



Introducing Design Justice and DeciCSSions

Human-Centered Design

Logistics

Lecture

Lab

Group Time

Join at
slido.com
#ucla

Albert Kochaphum
Lab 6 | May 11th, 2023



Lab/Lecture 6! How's it going?

Join at
slido.com
#ucla

Pretty well
Chillin
exhausted
Excellent
:) relieved 😞 tired Worried
good
Better! 😊 bad allergies
I'm alright



Pick your top choice today!

Design Lecture



Lab



Survey Peer Reviews



Join at
slido.com
#ucla



Join at
slido.com
#ucla

Did you want me to go over `.forEach` loops (finish up lab 5)?

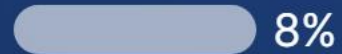
Doesn't matter



No



Yes



Logistics

Introducing Design Justice and DeciCSSions



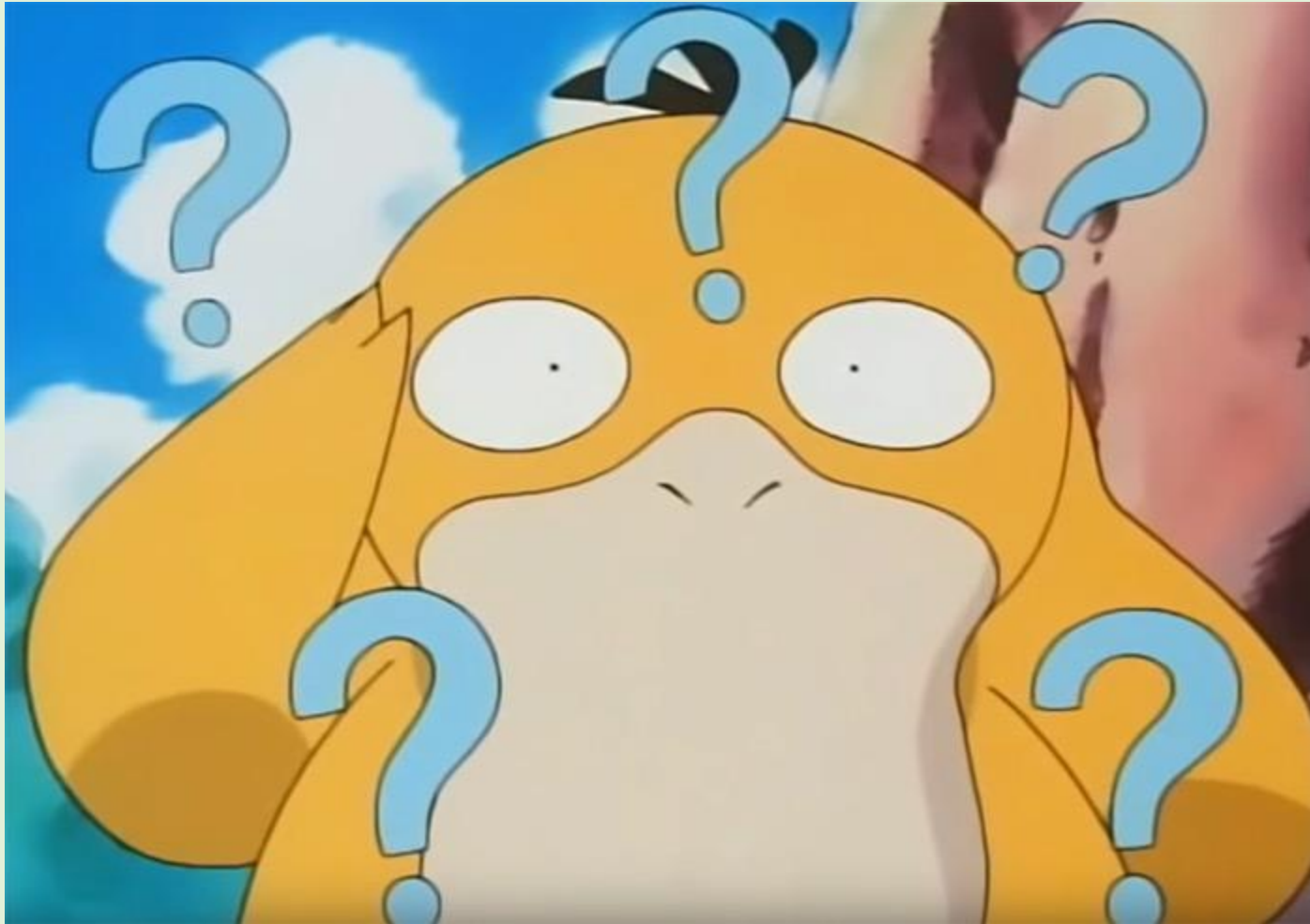
Logistics

Lecture

Lab

Group Time

Memo Revisions



**Will try to send back by tonight (tomorrow evening latest).
If your group hasn't revised yet... Not sure what to say..?**



Final Visiting Voices

MARIO	DONKEY KONG	LINK	SAMUS	DARK SAMUS	YOSHI	KIRBY	FOX	PIKACHU	LUIGI	NESS
CAPTAIN FALCON	JIGGLYPUFF	PEACH	DAISY	BOWSER	ICE CLIMBERS	SHEIK	ZELDA	DR. MARIO	PICHU	MARTH
YOUNG LINK	ROY	PIT	DARK PIT	WARIO	SNAKE	IKE	POKÉMON TRAINER	DIDDY KONG	SONIC	KING DEDEDE
OLIMAR	LUCARIO	R.O.B.	TOON LINK	WOLF	VILLAGER	Wii Fit TRAINER	ROSALINA & LUMA	LITTLE MAC	PAC-MAN	SHULK
RYU	CLOUD	BAYONETTA	INKLING	KING K. ROOL	INGINEROAR	Mii SWORDFIGHTER	Mii GUNNER	CPU CPU CPU CPU CPU CPU		

AA-191A	?	?	?	?
P1	Random	Random	Random	Random
	CPU Lv. 3	CPU Lv. 3	CPU Lv. 3	CPU Lv. 3
	CPU	CPU	CPU	CPU

Upcoming Visiting Voice: Joyce Nguy

UCLA



Activism and Academia

Joyce Nguy

5/16

Maptime LA



Working with people

Nina Kin

5/23

New York City



Activism and Technology

Rapi Castillo

5/30

Introducing Design Justice

Introducing Design Justice and DeciCSSions



Logistics

Lecture

Lab

Group Time

Let's **Link** ethics and action together



Introducing Design Justice

Lecture

Logistics

UI/UX

Design Justice

Designing for Social Change



UI/UX Design



Human-Centered Design



Design Justice

Just three concepts to walk away from lecture today with!

Why 😐 **?**



Well...When it comes to design....

I HAVE NO IDEA



WHAT I'M DOING



Good artists copy.
Great artists steal.

Pablo Picasso

Design Justice

Lecture

Logistics

UI/UX

Design Justice

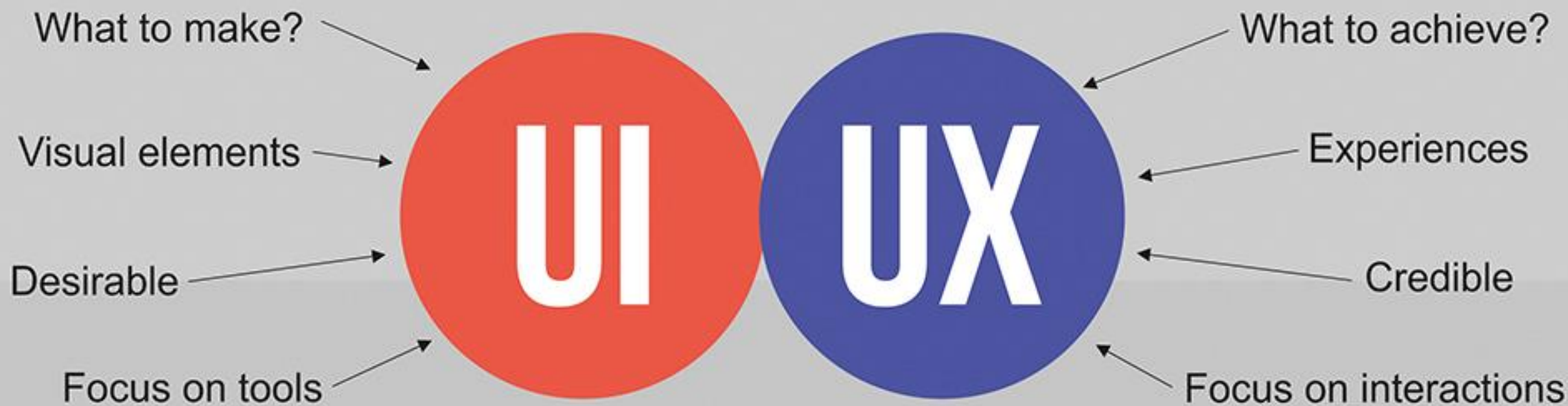
User Interfaces/User Experience

User Interface (UI) is the tool


User Experience (UX) is how the tool is used



What is the difference?



Want to learn more about the differences?



The video player displays a comparison between two Heinz ketchup bottles. On the left, labeled 'UI', is a standard glass bottle with a traditional label. On the right, labeled 'UX', is a more ergonomic, squeezable plastic bottle with a modern, clear label. A play button is centered between the two bottles. To the right of the bottles, a man is shown covering his face with his hands, suggesting frustration or a bad user experience. The video player interface includes a progress bar at 0:00 / 9:53, volume control, and various settings icons.

