What is the Michigan Design Prize process?
Participants create a concept for a solution to the design challenge and document their process from initial sketches to its final form. The submission will be judged based on the quality of the thinking, not the sophistication of the entry. Entries do not need to be highly polished or rendered. **Note:** The pictures of the fully visualized ideas in the "Michigan Design Prize 2016 Finalists and Winners" section of this site were produced with the finalists in collaboration with a mentor from a design firm and are not the submissions that participants entered. Your students' submissions can be very simple representations of their idea. Also note that the five images you submit should represent the design process your students went through including the initial sketches, how the design evolved, etc.

What is industrial design?
Industrial design is the profession at the intersection of art and technology. Industrial designers create functional solutions to design challenges that improve people's lives in beautiful and emotionally fulfilling ways.

What does it mean to think like a designer? What does the design process involve?
Typically, designers engage in a series of activities that help them achieve innovative ideas.

- **Discovery** - finding out as much about your user(s) as possible - what they think, how they live, what they feel. Looking for trends and patterns.
- **Framing** - digging below the surface and determining exactly what the human need is related to a particular challenge.
- **Imagining -** visualizing and sketching as many ideas as possible to create choices for how to meet the human need for functional, beautiful, and emotionally fulfilling products.
- **Prototyping/Testing** - making choices: creating quick representations of the best ideas so you can get immediate feedback on the design(s) from your user.
- **Iterating/Evolving** - using feedback from the prototype to iterate the design and evolve the next generation of the solution.

Does participation in this challenge have any long-term benefits for my students?
Creative problem solvers who can visualize their ideas and visually communicate them to others in compelling ways are THE most sought after individuals across all industries in Michigan. Participation in the Michigan Design Prize challenge is an opportunity to help your students develop their creative capacity and access new ways of generating and refining ideas, and putting them into action.

According to **Wholemindesign Studio For Teaching and Learning**, creative capacity involves thinking like a "wholeminded" designer - someone who can synthesize their knowledge, understanding, and experience in order to generate new ideas. It also means thinking like a "wholehearted" designer - someone able to apply social-emotional understanding to meet the

needs of others. Learning to function as a wholeminded~wholehearted designer will help your students reach their full potential as creative thinkers. Below is an articulation of some specific skills and dispositions needed for being a wholeminded~wholehearted designer.

Thinking Like a Wholeminded~Wholehearted Designer Means:*

● making connections between ideas to create something original.
● posing questions and framing challenges, and persisting while solving them.
● making thinking visible to express ideas, convey a feeling, communicate personal meaning, and envision new possibilities.
● uncovering complexity to determine what lies beneath the surface in order to understand what is really going on. Carefully observing by gathering data through all senses to better understand external phenomena.
● considering viewpoints as a way to understand multiple perspectives about a challenge or idea.
● listening with understanding and empathy in order to understand others' needs.
● capturing the heart and describing, "How does this move me? What am I feeling?"
● being comfortable with ambiguity and understanding that there is more than one way to be "right".

Participation in this challenge also provides students the chance to learn in an interdisciplinary manner. This standards-based, cutting edge problem-based learning experience involves using math, language arts, science, social studies, and artistic knowledge and practices, and provides teachers with the ability to simultaneously address many content standards at once. This is also a perfect example of a STEAM challenge, as it engages students in science, technology, engineering, arts, and math.

Sharing this information with your administrators, colleagues, and parents is a great way to help them understand the value of participating in the Michigan Design Prize. Feel free to copy it with references and share it freely.

How can I learn more about the design process?

On the Michigan Design Prize Application page of the Michigan Design Council website you can download a *document called "Instructional Resources"* that is intended as a guide for you and your students. For those who would like a more in-depth and personal experience learning to work with these tool and ideas, we recommend you attend our *complimentary session called, "***Educators as Designers: Launching Your Design Prize Challenge"** *at Wholemindesign Studio For Teaching and learning.* You will find more information about these sessions at www.**wholemindesign.com** on the **"Current Offerings"** page.

MDC Michigan Design Prize FAQ's

How long does it take to complete a challenge?
Based on your needs and goals this challenge can be addressed anywhere between 5 hours and 5 weeks. It is meant to be flexible and fit easily within the time frame you have available.

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*These creative capacities are fluid and dynamic ideas, continually being articulated, shaped, and expressed in different ways by different people, and are influenced by emerging research about how people think, feel, and learn. Wholemindesign's version has been deeply influenced by Ron Ritchhart's Cultures of Thinking work www.ronritchhart.com,   Harvard's Project Zero's Studio Thinking Project http://www.pz.harvard.edu/projects/the-studio-thinking-project
Harvard Project Zero's Teaching for Understanding http://www.pz.harvard.edu/projects/teaching-for-understanding
Ideo's Design Thinking for Educators http://www.designthinkingforeducators.com/ and Lori Desaultes and Michael McKnights work http://revelationineducation.com/. We invite you to define and share your version of what creative capacities mean to you and the work you do in the world.