

CARD TOOLKIT WITH INNOVATIVE SUSTAINABILITY STRATEGIES

OER: CARD TOOLKIT WITH INNOVATIVE SUSTAINABILITY STRATEGIES

Objective & Scope

This open educational resource has a primary goal to offer an easy-to-follow methodology to apply advanced textiles in products taking into account sustainability aspects. This Learning activity is based into a typical four-stages design process like the Design council's double diamond while using some of the most common sustainable design strategies.

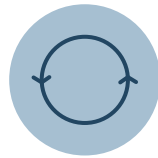
Activity Question

How is it possible to implement sustainable design strategies into the design process in order to achieve a result with the best possible environmental impact?

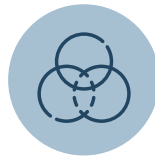
Learning Goals

- Ability to decide which sustainable design strategies are more coherent with the project they are developing, and to find the best application for them.
- Obtain the necessary level of empathy with the users to be able to develop a product that fulfills their needs.
- Learn how to transfer doing and thinking from one discipline to another to foster cross-disciplinary cooperation.
- Develop a good level of communication with people from different profiles in order to reach a good result in the design process

Categories



Sustainability



Design Process

Support material

- Sustainable design cards printed (or computers or tablets to see their digital version)
- [OER](#)
- [Summary presentation](#)

Equipment

- Tables to work in groups of 3-5 people and the needed
- Material to write and draw, including paper, pencils, post-its, markers, etc.

A.

Previous analysis

In the first stage of the design process, you need to use discussion between the group members as the main tool. After a brief debate with your team members, you need to answer these questions:

1.

What are the functional needs that this product has to cover?

2.

Are there other emotional needs that this product is fulfilling?

3.

How is this product produced in general? By who?

4.

What is the business model behind it? How do they make money with it?

5.

What is the system behind it along its complete life cycle, from material suppliers, factories or workshops, user, stores, distribution and transports, and its most common end of life?

6.

What steps does the user experience follow?



Less than or around an hour



Small group Discussion



Define

B.

Introduction of sustainable design strategies and conceptualization

1.

Using the cards included in the Open Educational resource start a discussion trying to decide which ones work better to improve the different aspects of the project: from the environmental one, to the business model, functionality, etc.

2.

Try to organize the chosen ones by priority or the influence they have in the project (main strategy/strategies, secondary one/s, tertiary, etc.)

3.

Sketch how the strategies would influence the general aspect of the product/service.



Less than or around an hour



Small group Discussion



Define