

Transition design methodology

From service to speculation

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*“Wicked problems are " systems problems " that exist within large, socio-technical systems and therefore require new **problem-solving** approaches.”*

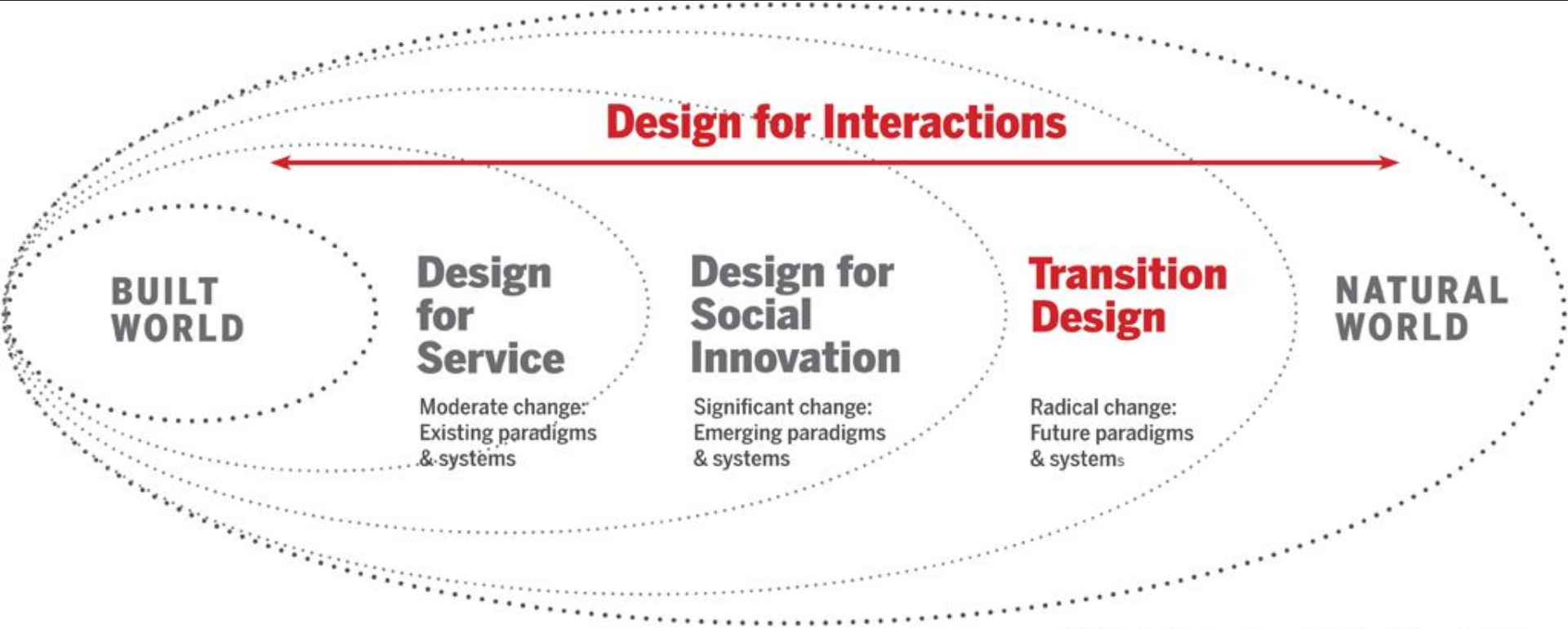
- Terry Irwin -

(a)

affirmative
problem solving
design as process
provides answers
in the service of industry
for how the world is
science fiction
futures
fictional functions
change the world to suit us
narratives of production
anti-art
research for design
applications
design for production
fun
concept design
consumer
user
training
makes us buy
innovation
ergonomics

(b)

critical
problem finding
design as medium
asks questions
in the service of society
for how the world could be
social fiction
parallel worlds
functional fictions
change us to suit the world
narratives of consumption
applied art
research through design
implications
design for debate
satire
conceptual design
citizen
person
education
makes us think
provocation
rhetoric



