

Connecting healers and makers

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TODAY'S shared terms

Wicked problem

Creativity

Social
 Engagement

Wicked problem:

 a social or cultural problem that is difficult or impossible to solve for several reasons: incomplete or contradictory knowledge, the number of people and opinions involved, the large economic burden, and the interconnected nature of these problems with other problems.

Creativity:

- the act of turning new and imaginative ideas into reality
- characterized by the ability to perceive the world in new ways, to find hidden patterns, to make connections between seemingly unrelated phenomena, and to generate solutions
- involves two processes: thinking, then producing.

Social Engagement:

 social interactions that are pleasing and meaningful to those who engage in them and have positive outcomes such as providing emotional and/or practical support. **The Coronavirus Pandemic:**

TODAY'S
Wicked
problem

How do we maintain and enhance the social engagement we all need?

3 Tactics for success

1 shared voices

get it on the wall



slow engage ment

- Learned over 8 years experience
- Encouraged us to have creative and successful processes

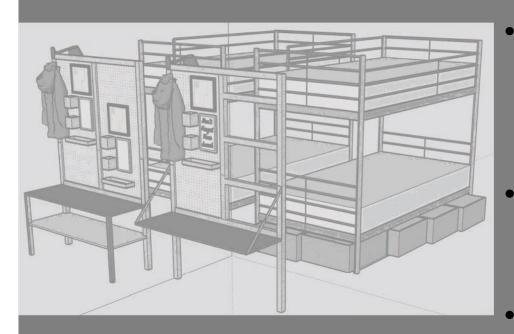




INTEGRAL HEALTHY LIVING GROUP

Interdisciplinary creative example:

Health Design Research Innovation Project: HOUSING INSECURITY

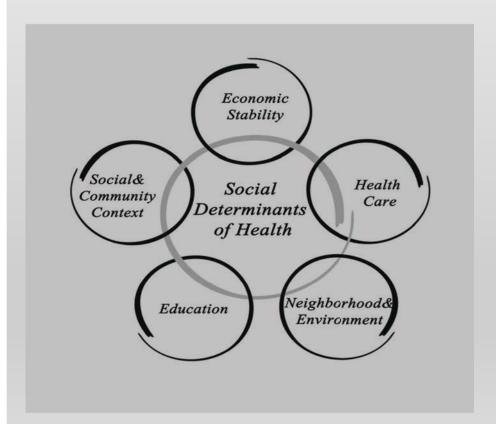


Better bunk early prototype

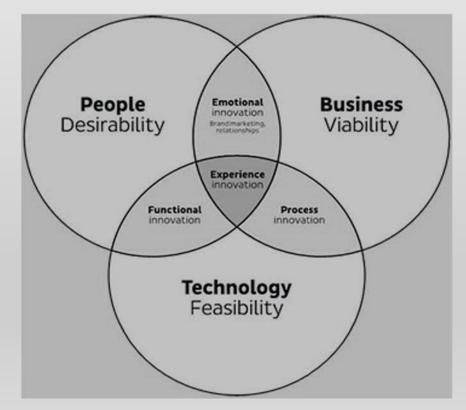
interdisciplinary coursework
explores health and design
through the lens of humancentered design research
collaboration between
epidemiologist and
architect/designer
builds on disciplinary shared
strengths



 Develop a shared voice through SHARING vocabulary and visiting each other's frameworks until a SHARED team voice emerges



