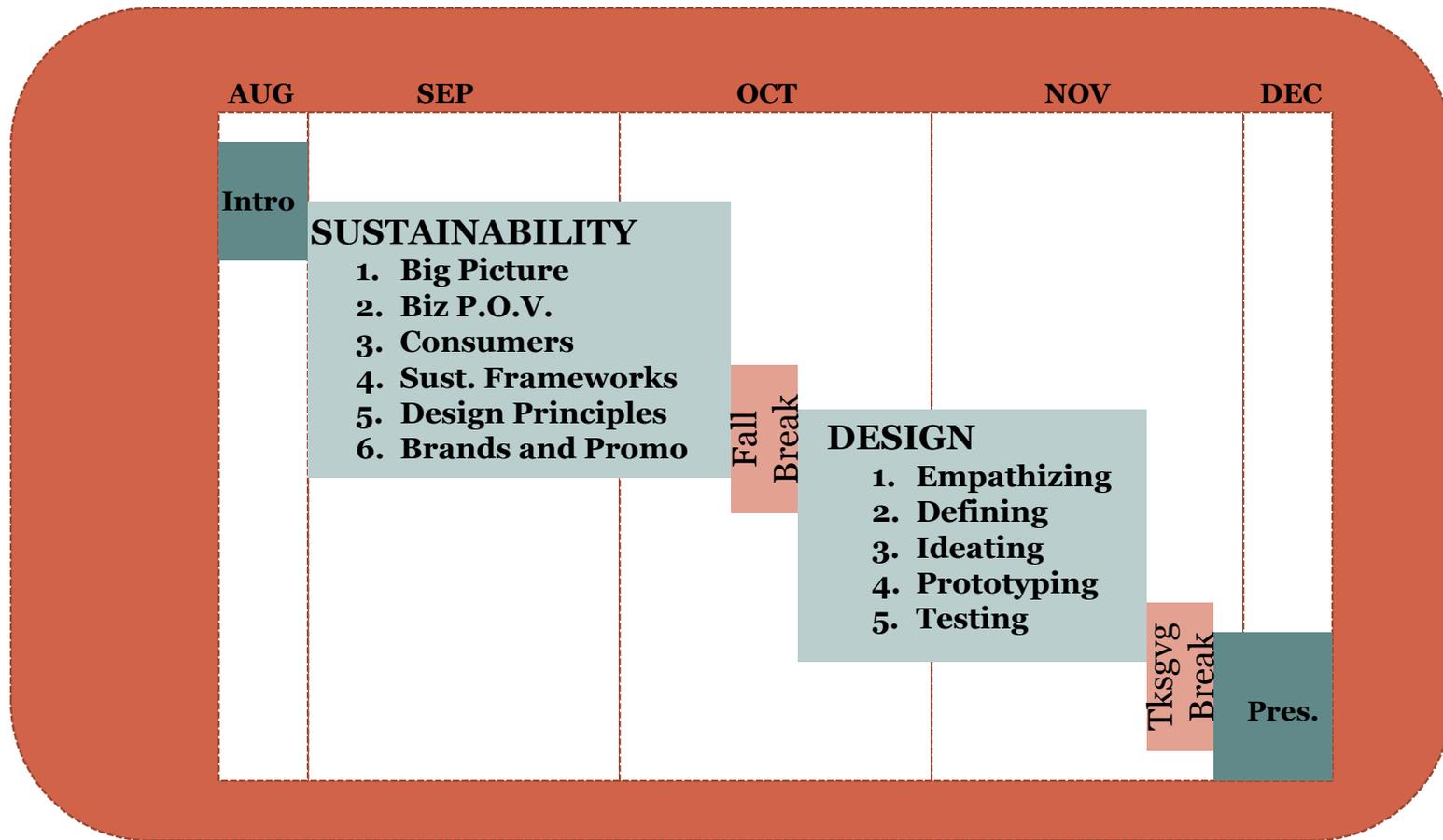
Gaining comfort with complex, ambiguous problems and the uncertain path towards specific, viable solutions

Appreciating the importance of process to guide your thinking without constraining it

Developing a greater sense of purpose and empowerment; exploring your mission and meaning in life

Sustainability Inspired Product & Service Design

Course overview



Our initial module on Sustainability will culminate in an assignment based on the Living Principles framework