LONDON
UX vs UI Design Explained with... BAD UX Design Memes

6,279 views • Premiered Feb 4, 2021

216 8 SHARE SAVE ...

<https://www.youtube.com/watch?v=6chQ6JZpvTQ>

Why are we discussing this now?



Web design is the presentation part of web development!

Want to learn even more?



THE ODIN PROJECT

All Paths Community About FAQ | Sign Up Log In



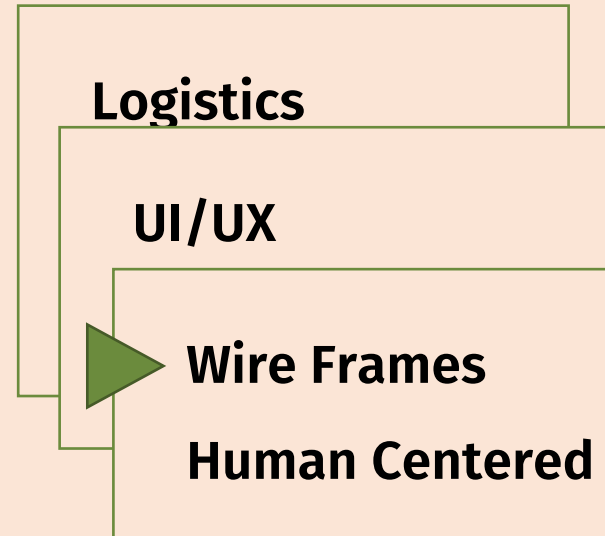
HTML and CSS

INTRODUCTION TO DESIGN AND UX

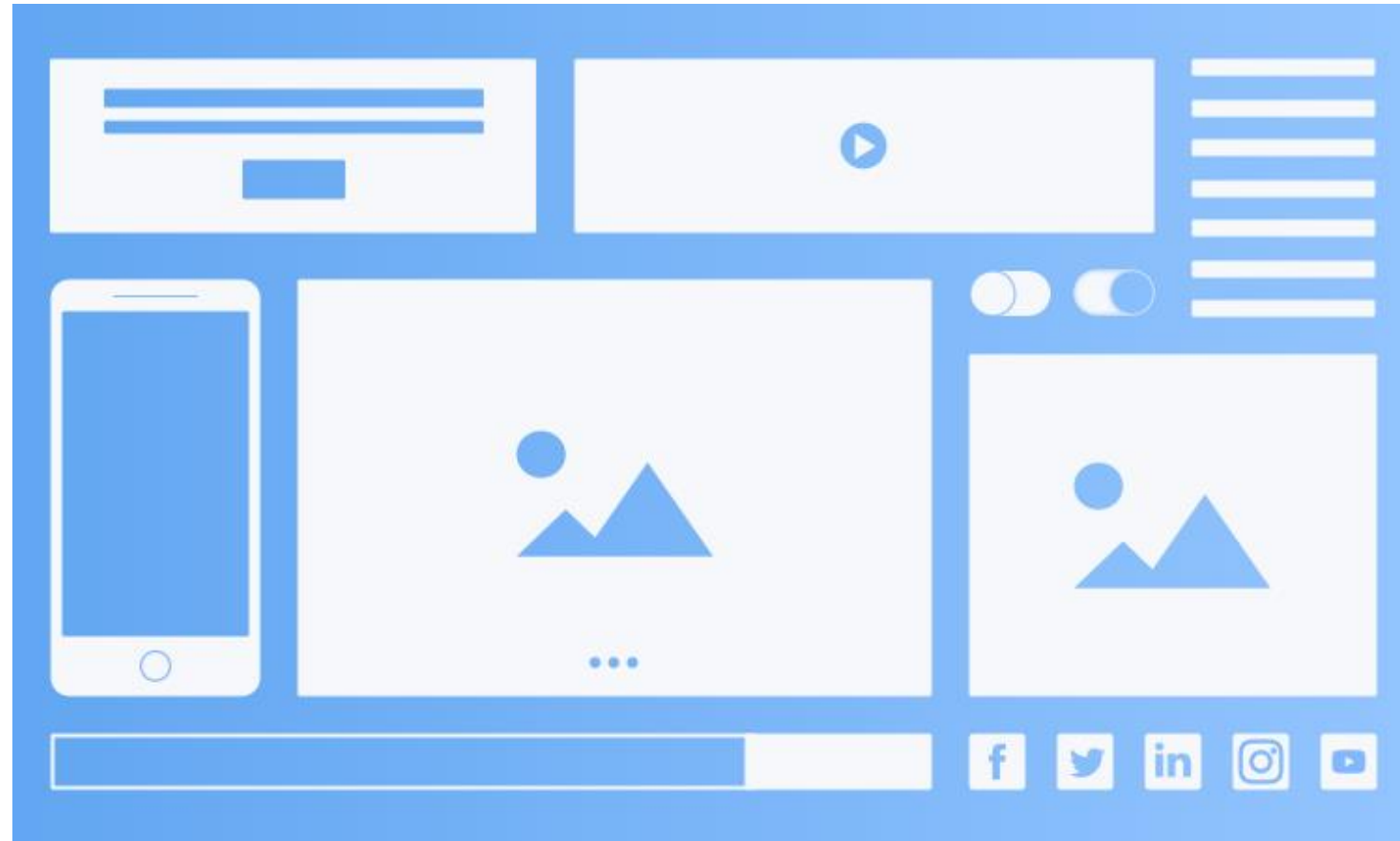
<https://www.theodinproject.com/paths/full-stack-javascript/courses/html-and-css/lessons/introduction-to-design-and-ux>

Wire Frames

UI/UX

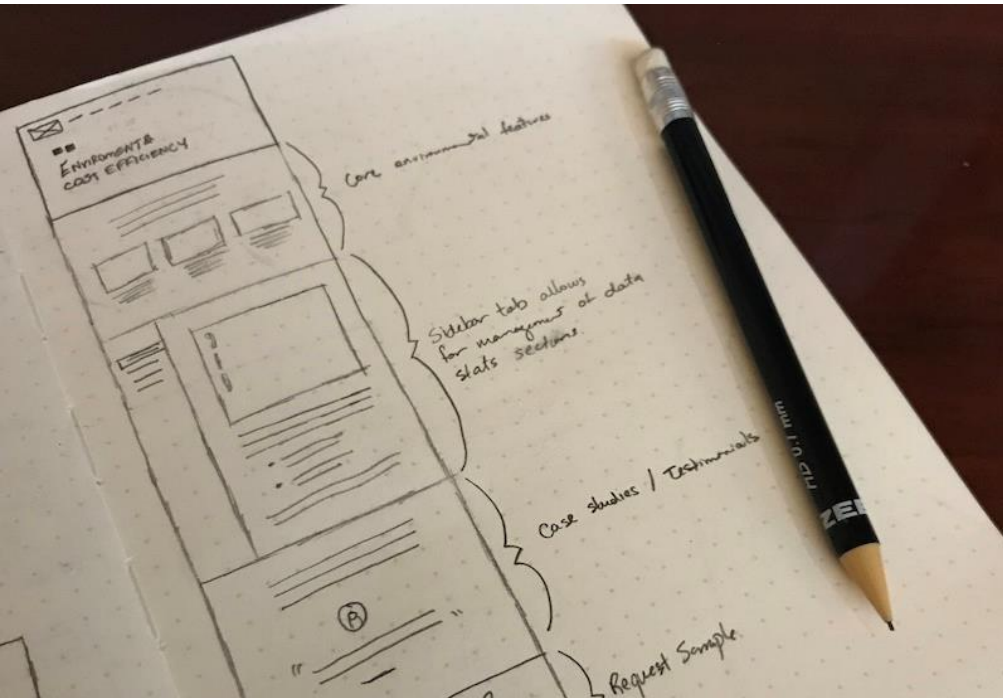


What is a wireframe?