Let's take a closer look to service design

Discover

insight into the problem

Define

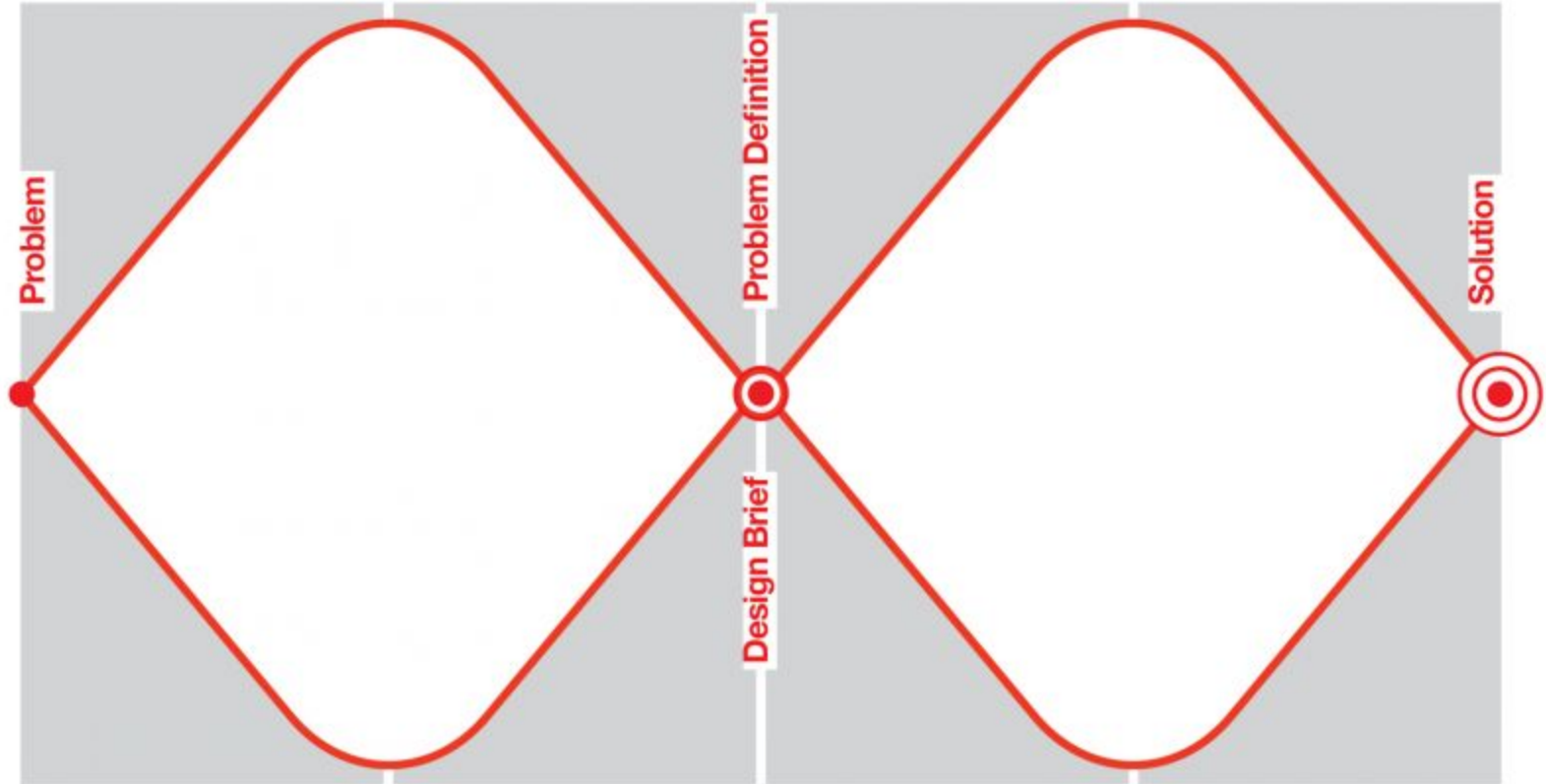
the area to focus upon

Develop

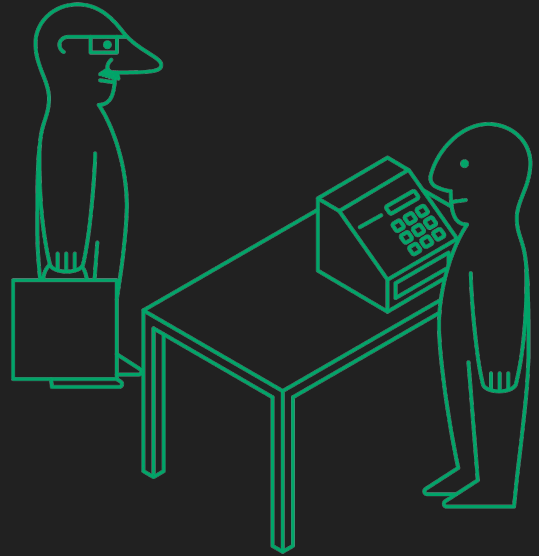
potential solutions

Deliver

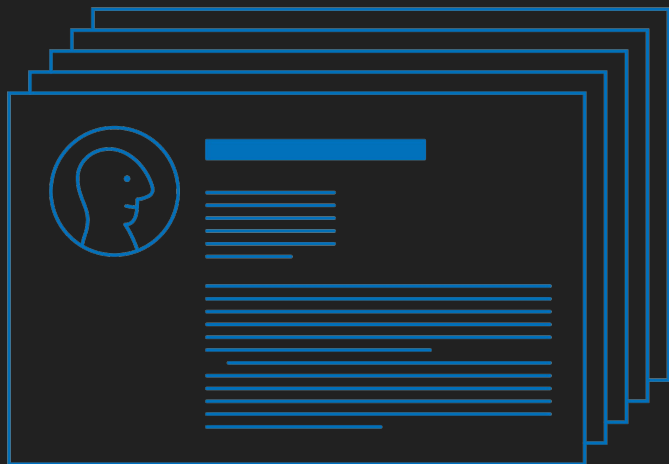
solutions that work



Problem statement and research



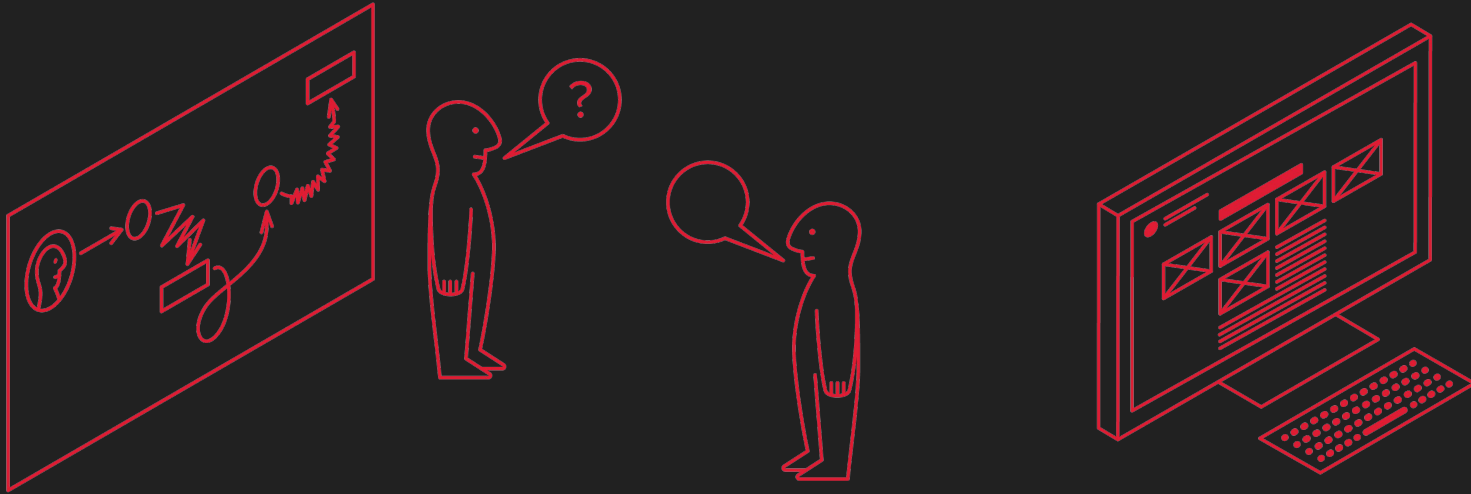
Analysis



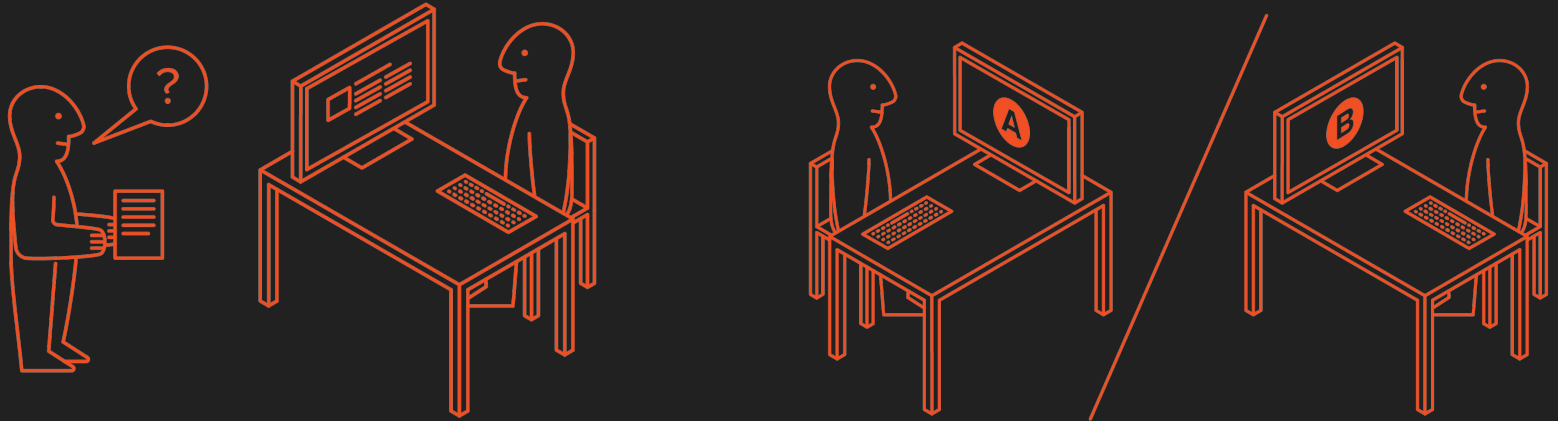
How might we...