The screenshot displays the homepage of 'The Living Principles' website. The header includes the title 'The Living Principles' with the tagline 'creative action for collective good' and a logo consisting of four interlocking loops in orange, green, blue, and purple. A navigation menu below the header lists 'ABOUT', 'FRAMEWORK', 'FEATURES', 'RESOURCES', 'TALKS', 'EVENTS', 'FORUM', and 'COMMUNITY'. The main content area features a large graphic of a city skyline composed of various green and yellow icons, including hands and buildings. Below this graphic is a featured article titled 'Sustainability hearts cities' by Mark Lee, under the 'GREENBIZ GROUP FEATURE' category. The right sidebar contains a search bar, a sign-in link, and a 'QUICK LINKS' section with three articles: 'Design Rebels Unite!', 'GDUSA's Green People Feature', and 'Inclusive Design, Providing Accessibility Through Visual Design'. A 'ABOUT THE LIVING PRINCIPLES' section includes a diagram of the four streams of sustainability (Culture, Environment, People, Economy) and a paragraph explaining the framework's role as a catalyst for cultural change. A final link for 'Mushrooms and bamboo as packaging alternatives' is visible at the bottom of the sidebar.

The Living Principles
creative action for collective good

ABOUT ▾ FEATURES TALKS FORUM
FRAMEWORK ▾ RESOURCES ▾ EVENTS COMMUNITY

GREENBIZ GROUP FEATURE
Sustainability hearts cities
by Mark Lee

As I look ahead to joining [VERGE at Greenbuild](#) in San Francisco November 12-13, and begin to get my head around a brief [One Great Idea](#) presentation patterned on the ways my colleagues and I believe cities are vital to the future of sustainability, I have something to admit: [Blade](#)

Search

Sign in or Join the Living Principles

QUICK LINKS

Design Rebels Unite! Can you make a difference and make a living? Panel talk, NYC, 11/12, Free!
Nov 7 2012 Michelle Taute

GDUSA's Green People Feature in their October 2012 Issue.
Nov 3 2012 Gage Mitchell

Inclusive Design, Providing Accessibility Through Visual Design for People who are Blind
Oct 17 2012 Jessica Shields

here's a nifty typographically-driven explanation of PEAK OIL from post carbon institute
Oct 5 2012 Phil Hamlett

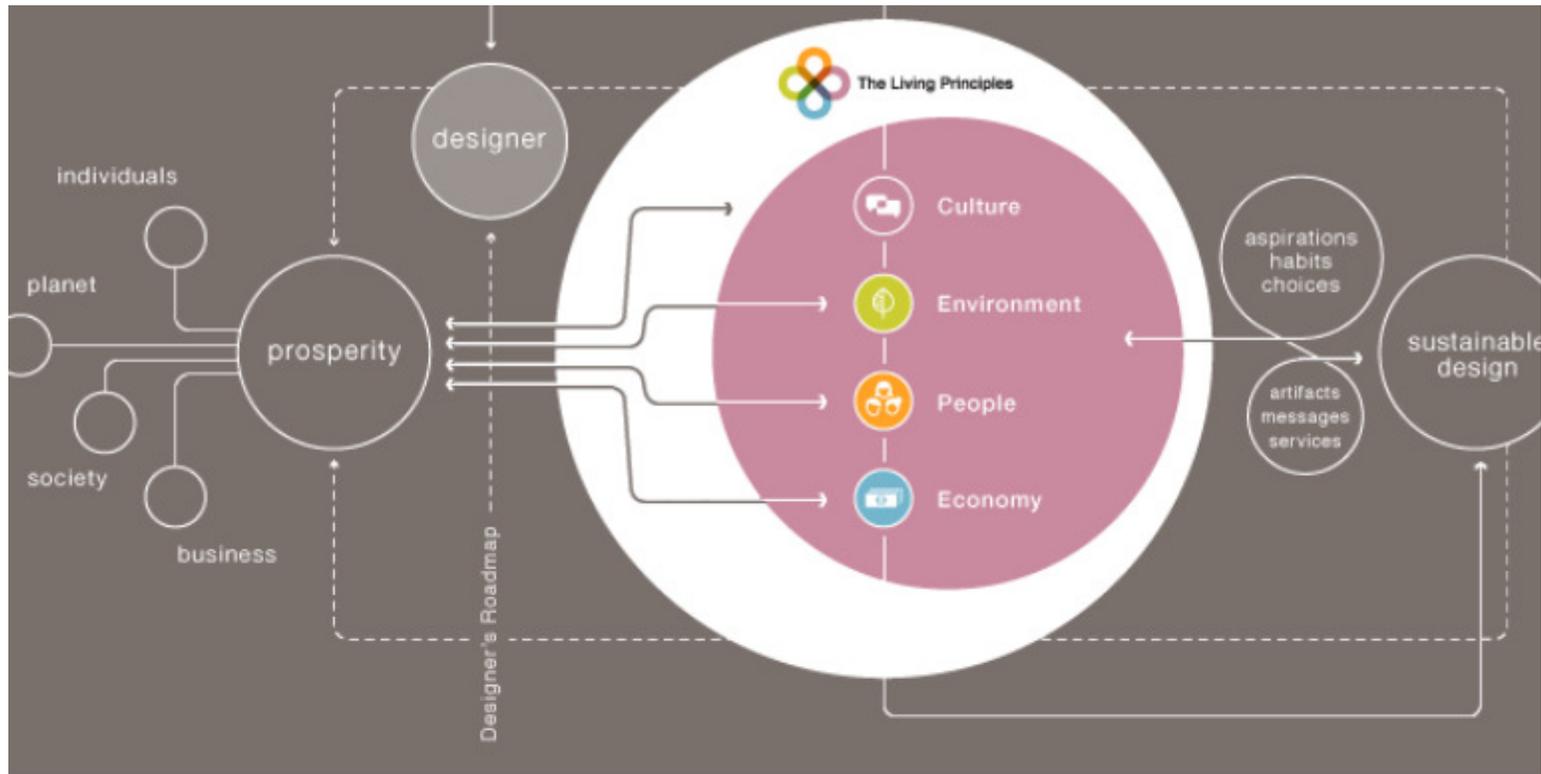
Mushrooms and bamboo as packaging alternatives