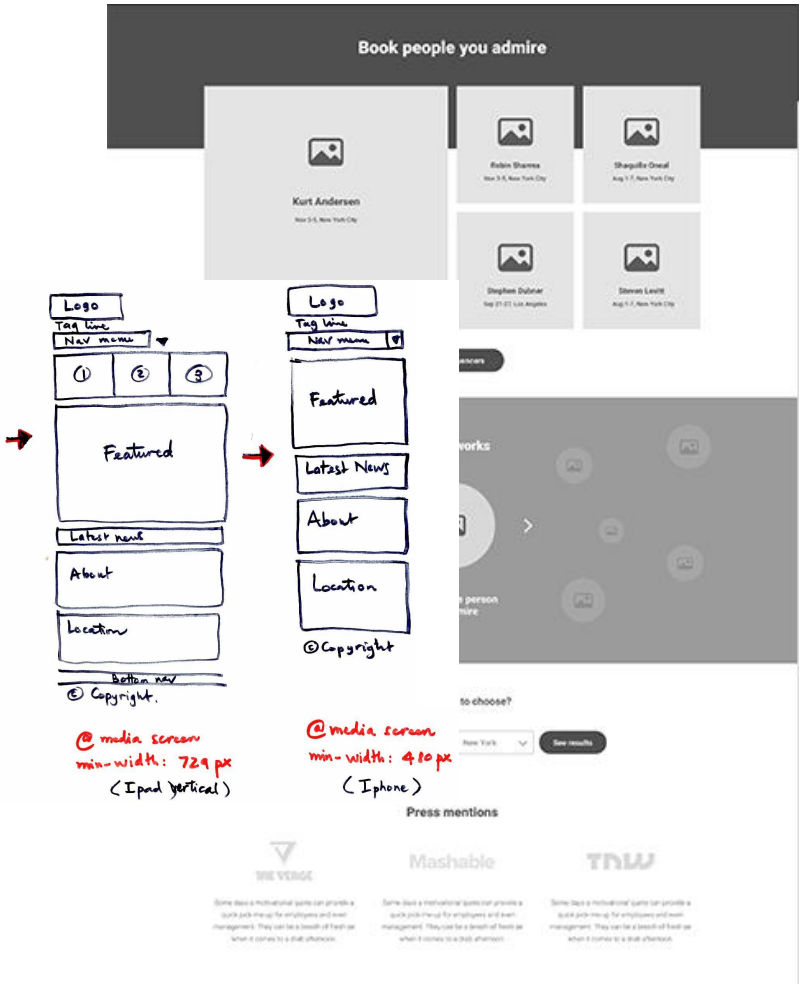
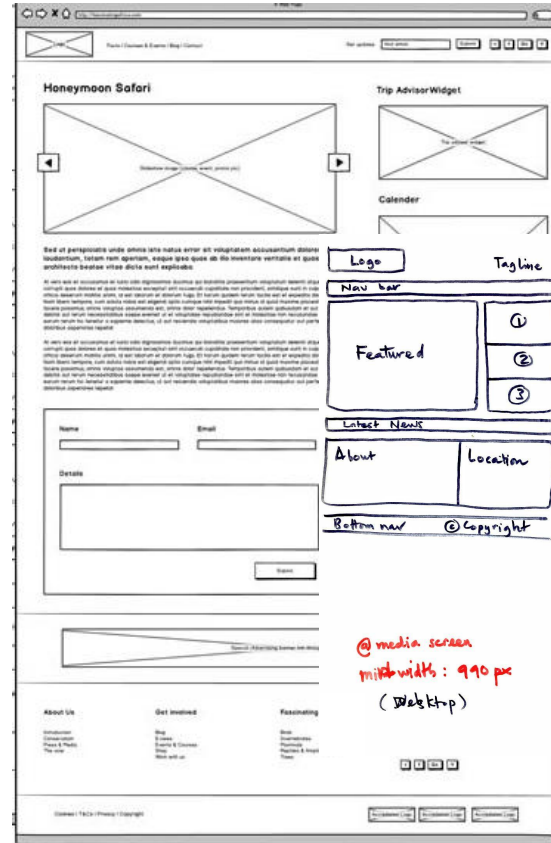


