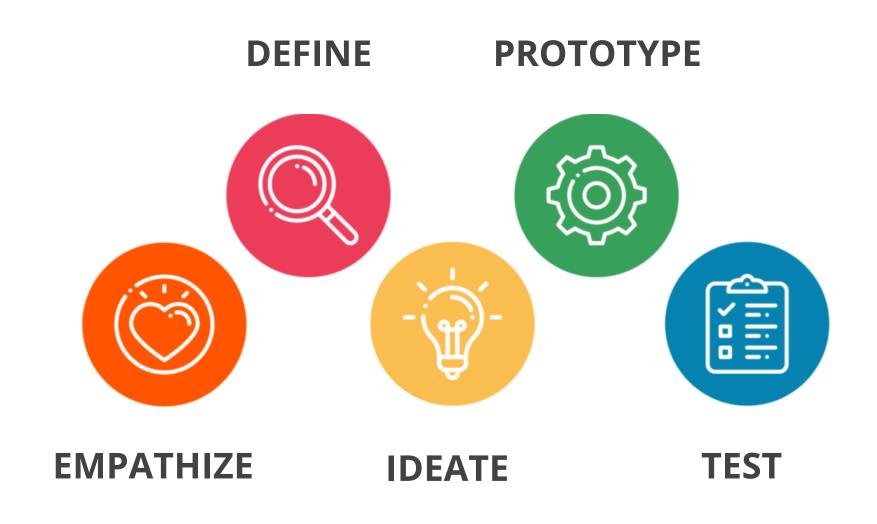
Building Empathy for Shared Futures

Institute for Innovation and Global Engagement Conference

Global Innovation and Design (GID) Internship Winter 2024: Created by GID Intern Anuvir Dhaliwal

Introduction

Design thinking is a human-centered approach to problem-solving that emphasizes empathy, creativity, and iterative prototyping. It involves empathizing with the needs and perspectives of users, defining problems, ideating creative solutions, prototyping and testing those solutions, and iterating based on feedback.



In the Shared Futures workshop led by Philip "Sharp Skills" Jacobs, the discussion ultimately centered around racial equity through Philip's innovative board game, Elephant in the Room. Teams engaged with various prompts and utilized skill cards to navigate conversations about race, confronting discomfort with empathy and introspection.



Workshop Engagement





As participants shared personal anecdotes and insights, it became evident as I was observing and participating that the event provided a safe space for dialogue and fostering empathy. Through guided prompts and skill cards, participants navigated various discussions, defining a shared understanding of racial equityy.



During the game, my group realized we shared similar reactions to a prompt, ideating how shared values lead to a level of understanding and connection. The structured approach of the event revealed the layers of racism in everyday conversation, highlighting the transformative power of intentional dialogue.



Debrief

The debrief session reinforced the importance of continued dialogue beyond the game, acknowledging the challenges inherent in progress towards inclusion. As Sharpe states, "Progress on inclusion often includes backlash," representing how these conversations may not be easy but they are necessary. Shared Futures exemplified the potential of empathy-driven conversations to pave the way for a more just and inclusive future.