ABOUT THE LIVING PRINCIPLES

Culture
Environment
People
Economy

The Living Principles for Design framework is a catalyst for driving positive cultural change. It distills the four streams of sustainability – environment, people, economy, and culture – into a roadmap that is understandable, integrated, and most importantly, actionable. Designers, business leaders, and educators can use The Living Principles to guide every decision, every day.

This website is a place for the global design community to co-create, share and showcase best practices, tools, stories and ideas for sustainable design across all



Four Streams of Integrated Sustainability¹



Environment

Actions and issues that affect natural systems, including climate change, preservation, carbon footprint and restoration of natural resources.



People

Actions and issues that affect all aspects of society, including poverty, violence, injustice, education, healthcare, safe housing, labor and human rights.



Economy

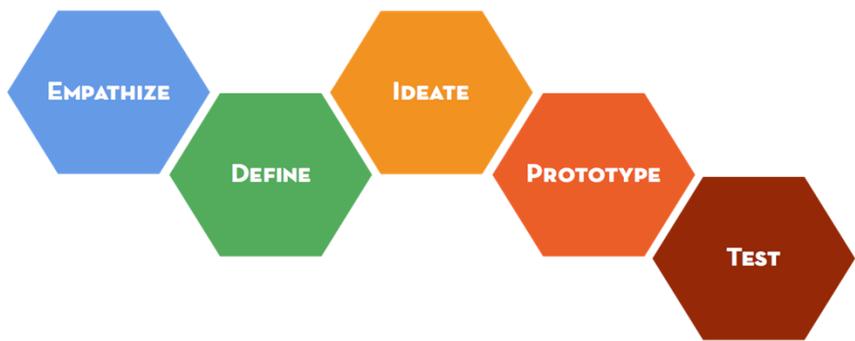
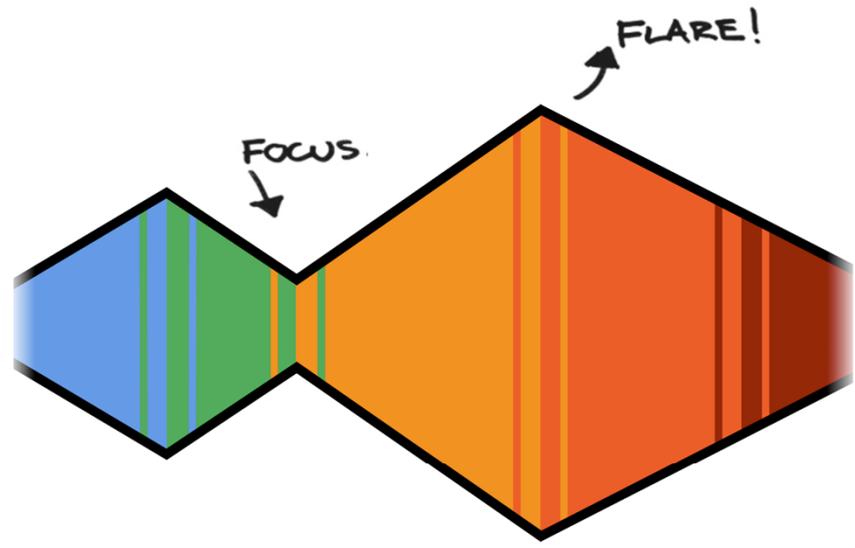
Actions and issues that affect how people and organizations meet their basic needs, evolve and define economic success and growth.