A rough draft of what you will be creating

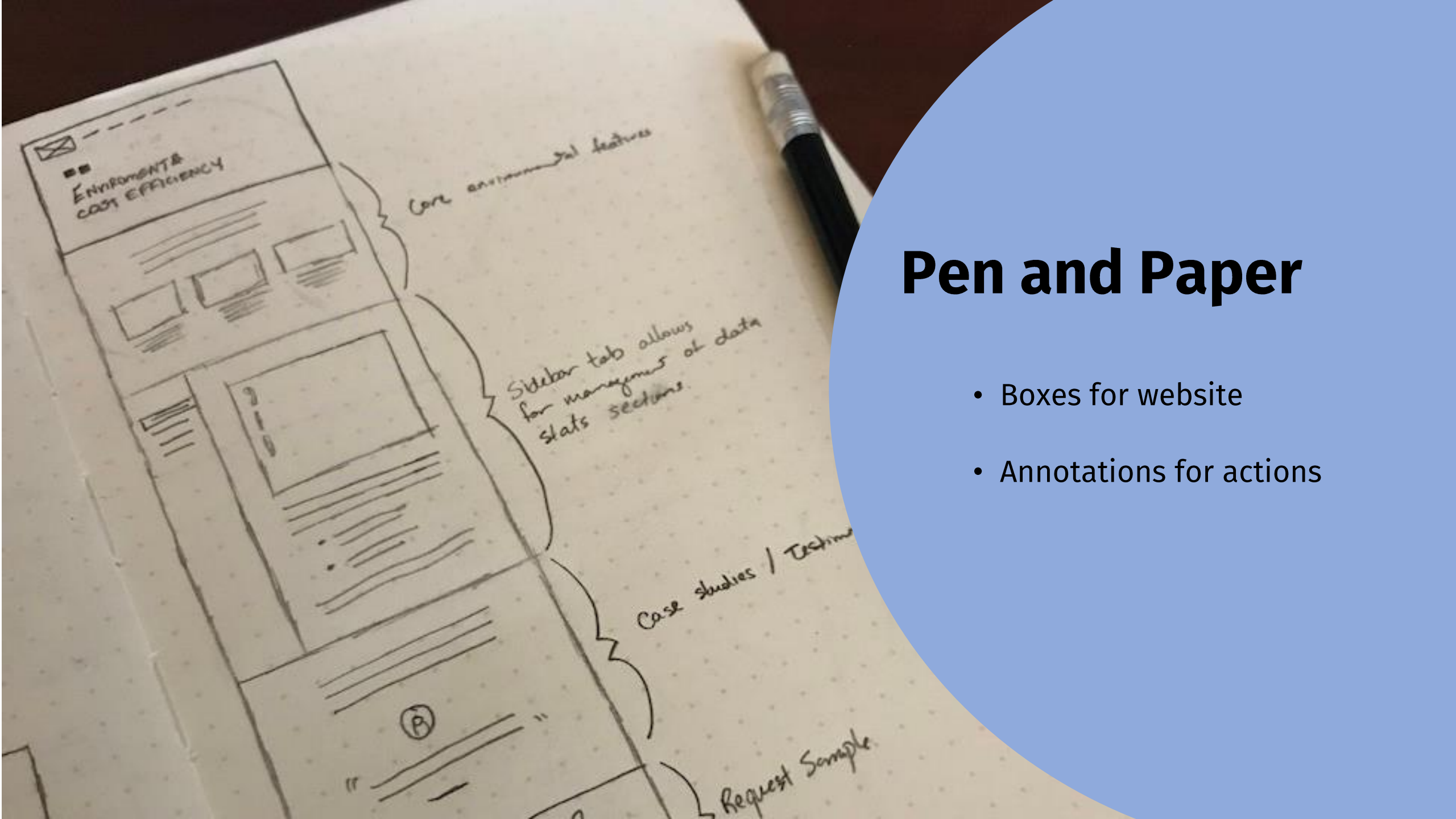
Types of Wire Frames



Analog



Digital

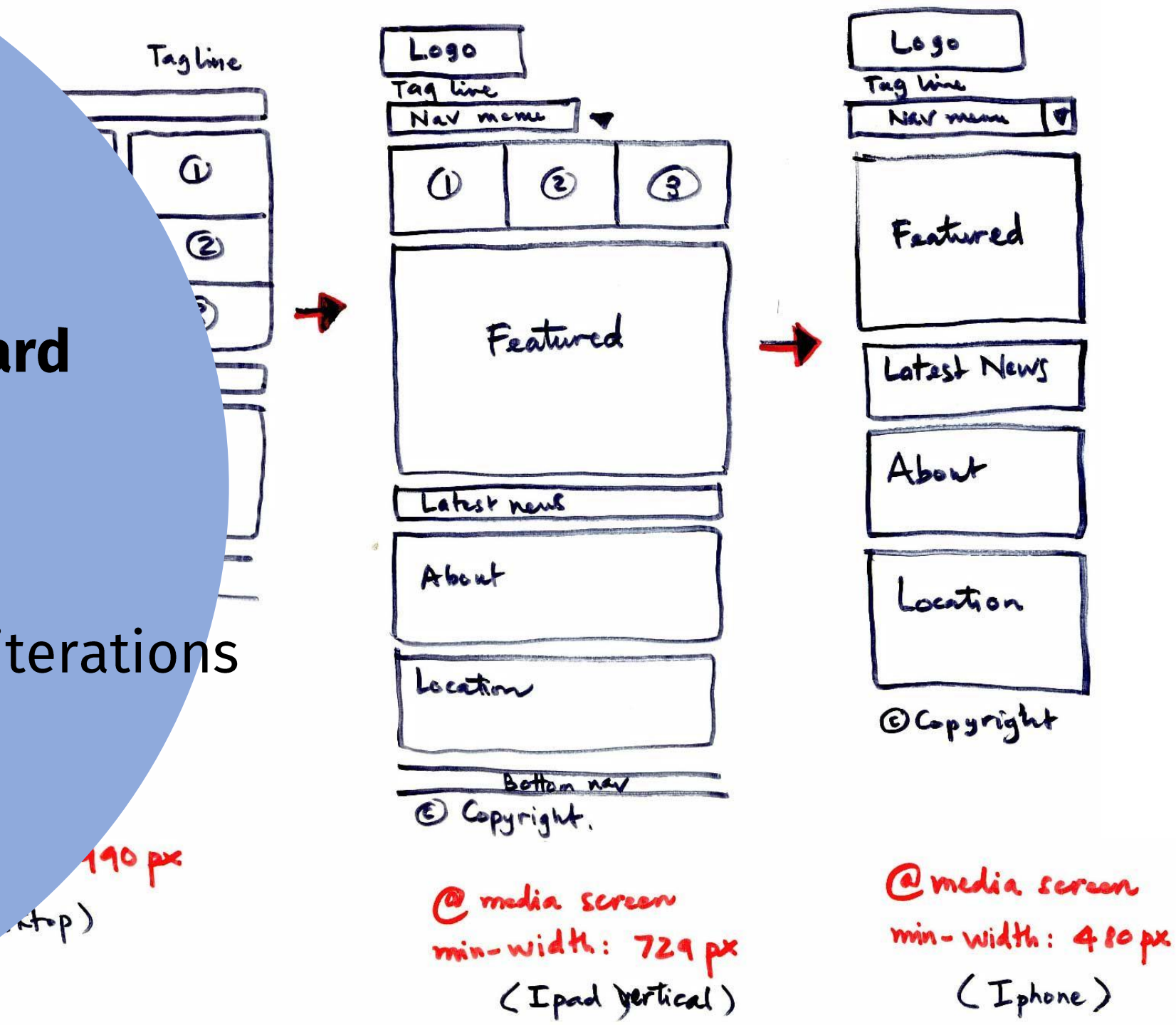


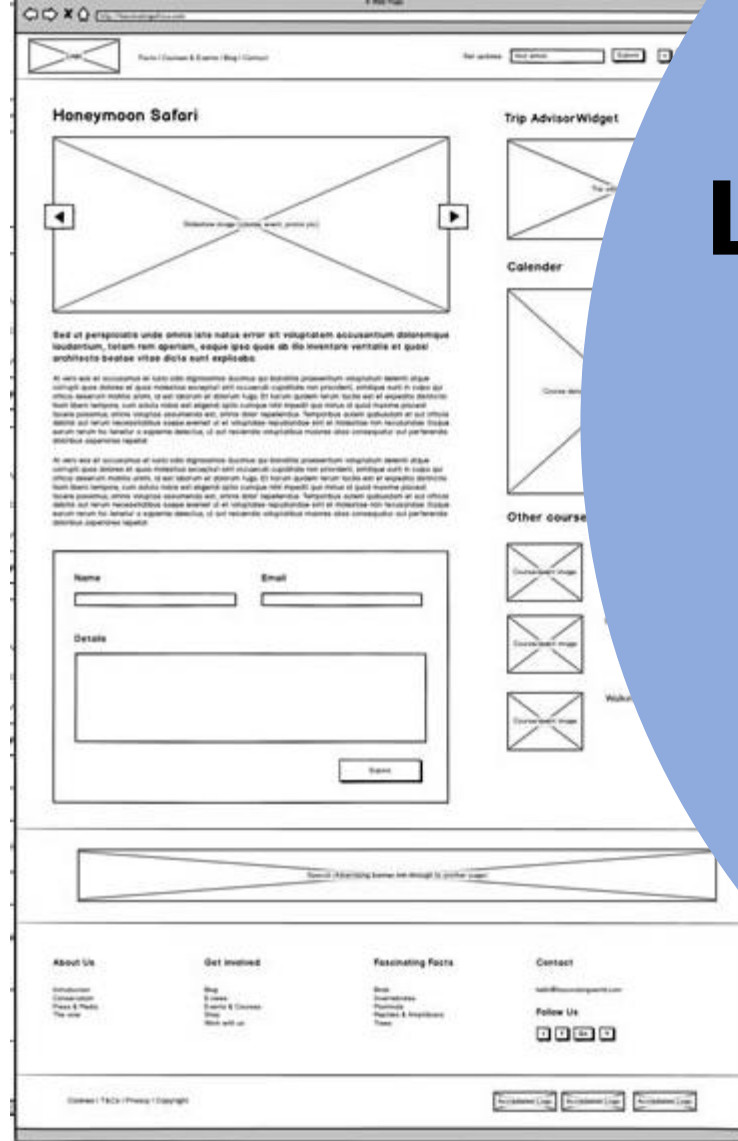
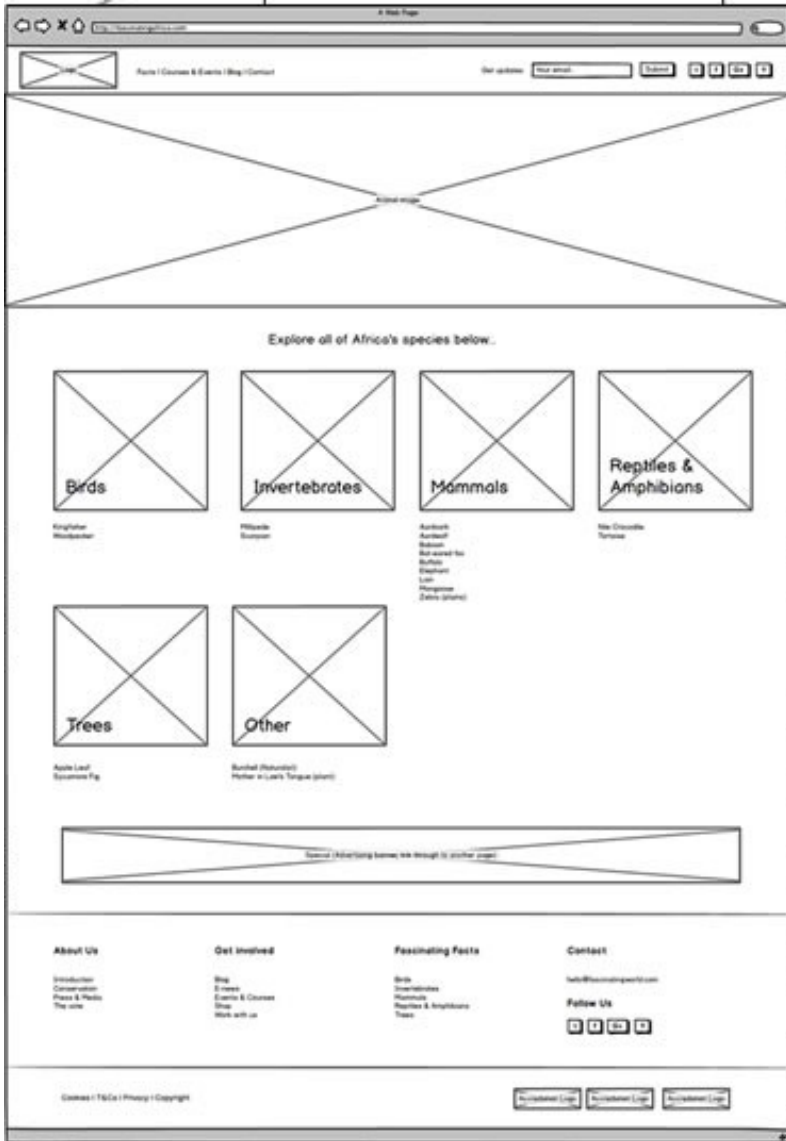
Pen and Paper