Ideation and prototyping

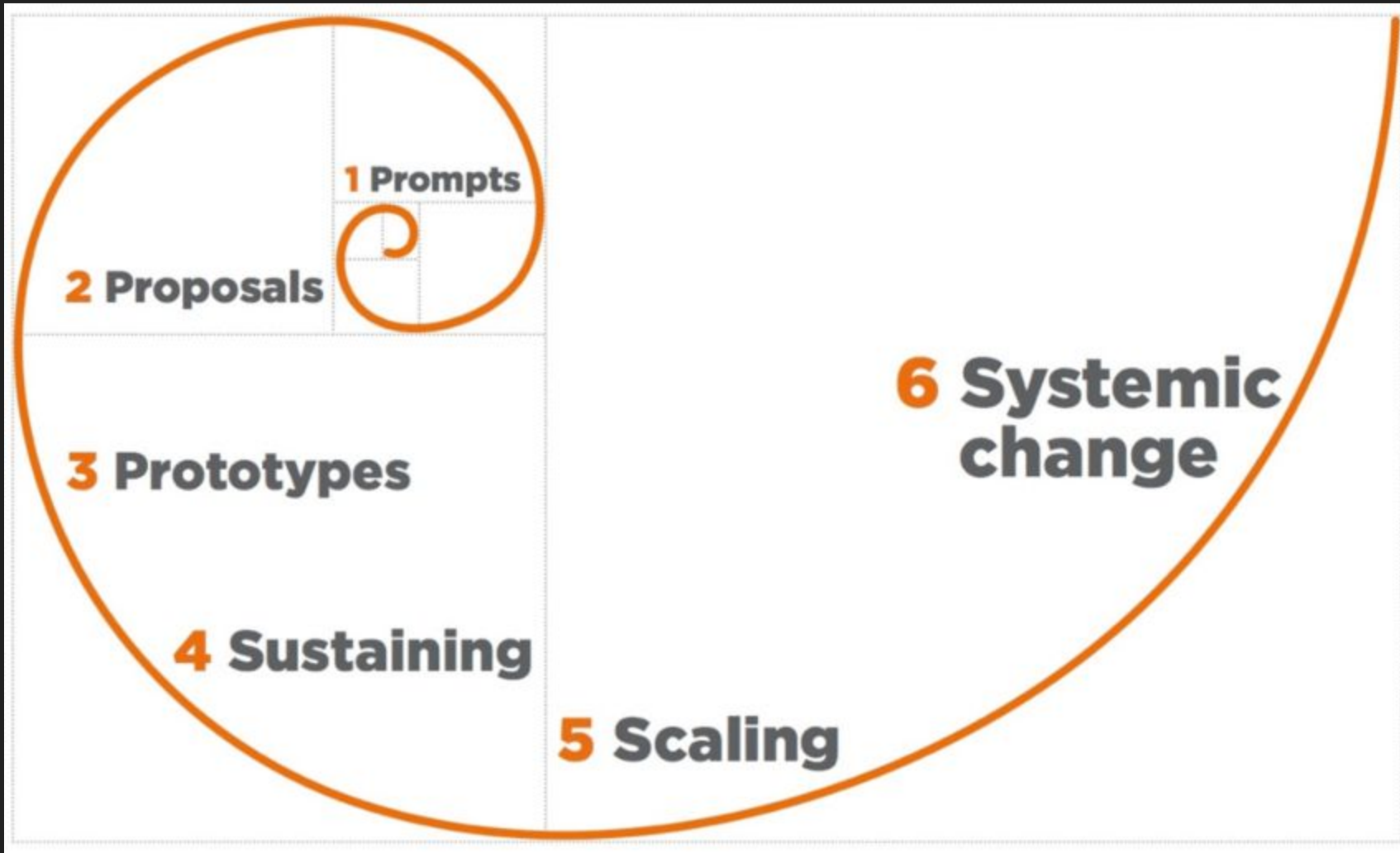


Testing and iteration

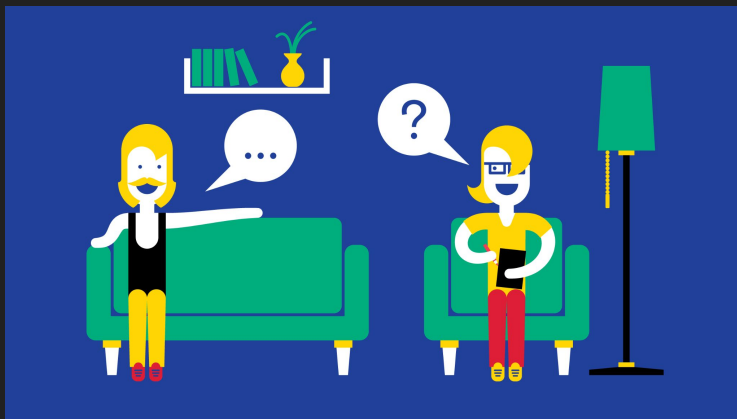
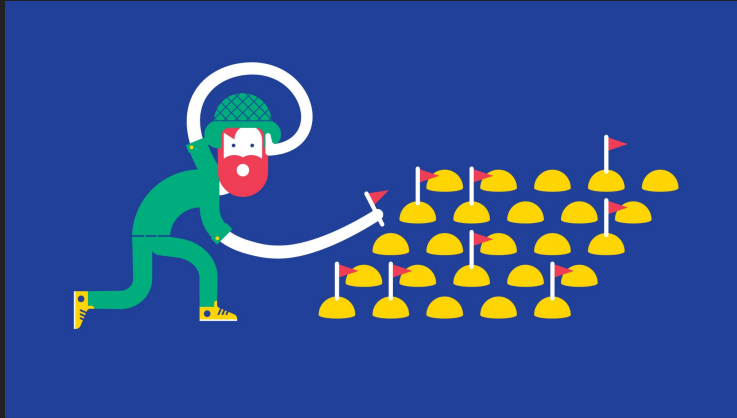




