

Presented by BigPictureSmallWorld and the Buckminster Fuller Institute

DESIGN SCIENCE LAB

Designing strategies for reaching the United Nation's Millennium Development Goals

2006 DESIGN SCIENCE LABS

June 21-30th New York, New York at the United Nations International School

July 19-28th Asheville, North Carolina at the University of North Carolina
hosted by Black Mountain College Museum + Art Center

PROGRAM OVERVIEW

The Design Science Lab develops comprehensive, anticipatory solutions to global and local problems. It does this through a design and planning methodology referred to as *design science* inspired by the work of Buckminster Fuller, the late 20th century inventor, philosopher, and designer, and other pioneers.

At its core is a new way of seeing the world — one that takes a global, whole systems perspective that incorporates a commitment to social justice and environmental sustainability.

Participants who thrive in intense, challenging environments are encouraged to apply.

Program produced by:



Co-sponsors:



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PROGRAM HIGHLIGHTS

- Be trained in the *design science* problem solving and planning methodology
- Present your work to staff at relevant branches of the United Nations
- Participate in an intensely collaborative and intergenerational learning environment
- Connect to a growing international network of DSL graduates and a database of DSL strategies
- Have your work featured in a professionally published DSL report that will be sent to major NGOs around the world
- Receive 100+ page orientation packet with CD of reference materials and movies, digital copy of the DSL report and a complimentary membership to the Buckminster Fuller Institute

SPACE IS LIMITED. APPLY NOW !
DESIGNSCIENCELAB.ORG

DESIGN SCIENCE LAB

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