- Boxes for website
- Annotations for actions

Digital Pen / Whiteboard

- More free form
- Easily do Multiple iterations



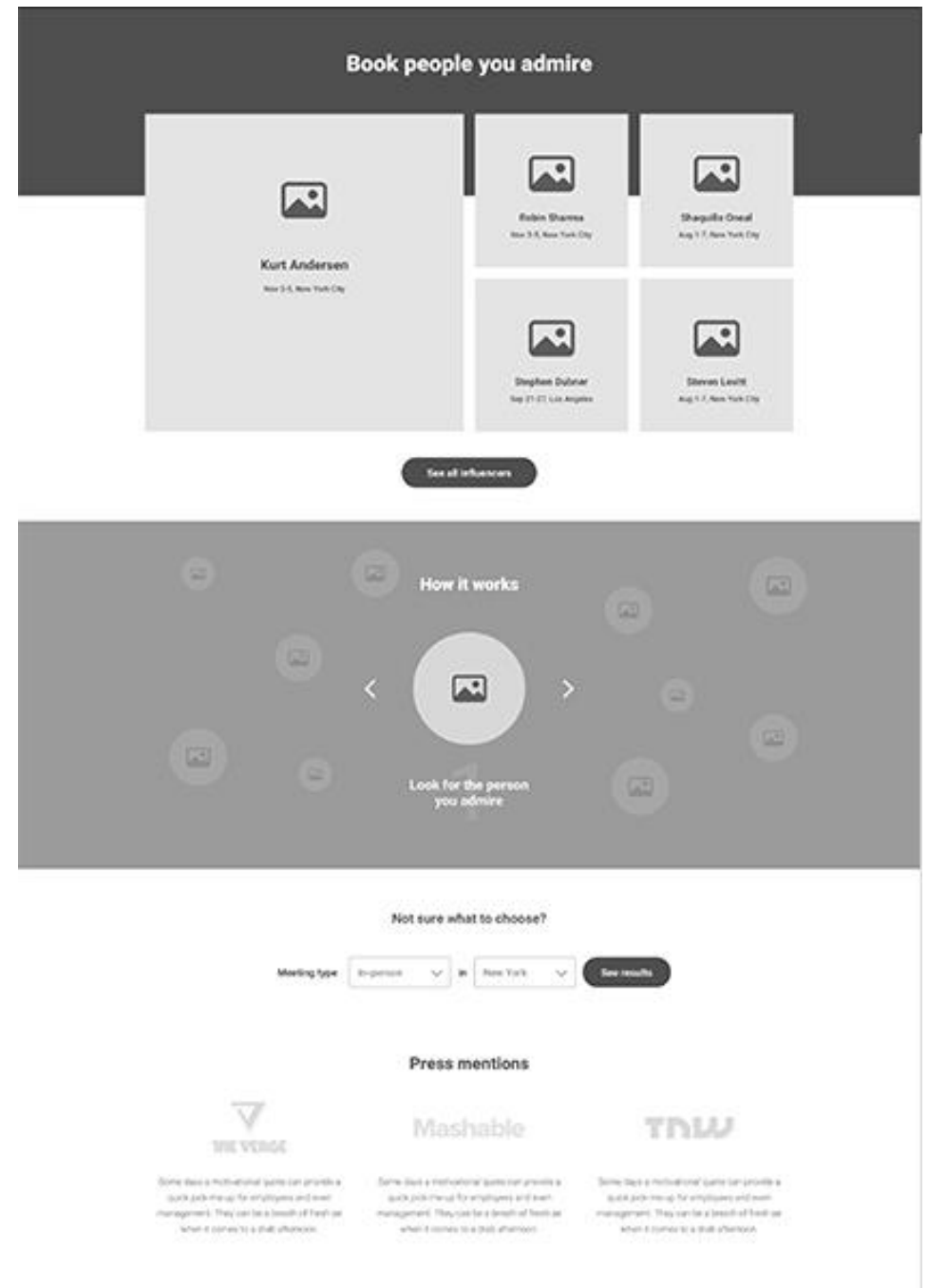


Low fidelity

- Boxes for content
- Placeholder text

High-fidelity

- Actual text planned for website
- Proper image-sizing

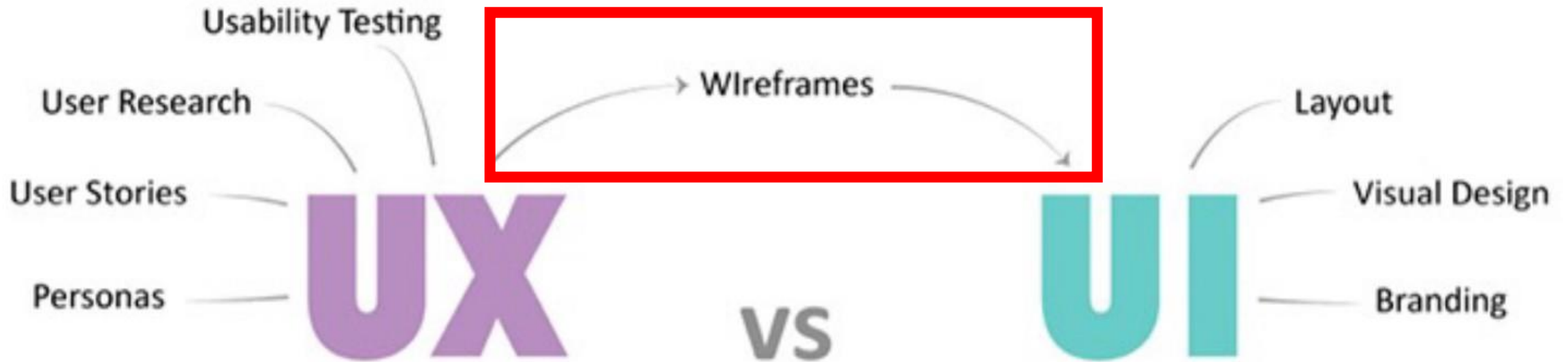


Why Wireframes?



More like.... U-why-reframes...

Why Wireframes?



They connect User Experience to User Interface

**Also.... makes sure you have an idea
of what you are doing before you
(git) commit to doing it.**

Tools for wireframing

Analog

- Pen
- Pencil
- Paper
- Post-it Notes

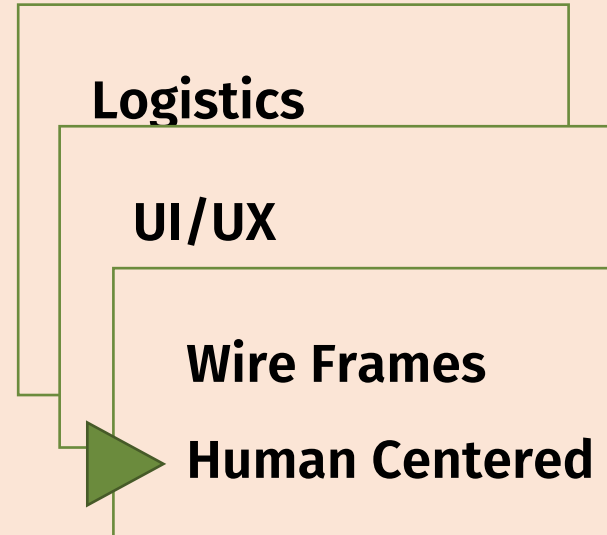
Digital

- Figma/FigJam
- Canva
- Draw.IO
- Adobe Sketch
- PowerPoint
- Adobe Illustrator

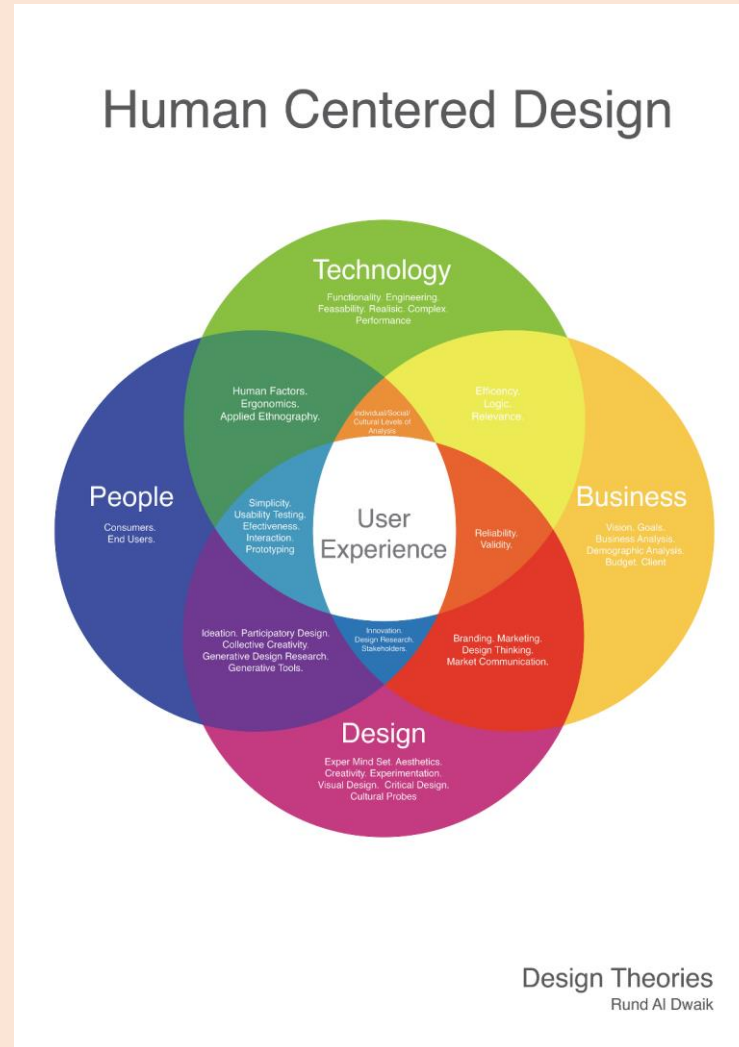
Feel free to ask if you have any questions!