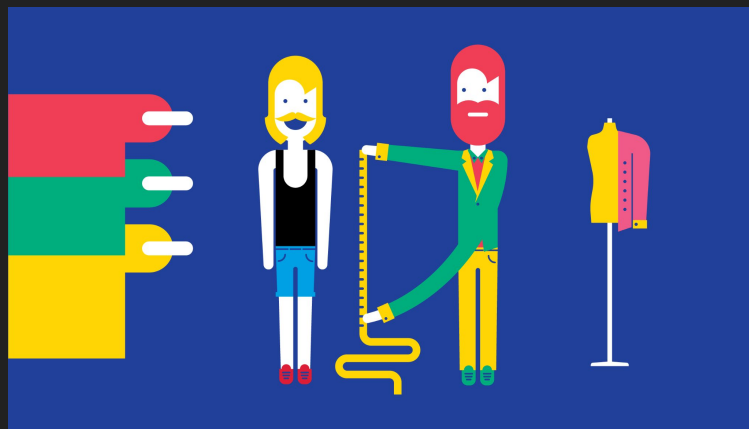
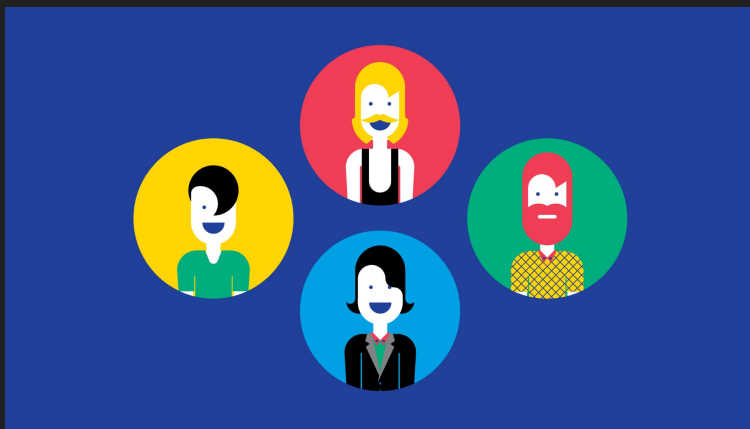
What about design for social innovation?



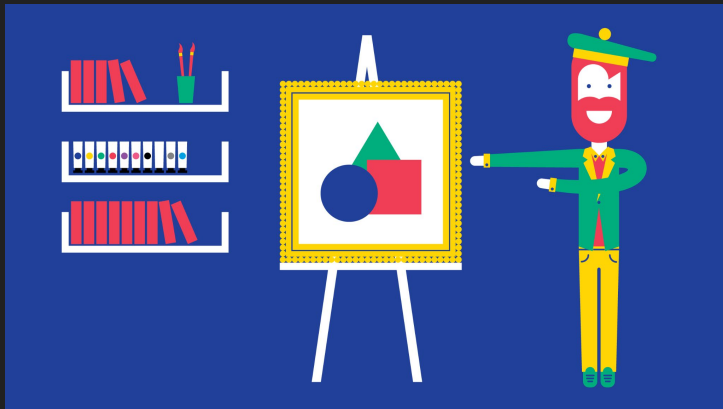
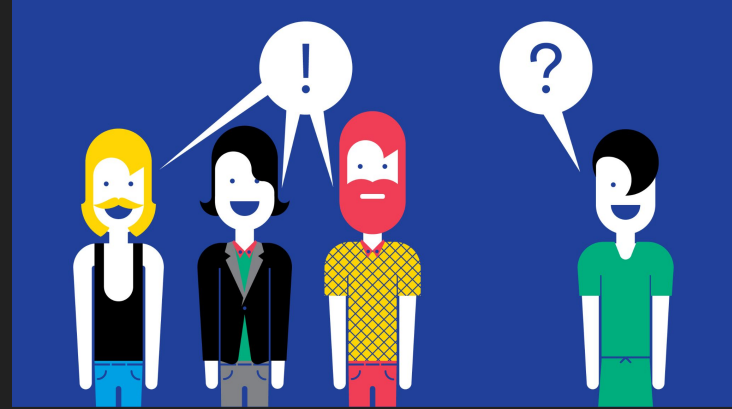
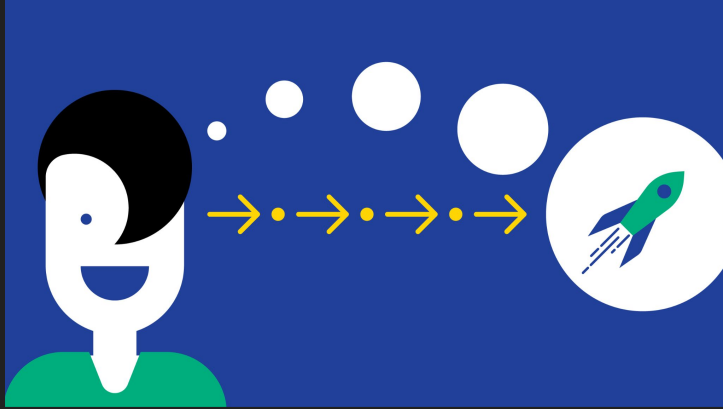
Opportunities and challenges



