Design Thinking for Community Arts Projects

Activity One: Deep Field Observation

Data Collection: Ask your partner the following ten questions.

1) What do you believe is your role as a teaching artist in your community?

2) Name three non-musical extracurricular activities you enjoy.

3) Who are your current pedagogical and artistic collaborators?

4) How would you like your students to ideally engage musically with their community? What skills would you like them to develop?

5) What composers or works are you most excited about currently?

6) What do you love about your community? (Locations, people, culture, businesses, etc)

7) What aspects of your community would you like to improve or address?

8) If you could spend an evening out in your community, what would you like to do? Where would you go?

9) If you were given $10,000 today to invest in your community, how would you spend it?

10) If you could collaborate with any non-musical individual/group in your community and money was no object, with whom would you collaborate and why?

Ideation: Based on your partner's answers, come up with three possible projects or business ideas for them to launch.

1)

2)

3)

Activity 3 Template
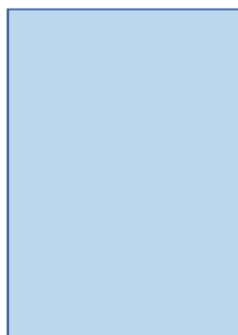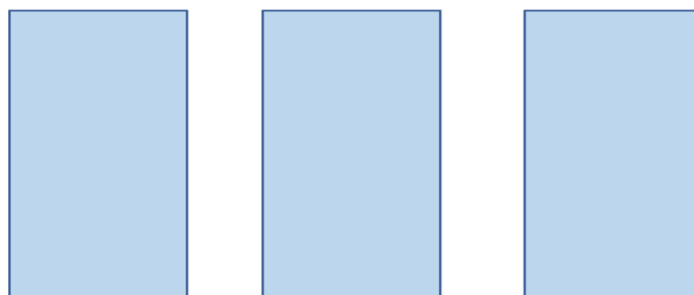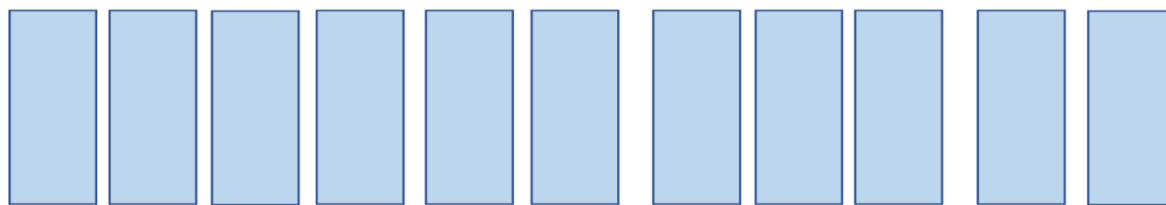
Recommended Resources

Books:

Tim Brown, *Change by Design*
Tom and David Kelley, *Creative Confidence*

Websites:

IDEO U: https://www.ideou.com
Interaction Design Foundation: https://www.interaction-design.org
D School at Stanford: https://dschool.stanford.edu
Astrid Baumgardner: https://www.astridbaumgardner.com
Design Thinking for Museums: https://designthinkingformuseums.net
The University of Oklahoma Arts Management and Entrepreneurship Program:
http://www.ou.edu/finearts/ame

Videos:
Doug Dietz, "Transforming healthcare for children and their families" at TEDxSan Jose, CA
https://youtu.be/jajduxPD6H4

Articles:

Ron Chew, "Community-Based Arts Organizations: A New Center of Gravity."
https://www.giarts.org/sites/default/files/Community-Based-Arts-Organizations_New_Center_of_Gravity.pdf

Dana Mitroff Silvers, "Five Emerging Trends in Design Thinking for 2020."
https://medium.com/@dmitroff/five-emerging-trends-in-design-thinking-for-2020-bb71af7dca2f

Kim Dabbs, "Engagement and Impact: Design Thinking and the Arts."
https://www.edutopia.org/blog/engagement-impact-design-thinking-arts-kim-dabbs

Peter Robbins, "From Design Thinking to Art Thinking with an Open Innovation Perspective—A Case Study of How Art Thinking Rescued a Cultural Institution in Dublin."
https://res.mdpi.com/d_attachment/JOItmC/JOItmC-04-00057/article_deploy/JOItmC-04-00057.pdf

Tim Brown & Jocelyn Wyatt, "Design Thinking for Social Innovation."
https://ssir.org/articles/entry/design_thinking_for_social_innovation

Voltage Control: "The Best Design Thinking Exercises for Any Phase of a Project"
https://voltagecontrol.com/blog/the-best-design-thinking-exercises-for-any-phase-of-a-project/

Libby Hoffman, "45 Design Thinking Exercises You Can Use Today."
https://blog.prototypr.io/45-design-thinking-exercises-91bf63d2ef15