Wire Frames

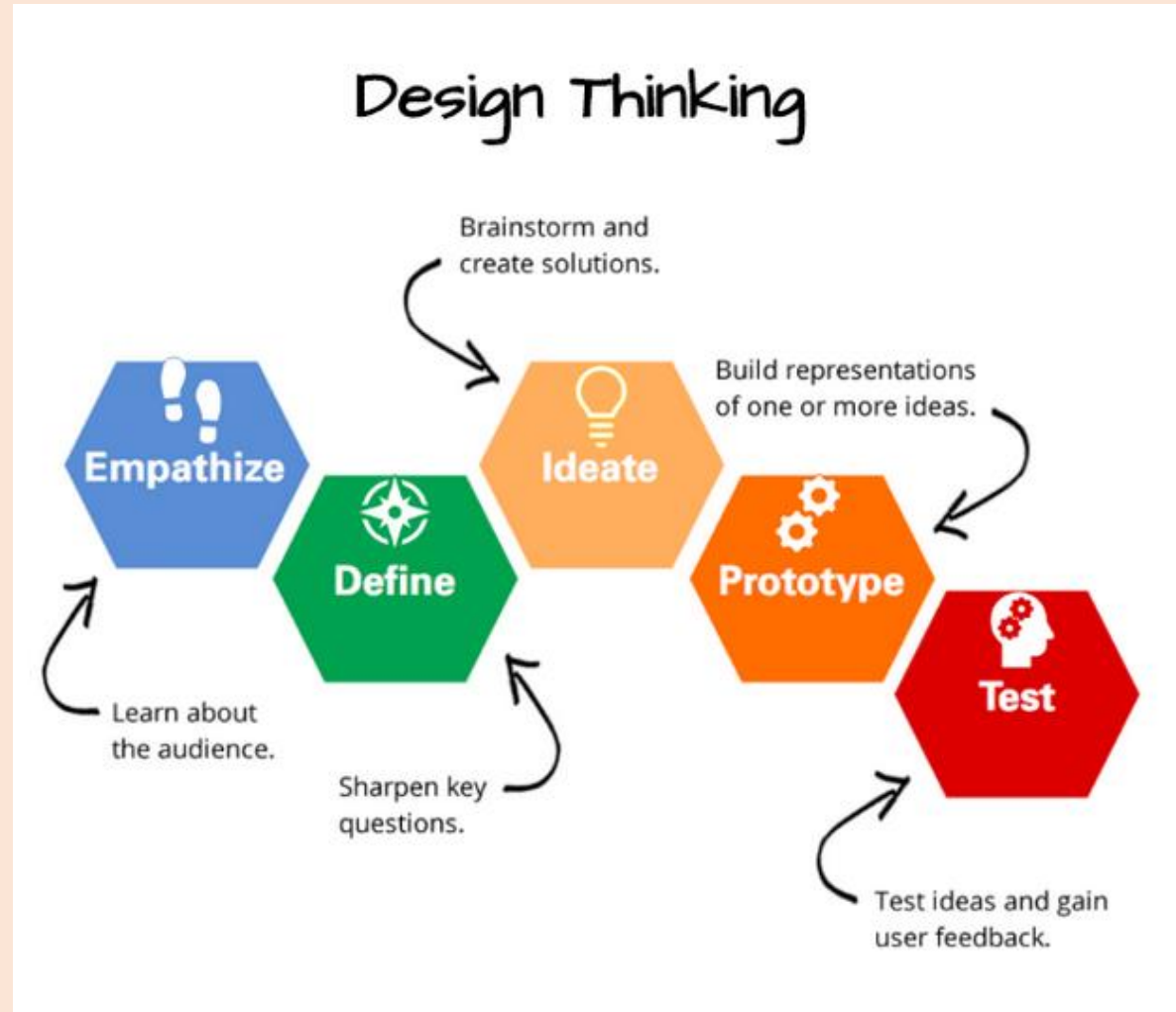
UI/UX



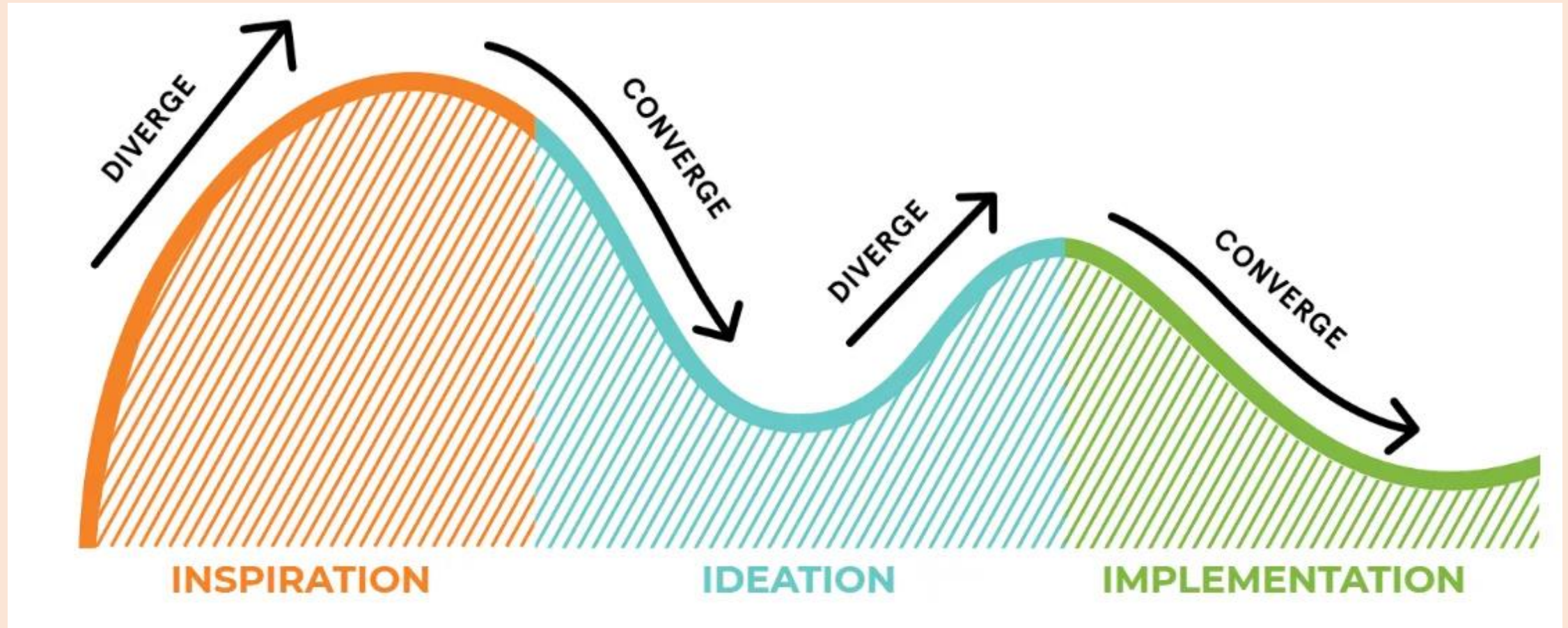
Human Centered Design



What is regular design?



What is human centered design?



**Ensure that the products are relevant and beneficial— in the long run
— for the people they are intended to serve**

Learn more here

Designing for access

IDEO.org is a nonprofit design studio.

We design products and services alongside organizations that are committed to creating a more just and inclusive world.

<https://www.ideo.org/>

Introducing Design Justice

Design Lecture

Logistics

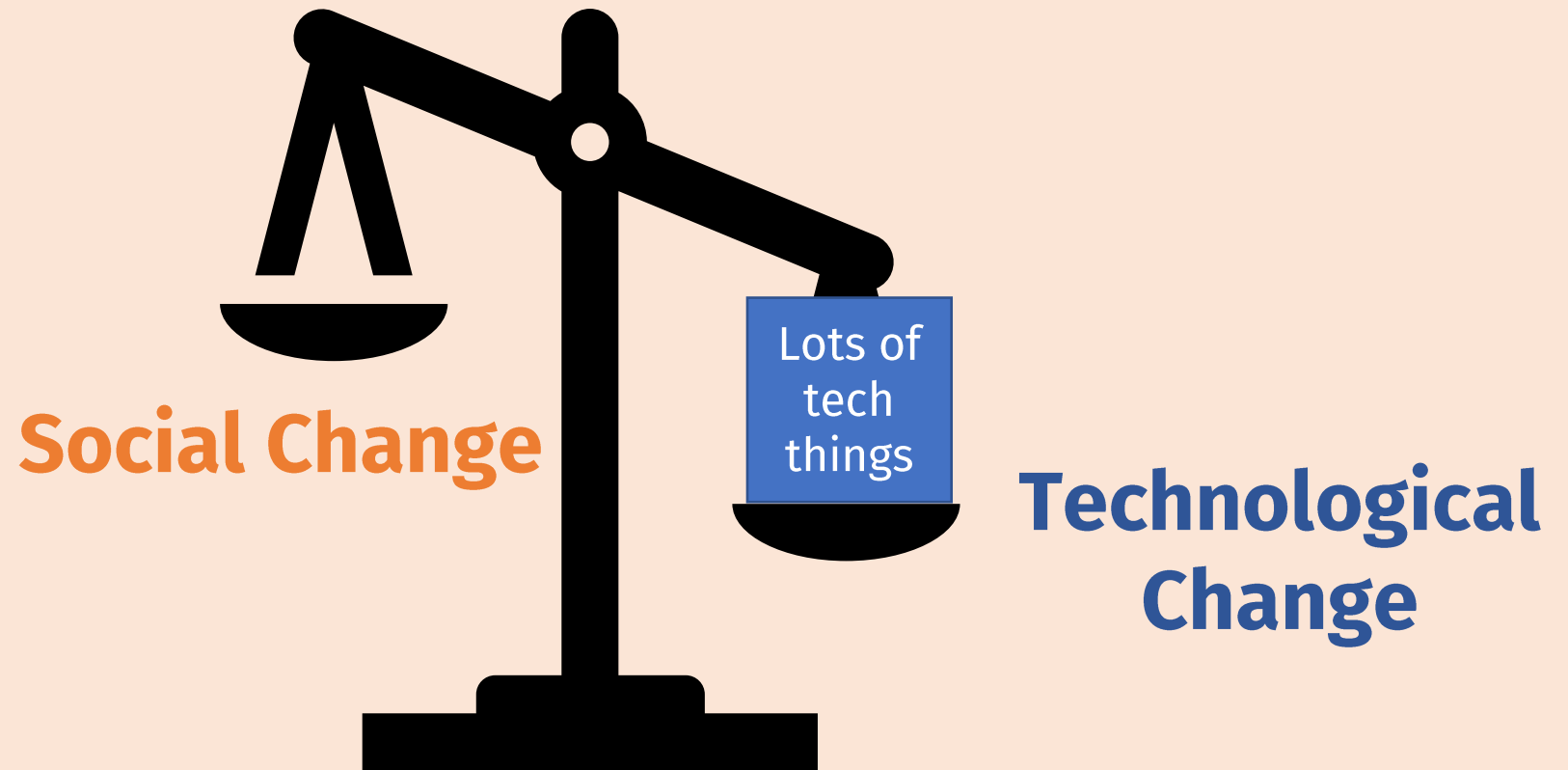
UI/UX

Design Justice

Design Justice is not an “ideal” or “theory”

Design Justice is a holistic solutions framework and approach to rebalance society and technology by focusing on marginalized communities

Recall, as a society this is where we are at:



Design Justice Principles

1. Use design to **sustain, heal, and empower** communities

2. **Center voices** directly impacted by design

3. **Prioritize** design's **impact on the community** instead of designer's intentions

5. **EVERYONE** is an expert based on their own lived experiences

FRAMEWORK & PRINCIPLES

2 WE CENTER the VOICES OF THOSE WHO ARE DIRECTLY IMPACTED BY the OUTCOMES of the DESIGN PROCESS



3 WE PRIORITIZE DESIGN'S IMPACT ON THE COMMUNITY OVER THE INTENTIONS of the DESIGNER



4 WE VIEW CHANGE as EMERGENT FROM AN ACCOUNTABLE, ACCESSIBLE, & COLLABORATIVE PROCESS, RATHER THAN AS A POINT AT the END of the PROCESS



5 WE SEE THE ROLE of DESIGNER AS FACILITATOR RATHER THAN AN EXPERT



1 WE USE DESIGN to SUSTAIN, HEAL, + EMPOWER OUR COMMUNITIES, AS WELL AS to SEEK LIBERATION from EXPLOITATIVE & OPPRESSIVE SYSTEMS



6 WE BELIEVE THAT EVERYONE IS AN EXPERT BASED ON THEIR OWN LIVED EXPERIENCE & WE ALL HAVE UNIQUE & BRILLIANT CONTRIBUTIONS to the DESIGN PROCESS



10 BEFORE SEEKING NEW DESIGN SOLUTIONS, WE LOOK FOR WHAT IS ALREADY WORKING AT the COMMUNITY LEVEL. WE HONOR & UPLIFT TRADITIONAL, INDIGENOUS, & LOCAL KNOWLEDGE & PRACTICES.



