

# PROGRAM OVERVIEW

## Design Science Lab: University of North Carolina, Asheville July 19<sup>th</sup> - July 28<sup>th</sup> 2006

The focus of the Asheville Design Science Lab will be on 4 main thematic areas: ENERGY, ENVIRONMENT, HEALTH, EDUCATION

Prior to the first day of the program, participants will be invited to express their interest in the above mentioned topic areas, as well as their preference regarding a local/regional or global focus. By the conclusion of the program every participant will come away with an in-depth understanding that all systems-based solutions to complex problems contain the seeds for local and global application.

The Design Science Lab program is divided into 3 sections:

- Part I – Orientation
- Part II – Research and design
- Part III - Results documentation & Presentation design

### PART I: ORIENTATION July 19<sup>th</sup> - July 21<sup>st</sup>

July 19<sup>th</sup> - evening: Welcome, Introduction, orientation

July 20<sup>th</sup> - morning and afternoon: Millennium Development Goals (portions conducted live via web-conference with the United Nations, New York)

- What they are, history, importance, measurement, progress
- What has been done so far, how they relate to the developed world
- How they relate to developed world regional economies
- How they relate to Asheville regional well being
- Village based development

July 20<sup>th</sup> - evening:

Asheville Regional development: global/local connections

July 21<sup>st</sup> - morning and afternoon: Design Science Process

1. Introduction, Orientation, Overview
2. Global preferred state
3. Regional preferred state
4. Design Science Methodology, Design Science Tools
5. Problem areas/Millennium Development Goals/Local/Regional Goals
6. Design Teams

July 21<sup>st</sup> – evening: Buckminster Fuller

### PART II: RESEARCH & DESIGN July 22<sup>nd</sup> - July 28<sup>th</sup>

July 22<sup>nd</sup> morning: Problem area preferred state

July 22<sup>nd</sup> afternoon and evening:

Problem state context—> Present state—> Capacity state

- How do we measure the problem? What are its symptoms?
- How many people are impacted by this problem?
- Where is it most severe? What are its causes? What happens if we do nothing?
- What are the implications of the problem— how does it impact other areas, systems?
- What are its interconnections with other problems?

July 22<sup>nd</sup> morning-afternoon: Present state inventory

- Known resources
- Present day technology for harnessing those resources

July 23<sup>rd</sup> - July 27<sup>th</sup>: Design Science Plan

July 23<sup>rd</sup> morning: Preferred State Redux

- How do we measure progress towards the preferred state?
- How do we know we have reached the preferred state?

July 23<sup>rd</sup> afternoon: Alternatives/options for reaching the preferred state

July 23<sup>rd</sup> Evening: TBA

July 24<sup>th</sup> morning: Which options are the most viable? What do we do?

- To build capacity
- To solve problem(s)
- To reach the MDG, to reach the local and global preferred state

July 24<sup>th</sup> afternoon: What do we do/what needs to happen

- What resources are needed? Where are they? How do we get them?
- What technology is needed? Where is it? How do we get it?
- How much will it cost?
- Where does the money come from? How do we get it?
- How do we scale up? (See D2. Artifacts on reverse side.)

July 24<sup>th</sup> evening: TBD

continued →



For more information about the program, please visit:

**DESIGNSCIENCELAB.ORG**

## **PART II: RESEARCH & DESIGN July 22<sup>nd</sup> - July 28<sup>th</sup> (CONTINUED)**

July 24<sup>th</sup> evening: TBD

July 25<sup>th</sup> morning - afternoon: Artifacts

- What artifacts are needed to make it happen? What physical artifacts/policy artifacts/organizational artifacts? How many?
- What is proof of concept (what is needed to justify scaling up)?
- What are implications of going to scale? Employment, health, wealth? Cost?

July 25<sup>th</sup> evening: TBD

July 26<sup>th</sup> morning: What happens in the first 6 months?

- What could you do in the next 6 months to further this strategy? To make this strategy take off? Where? How? What will you need?
- What could you do with \$10,000 to take your strategy to the next level?

July 26<sup>th</sup> afternoon:

What could you do with this strategy (the technology, artifacts) locally?

- In this region/city?
- With local resources?

July 26<sup>th</sup> evening: TBD

July 27<sup>th</sup> morning:

Easy wins, synergies of the whole, presentation work

July 27<sup>th</sup> afternoon: Presentations/ synergies of the whole, report

July 27<sup>th</sup> evening: Presentations/ synergies of the whole, report

July 28<sup>th</sup> morning: Presentations/ synergies of the whole, report

July 28<sup>th</sup> afternoon: Presentations/report

July 28<sup>th</sup> evening: Celebration!

## **PART III: DOCUMENTATION & PRESENTATION (ON GOING)**

Results documentation/Output/Document/Presentation

### • Document

1. Each group/problem area/MDG
2. Text: Summary, Introduction/problem, Strategy, Results
3. Footnotes for every fact and image

### • Presentation

1. 5 minute Power Point
2. Handout
3. Storyboard of presentation for Flash movie
4. Other

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