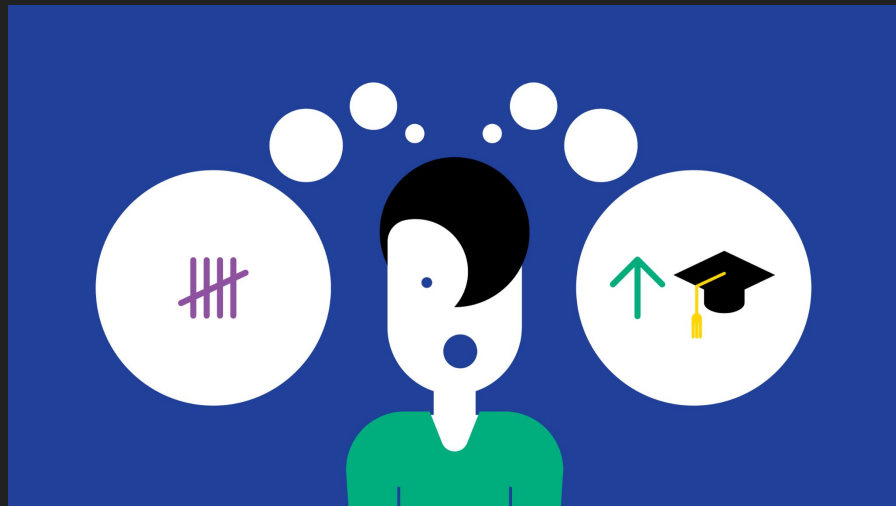
Forming an idea



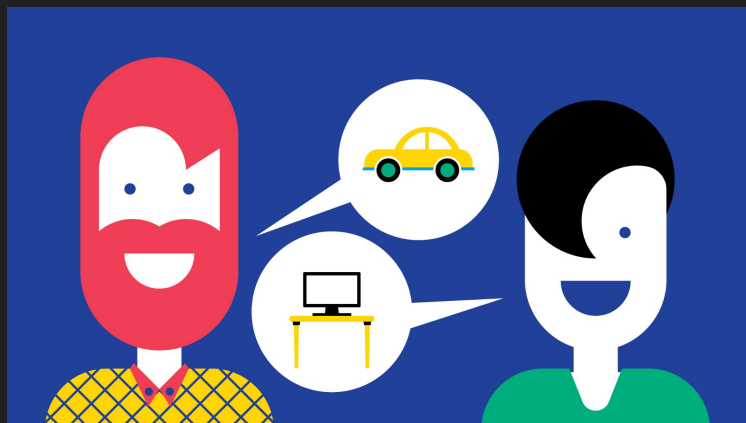
Development and testing



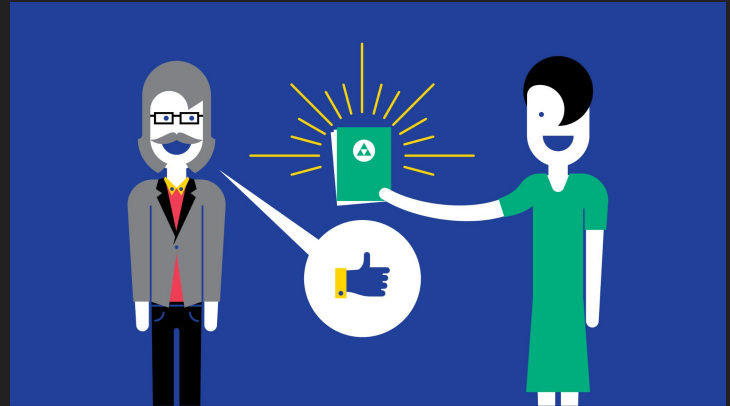
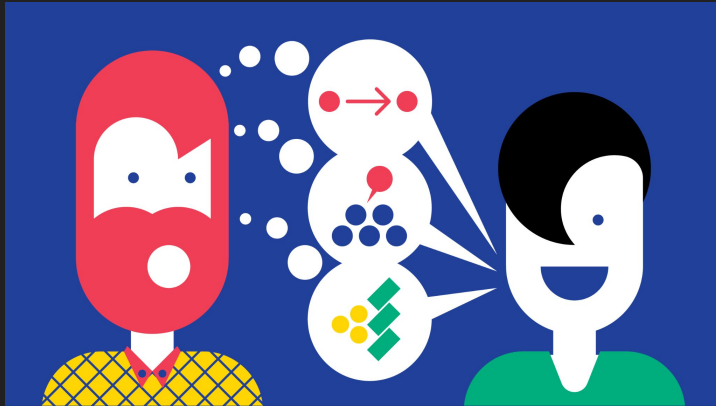
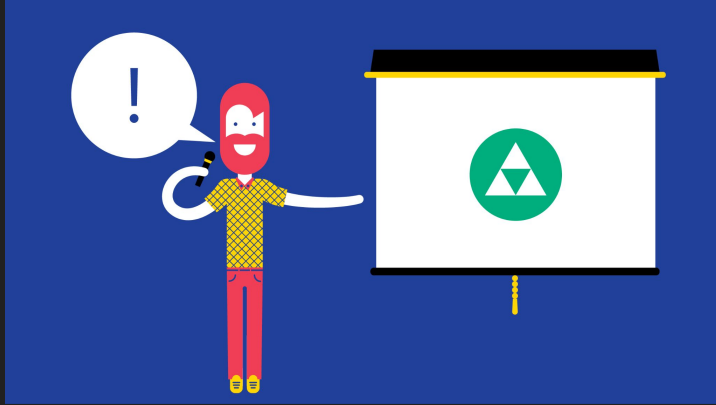
Demonstrating the impact



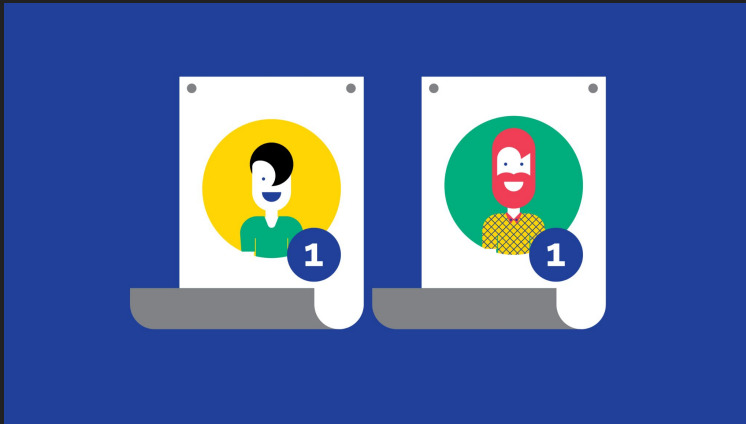
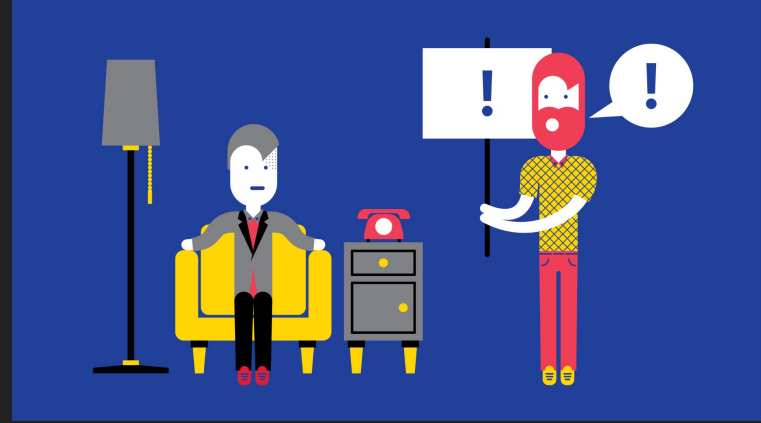
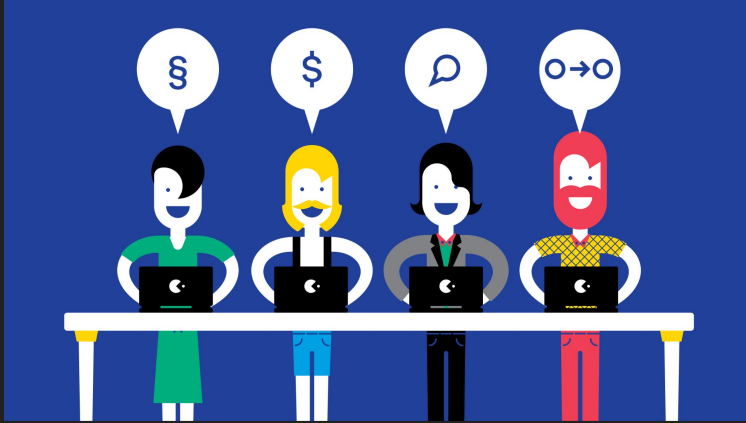
Implementation