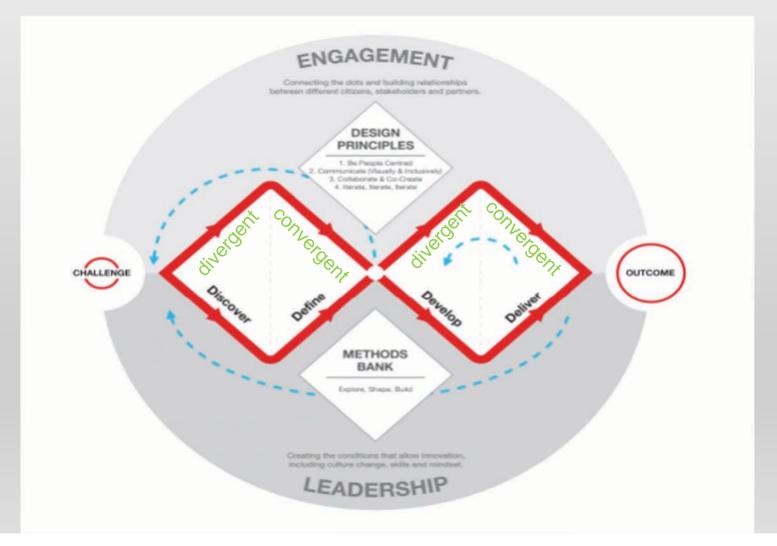
Health framework

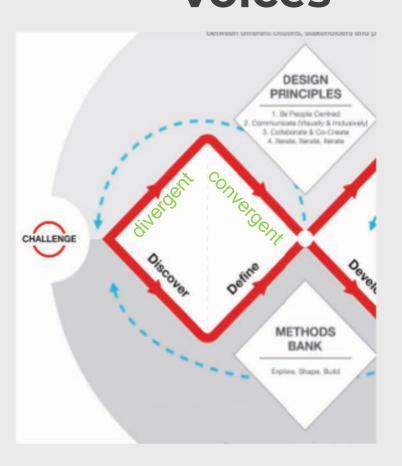


Innovation framework

Design Framework:

- supplies ideas across disciplinary bounds
- shared space of divergent and convergent thought





"Divergent thinking"

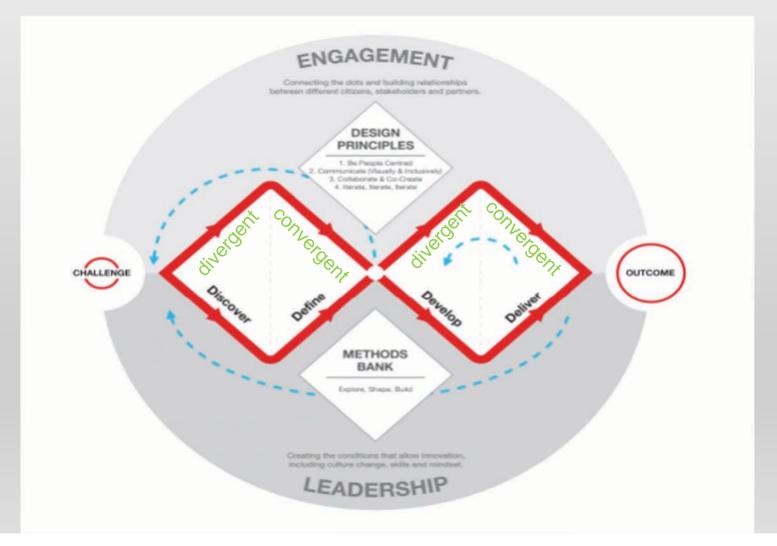
- strategy of solving problems starting with multiplicity of possible solutions
- free-flowing, spontaneous manner, where multiple creative ideas are engendered and evaluated.

"Convergent thinking"

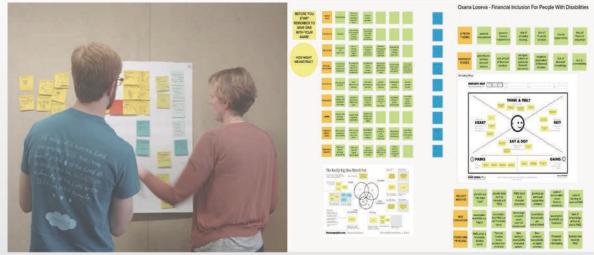
- problem solving technique that brings together different ideas from different participants or fields to determine a single best solution
- concentrates on finding the single best solution to a problem

Design Framework:

- supplies ideas across disciplinary bounds
- shared space of divergent and convergent thought



Tactic 2 Get it on the "wall"



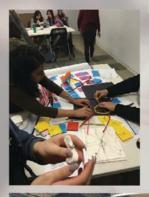
Walls: face to face OR digital OR both!

- make a space to examine all of the project elements and assumptions together
- continuously enter that space and examine the constituent parts of the work you are doing together.
- both sides invest time and effort and create space and capacity to analyze and process things together.

Tactic 3

Slow Engagement (that's not slow)









- engagement Over a long period of time (that's the slow part)
- Creates team strength and experience
- Allows participants to benefit from the experience and branch into other collaboration



References:

Double diamond:

https://www.designcouncil.org.uk/

Other frameworks:

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