9 WE WORK TOWARDS NON-EXPLOITATIVE SOLUTIONS THAT RECONNECT US TO THE EARTH & TO EACH OTHER



8 WE WORK TOWARDS SUSTAINABLE, COMMUNITY-LED & CONTROLLED OUTCOMES



7 WE SHARE DESIGN KNOWLEDGE & TOOLS WITH OUR COMMUNITIES



Applying Design Justice



Why do I keep stressing we shouldn't be focused on “solutions” for group projects?

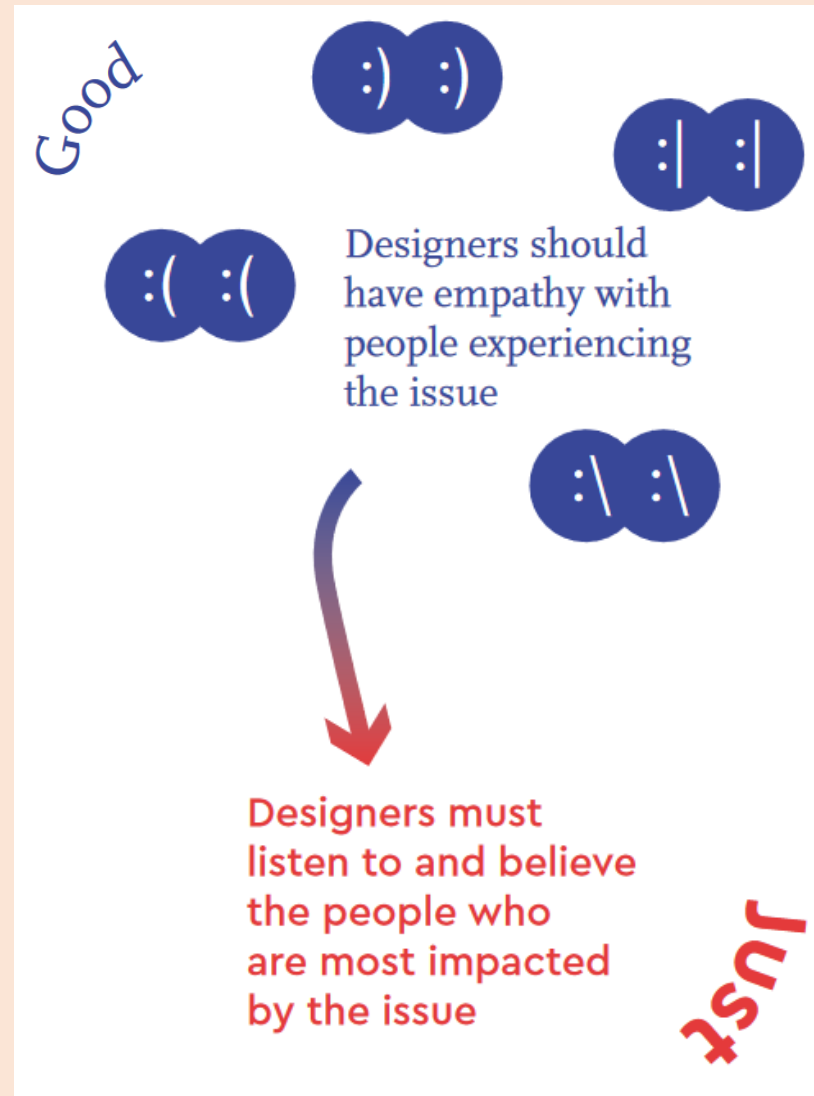
Begin by listening.

As our friends at Allied Media Projects urge in their network principles www.alliedmedia.org/about/network-principles, it's always best to begin any process — including an attempt to design for social justice — by listening to those who are most affected, and who have been working on it for years.

We must start by listening.

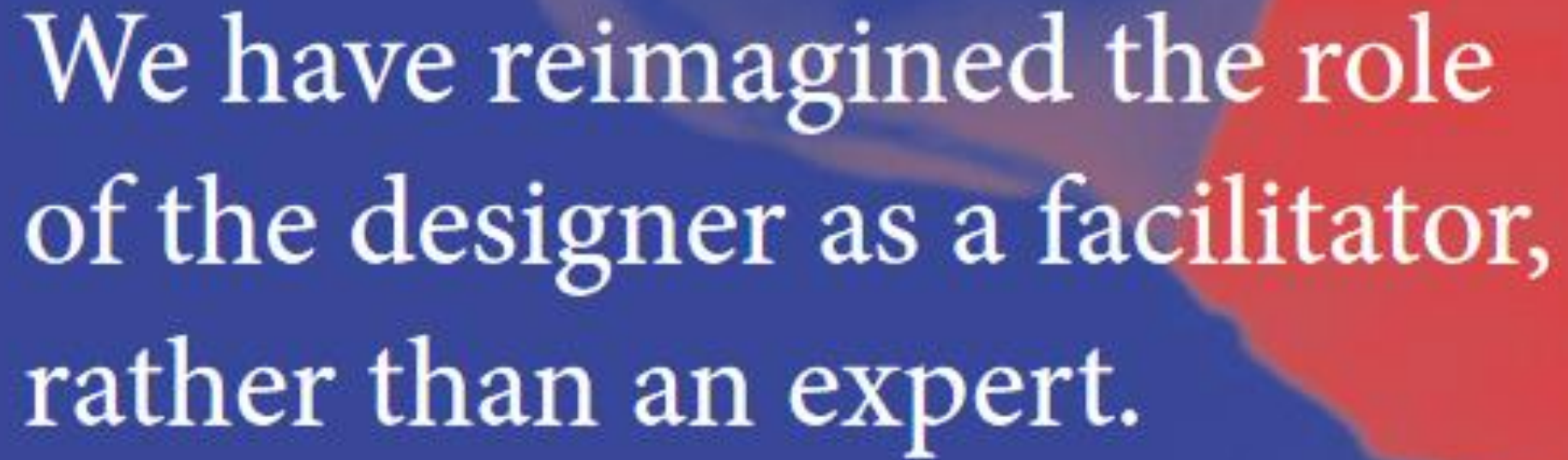
**Simply, I don't think it is possible to achieve
community **solutions** through surveys and
within 10 weeks**

Good vs. Just design



Design Justice would expand on your project's “**solutions**” aspect.

But if you want to design “solutions”....

The image features a central graphic with a blue and red background. The text is white and reads: "We have reimagined the role of the designer as a facilitator, rather than an expert." The background consists of abstract, organic shapes in shades of blue and red, creating a textured, layered effect.

We have reimagined the role
of the designer as a facilitator,
rather than an expert.

[Design Justice Issue 3, Design Justice In Action \(2018\)](#)

We must learn to be a facilitator first!

Good vs. Just design



Critical Collaboration

Humble yourself. Design with, not for.