Growth and scaling

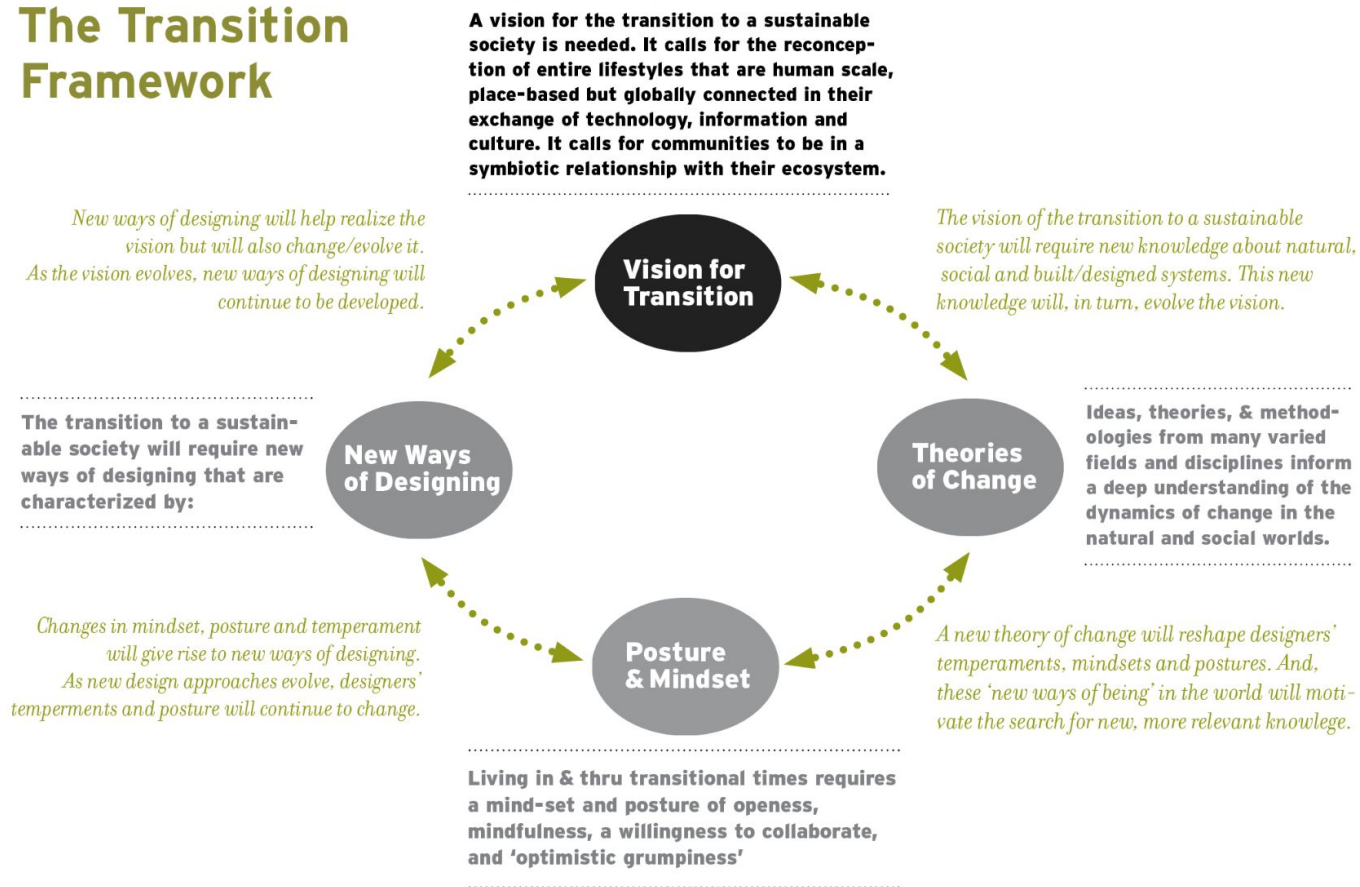


System change



And finally transition

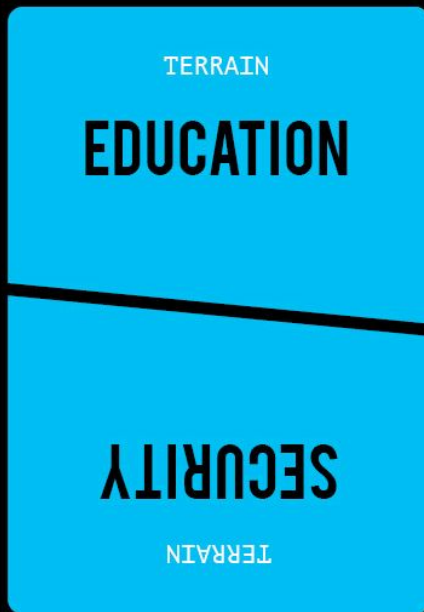
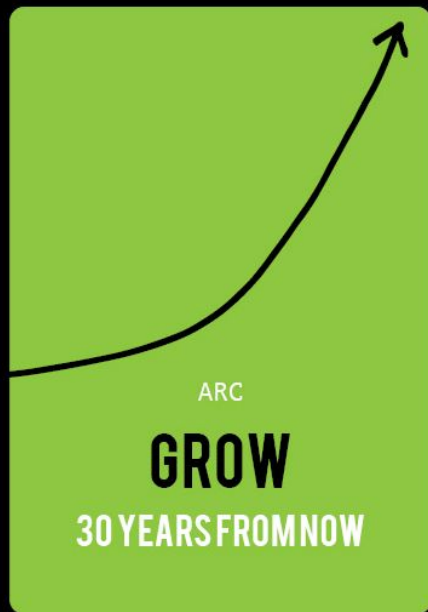
The Transition Framework



The Thing from the Future - Group 1 - Barnemusuem



- card game to support the imagination
- can be used and modified for any topic
- widely used in the public sphere



