Design Thinking For Student Advocacy

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INTRODUCTION AND PURPOSE

Purpose: Our goal for this was to create a workshop called "Reshaping Advocacy" so we could have students come and get together to use Design-Thinking strategies to think of ways to advocate for the school, how they feel about the level of advocation and how much access to resources do they have as well as giving suggestions on how to improve on getting those valuable resources across to students. We had representatives come in from ASWUT and The Center of Equity and Inclusion (CEI) come introduce themselves and inform the students about what resources they have to offer.

Design Challenge: We wanted students to write down their thoughts and concerns with campus resources and then write out as many ideas and potential solutions they have.

How might we create more accessible on-campus resources for UWT students?
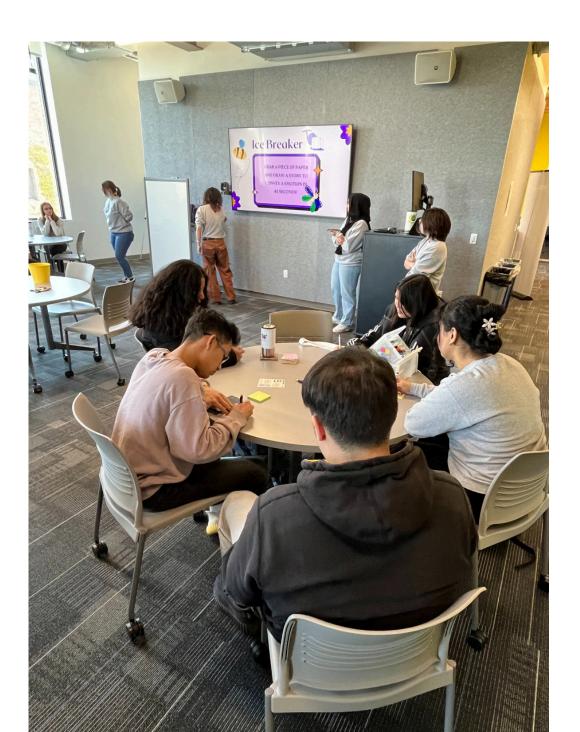

PROPOSED SOLUTION/RECOMMENDATIONS

Our way of proposing a solution was to ideate a workshop for students where ASWUT and the Center of Equity and Inclusion (CEI) attended to provide resources for students and we make it known to them that it is okay to speak out their thoughts and concerns on advocating. We collected the feedback given and hope to take in the new proposed solutions from students and take it to the next level!
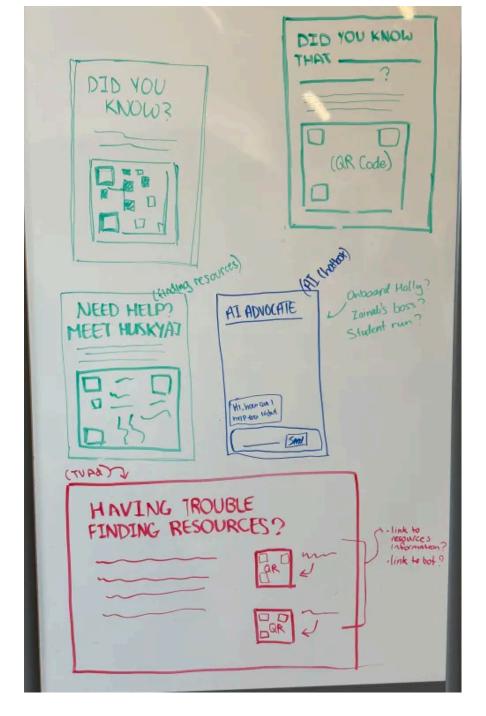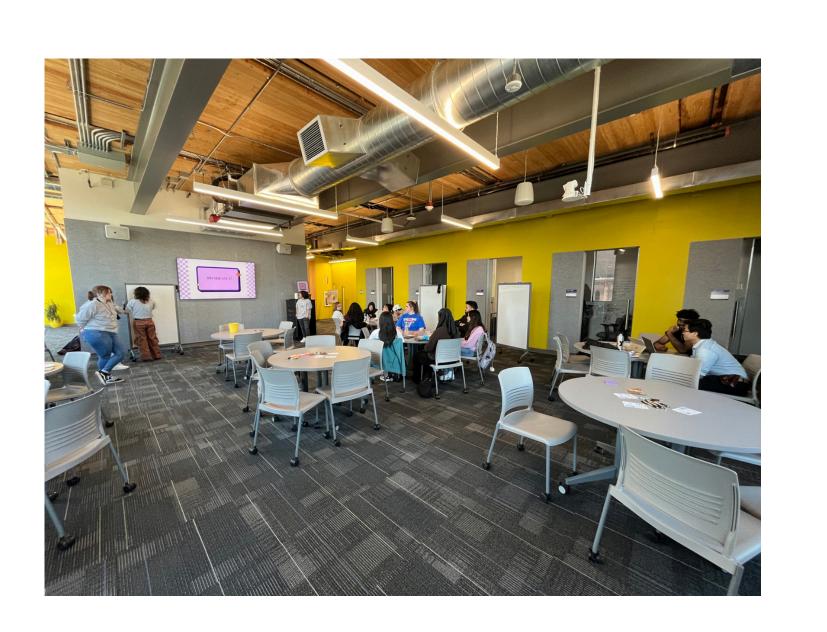
RESULTS AND DISCUSSION

After the event, we were given many new ideas to implement in reshaping advocacy and making student resources more clear. We realized that there is a lack of knowledge that there are resources available for students and we brainstormed some ideas inspired from the students ideas from the workshop.

For examples we brainstormed an AI Chatbox where students can message asking for a certain resource and the chatbox will directly navigate the student to the resource. We also talked about making resource fliers with qr codes to put around campus and creating tv ads.

METHOD(S)

We started the event off with introducing ourselves and having the representatives from ASWUT and the Center of Equity and Inclusion (CEI) introduce themselves as well. We had the people from ASWUT and CEI inform the students who attended the workshop about all the resources they have to offer for the students and where they an find them.

We then used an ice breaker to give the event a kickstart for the students by giving them 45 second to draw an emotion conveying a story. Then give their drawings to the person to the left with another student and have them try to figure out what the emotion and story is on the drawing then asking students to share out.

We moved into talking about why we are here and what we are doing. We gave a quick breakdown to why we created this workshop. We talked about the design thinking process giving a breakdown of what the purpose of it is and the steps it has such as empathize, define, ideate, prototype, and test.

Students then were given 3 minutes at their tables to discuss their experiences with on-campus resources what their struggles and successes were and as well as their thoughts and concerns. We had them write down down new ideas and solutions for the student resources on sticky notes in under 5 minutes then have them share out what they wrote down to everybody else.

REFLECTION

Overall, we successfully ended the workshop in a good outcome. I had a great experience working along with my team in creating this workshop, aiming to get students to speak out on their thoughts in reshaping advocacy and taking in new ideas to improve the resources outreach around campus.