design thinking in/for libraries

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The age of continuous evolution

**Multiple stakeholders** and decision makers with **complex** and **unclear** information, priorities and constraints

Building the **capacity to innovate**, rather than searching for the ‘ideal’ solution

**No ‘perfect’ solutions**, continuous evolution is the norm
Evolving continuously

feasible (organizational vision)

desirable (human centric)

viable (technically feasible)

Design Thinking

a human centered and collaborative approach to problem solving that is creative, iterative and practical (Brown 2008)
Designing Design Thinking

Out with the old and in with the new?
A toolkit/recipe based approach?
Designing Design Thinking

Out with the old and in with the new?  No
A toolkit/recipe based approach?

Continuous evolution with reflective appropriation

Existing methods

Design Thinking
A practice-based methodological approach that is intended to **catalyze** the **translation** of design thinking in **open and participatory** settings.
Proto Design Practice

**Spaces**
open spaces situated in the context of work practices allowing for free movement, access to vertical surfaces re-configurability and creation of shared and personal spaces

**Materials**
access to a wide variety of physical materials for constructive externalised representation minimal and reconfigurable templates without material or stylistic constraints and specific instructions for use

**Actions**
problem identification, problem and context discovery, synthesis, ideation, prototyping and testing design methods outlined through contextually relevant examples from work practice and leading to semi-structured outcomes
Design Thinking in Academic Libraries

Structure
Problem Definition
Solution Discovery
Problem Definition
Solution Discovery
Solution Discovery