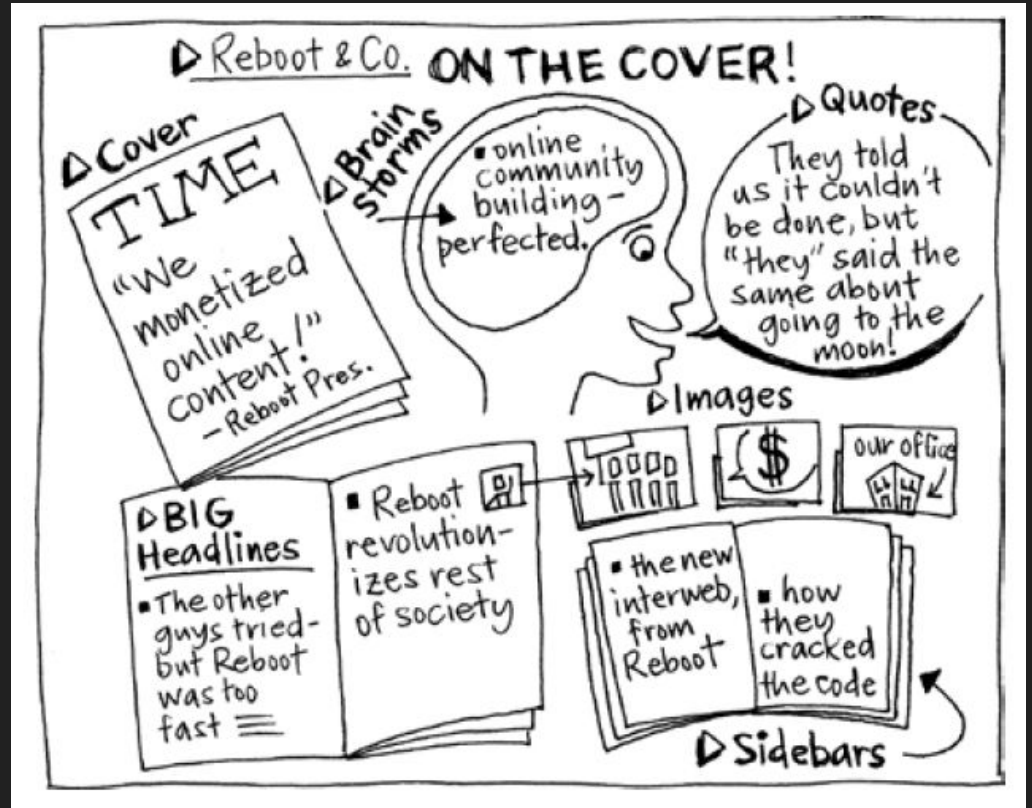


Care from the future



Cover story - Group 5 - AccessTour

- A game for creating compelling vision in the future in a form of cover story of a magazine
- Envisioning bigger picture of the hypothetical success

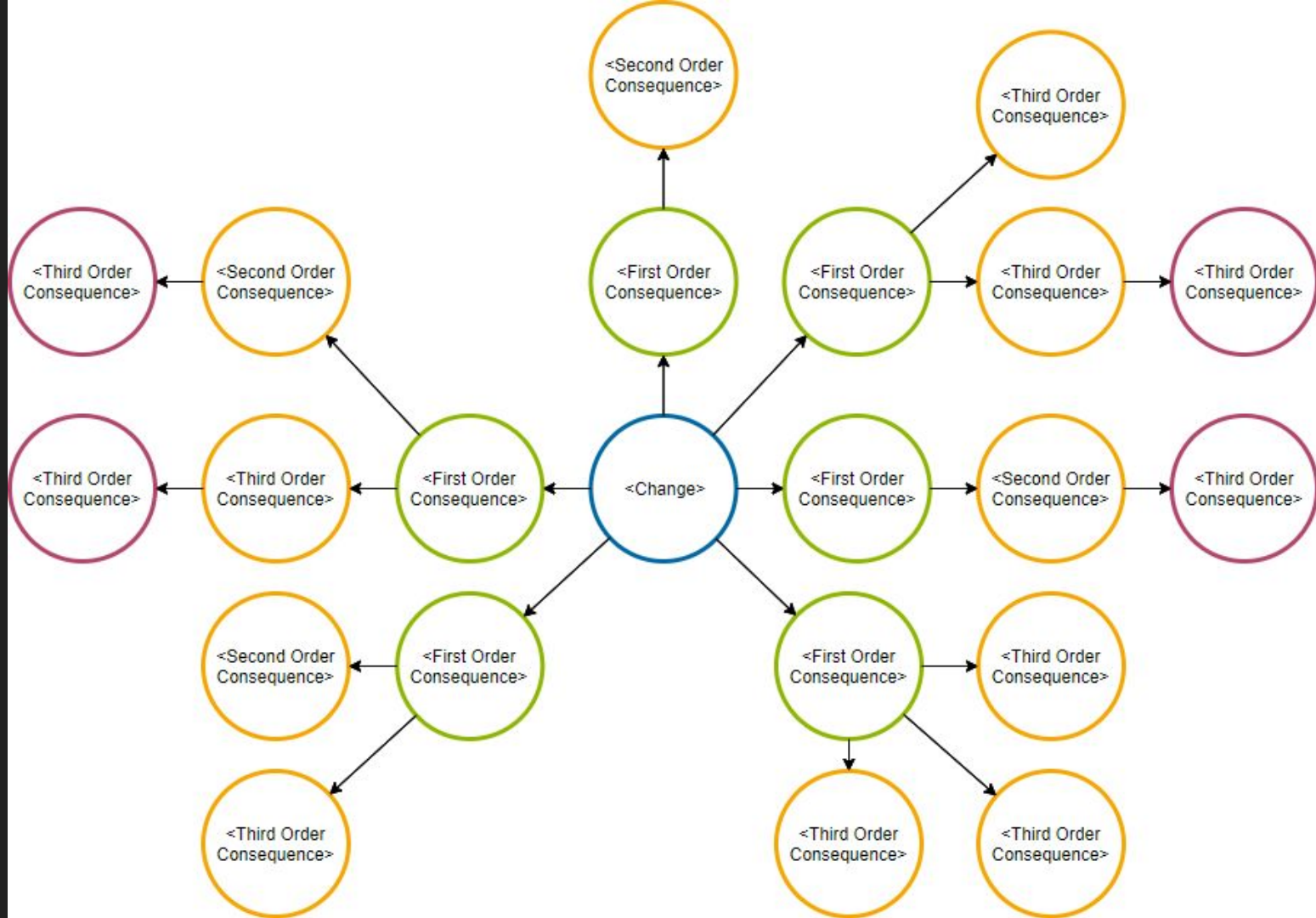


Futures Wheel

- Group 6 - NIS

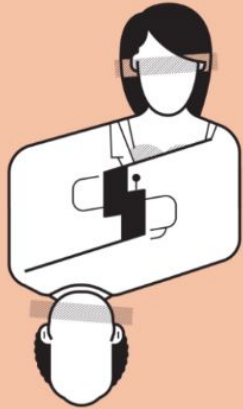
- Explore and understand the direct and indirect impacts and implications of a change
- unintended consequences of the action / design