Culture

Actions and issues that affect how communities manifest identity, preserve and cultivate traditions, and develop belief systems and commonly accepted values.

We'll then use the Stanford Design School's methodology to apply what we have learned about sustainability to a product or service design challenge of your choosing



Assignments/learning opportunities



Group

- **Living Principles Analysis (20% of course grade)**
- **Design Project (40% of course grade)**

Individual

- **Journal/blog (25% of course grade)**
- **Class participation (15% of course grade)**

Weekly BLOG assignments will help you reflect on what you are learning in class and what you are doing in the Studio

Posted in [Happiness](#) | [Leave a reply](#)

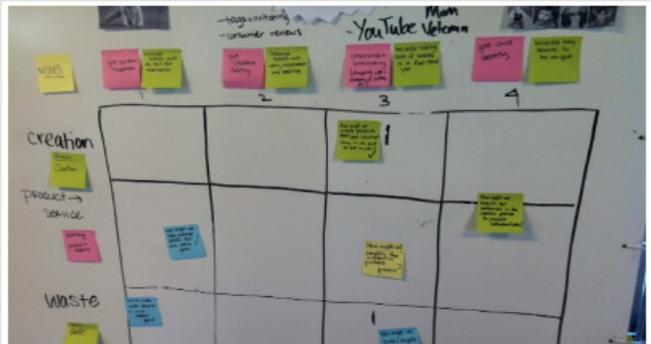
Next Focus: Define.

Posted on [November 1, 2012](#)

This week's work completely reorganized our board!

This Wednesday our class focused on the defining stage. My group basically worked on reorganizing our board based on the main stories and insights we had previously selected. With this new approach we gained a clear overview of our main focus points, for which we each had to pick two of the Living Principles levers. Our selection process in regard to what levers to pick opened up the first big discussion in my group. I noticed that the difficulty in deciding what lever to choose was very closely tied to the various interpretations of the lever's definitions. We seemed to understand each other's arguments but had trouble applying them to the lever required for them. We ended up picking the options that seemed most broadly applicable to our stories. Our next deep discussion happened when we were trying to filter down the most appropriate "How might we...?" statements with our respective stories. At this stage we struggled to find very specific definitions for some of the rubrics from the grid. Sometimes our statements seemed too broad and like a paraphrase of the two different parts of the grid. We approached this issue by reviewing each of the statements again and then modifying them into a more specific declaration. In the end it was not hard for us to filter down our preferred selection as we had realized which ones were strongest throughout the discussion process.

I believe that both, discussing and asking questions repeatedly, were a big part of our work and significantly helped us throughout the defining process.



RECENT POSTS

- [Getting down to Business!](#)
- [Next Focus: Define.](#)
- [Oh, Baby!](#)
- [Change by Design](#)
- [First day in the studio!](#)

RECENT COMMENTS

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- [WordPress.org](#)

Space is the “body language” of an organization.

- **make space (book)**

And for the “studio” work, we’ve turned the shell of a classroom in the Mason Business School...





...into a Design Studio





- What to do:
- Reposition all your ideas randomly around the board.
 - Use multi-voting to narrow down to a handful of ideas (<5).
 - Can you combine any multi-vote again to get down to one for prototyping.

