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:

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

TODAY’S Wicked problem
3 Tactics for success

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

1. shared voices
2. slow engagement
3. get it on the wall

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Interdisciplinary creative example:

Health Design Research Innovation Project: HOUSING INSECURITY

- interdisciplinary coursework explores health and design through the lens of human-centered design research
- collaboration between epidemiologist and architect/designer
- builds on disciplinary shared strengths
Tactic 1

SHARED voices

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

Health framework

Innovation framework
Tactic 1

**SHARED voices**

**Design Framework:**
- supplies ideas across disciplinary bounds
- shared space of divergent and convergent thought
Tactic 1

**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
Tactic 1
Shared voices

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)

- Many rounds of quick 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
TODAY’S tasks
References:
Double diamond:
https://www.designcouncil.org.uk/
Other frameworks:
Shared Terms definitions in part quoted from:
https://www.wickedproblems.com/1_wicked_problems.php
https://www.creativityatwork.com/2014/02/17/what-is-creativity/
https://www.ncbi.nlm.nih.gov/pmc/articles/PMC4119253/

Thank you