— EQUITY AND ACCESS —

Tarot card - Group 4 - Re:link



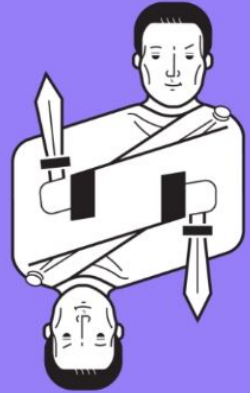
THE
FORGOTTEN



THE
SERVICE DOG



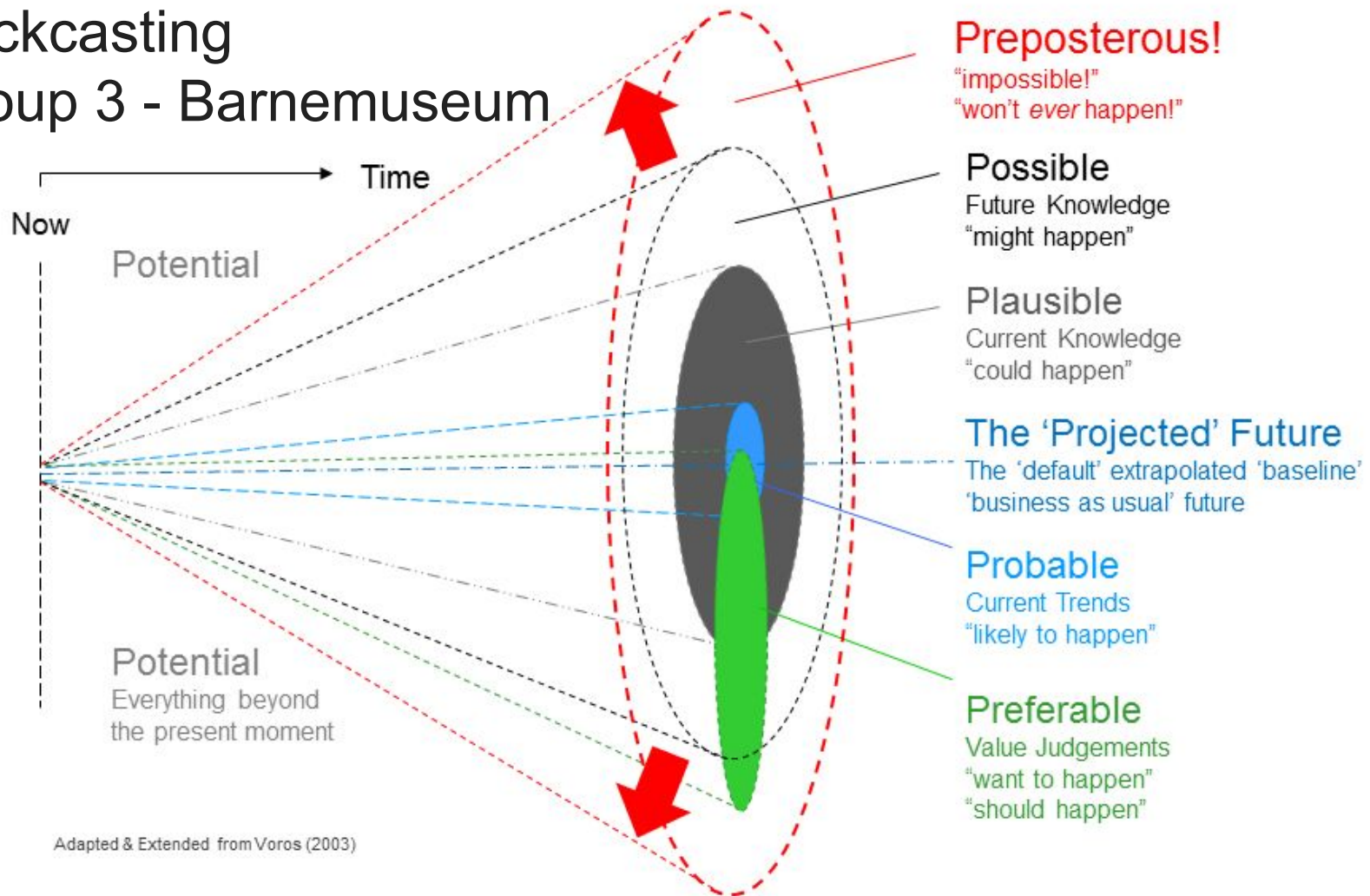
THE
CATALYST



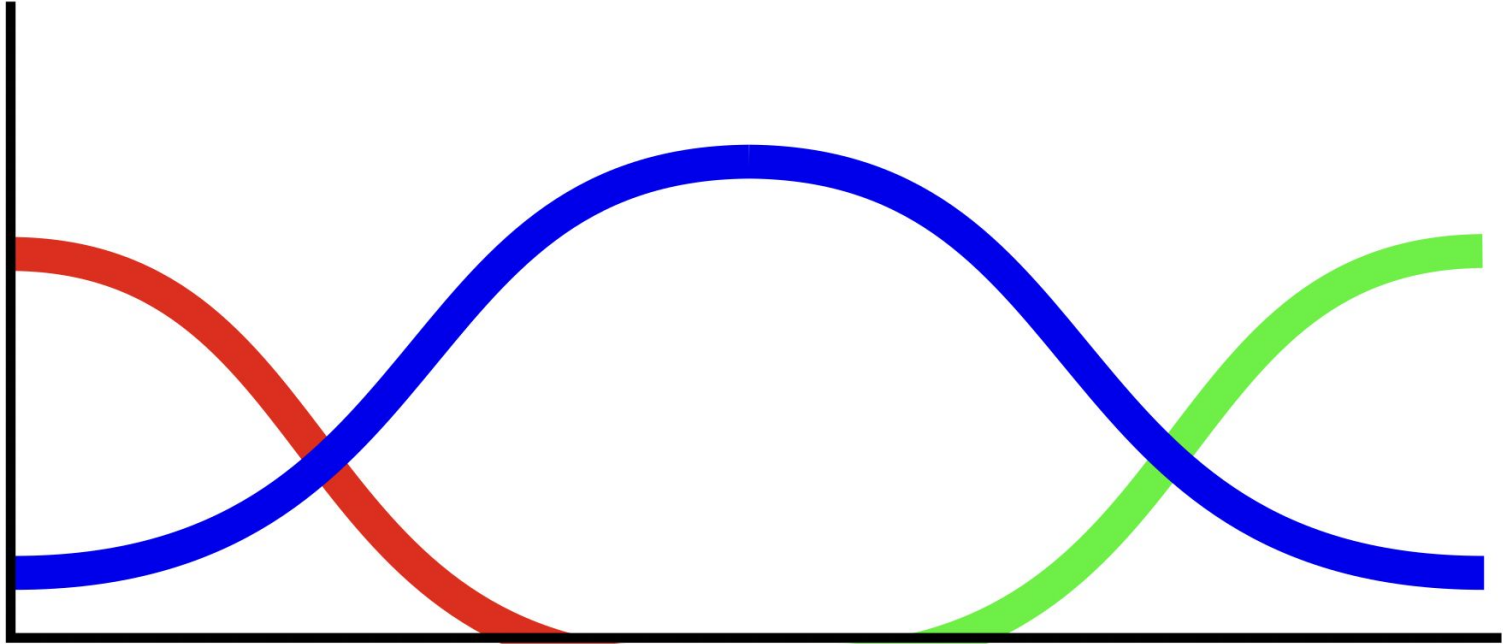
THE
BACKSTABBER

Backcasting

Group 3 - Barnemuseum



Three horizons Group 2 - NIS



Design methods and Group allocation

Thing from the future - Group 1 - Barnemusuem

Cover Story - Group 5 - Acesstour

Futures Wheel - Group 6 - NIS

Tarot Cards for Tech - Group 4 - Re:link

Backcasting - Group 3 - Barnemuseum

Three Horizons - Group 2 - NIS