- **Everyone is an expert in their own experiences**
- **Addressing injustice through design means elevating the voices of people most affected by the issues and working collaboratively towards solutions.**

Going back to your group project

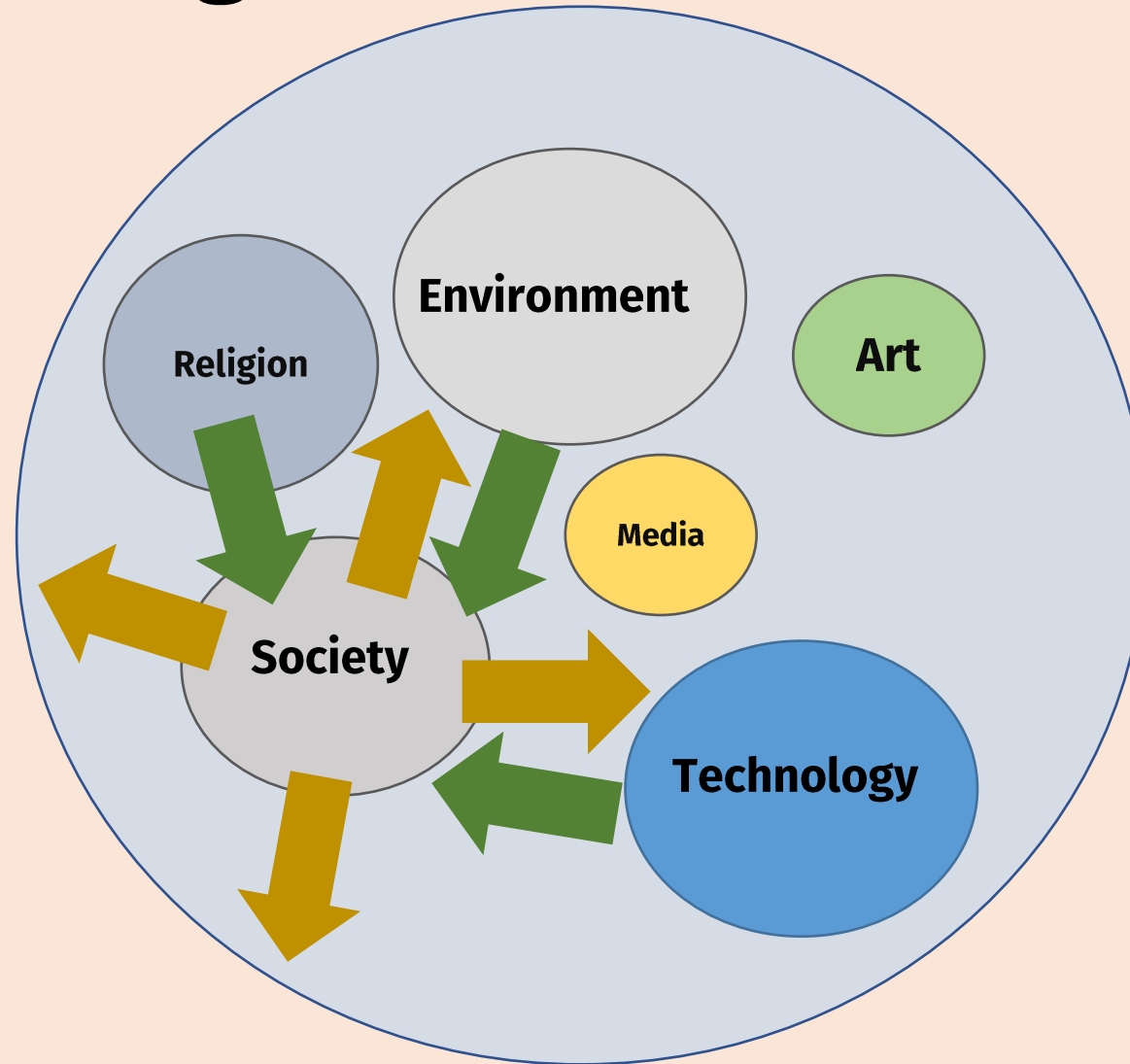
Reflect on these questions

- How **close am I** to the issue at hand?
- Does this **community want me** to work on this project?
- **Am I the appropriate person** to work on this project?
- How can **I step back and facilitate** the design of solutions by the community?

Sure, design justice is a helpful approach to rebalancing with not falling into the technological determinism trap.

Why?


Design Justice....



Pushes back from the interplay of other forces, by healing, sustaining, and empowering civil society

**We'll revisit design justice
next week**



A man in a dark tuxedo and bow tie is seated at a dark, rectangular table. On the table are a bottle, a glass, and a light-colored hat. The background is dark and out of focus. The text "And now for something completely different" is overlaid at the bottom in yellow.

And now for something completely different

Design DeciCSSions

Human-Centered Design

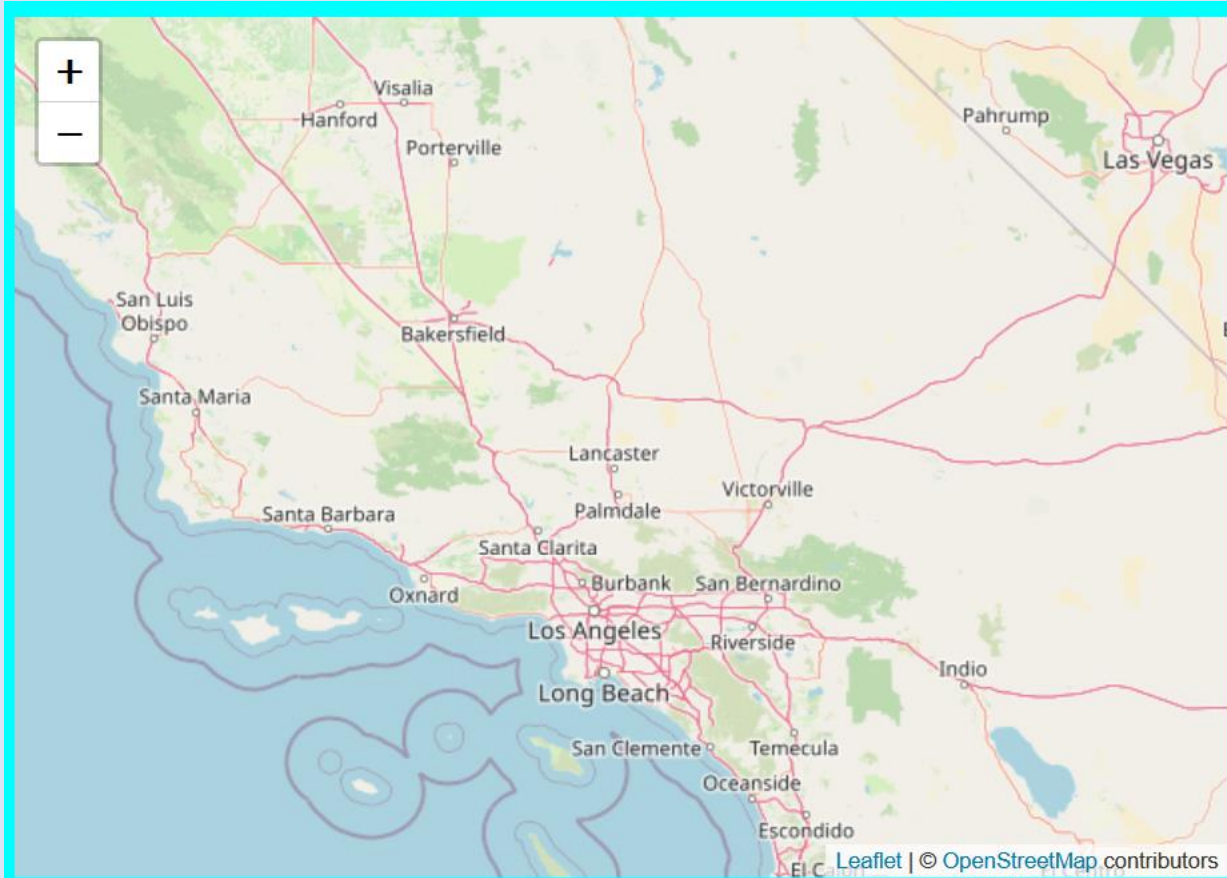
Logistics

Lecture

Lab

Group Time

Design DeciCSSions



COVID-19 Vaccination Stories Class Example

[Sign in to Google](#) to save your progress. [Learn more](#)

* Indicates required question

Location *

This is the location of where you live.

Your answer

Do you speak English fluently?

<https://albertkun.github.io/23S-ASIAAM-191A/labs/week6/>


Group Peer Review

Human-Centered Design

Logistics

Lecture

Lab

 Group Time

Group Survey Peer Review

23-191A Final Project Groups

File Edit View Insert Format Data Tools Extensions Help

100% 123 Default... 10 B I

	A	B	C	D	E
1	Tentative Theme	Food Insecurity	Educational Attainment	Gender Inequity in Trans	Oil Drilling
2	Member 1	Aris Corpus	Rebecca Suen	Cassidy Tu	Catherine Hu
3	Member 2	Emma Lee	Elsa Mai	Stella Kang	Jonathan Lopez
4	Member 3	Paige Lee	Stephanie Cheung	Trinh Le	Maizah Ali
5	1st Check-in		5/3	5/3	4/28 5/3
6					
7					
8					
9	Name	Email	Group	Discord	
10	Alana Rukminto	alana.malika129@gmail.com	South East Asians		
11	Amanda Lau	amandatlau@gmail.com	Health Care		
12	Angelica Alcantar	angelalcantar@ucla.edu	Ocean Pollution		
13	Aris Corpus	ariscorpus6@ucla.edu	Asian American Hate		
14	Cassidy Tu	cassidytu@ucla.edu	Gender Inequity	cass#3337	
15	Cassius "Casey" Caran	caseycassius@ucla.edu	Homelessness/Housing	Casey C#4187	
16	Catherine Hu	hucatherine01@ucla.edu	Urban Gentrification		
17	Charles Zhang	charleszhang@ucla.edu	Inequality		

GroupList Peer Reviews #1 Peer Reviews #2

https://docs.google.com/spreadsheets/d/1ZAr9Hd9fmtevEGRadA_a4xl-AoXM8eZJ3VQFygXnT5o/edit#gid=0

Group Survey Peer Review

	A	B	C	D
1	Find your group, then take the following surveys individually but respond in the columns as a group, try to break the survey. After taking the survey read the memo to understand if the objectives match the survey. Provide feedback on the survey, NOT the memo!	Survey to review	Did anything break?	Memo to review
2	Food Insecurity	Survey		Memo
3	Educational Attainment	Survey		Memo
4	Gender Inequity in Transportation	Survey		Memo
5	Oil Drilling			Memo

https://docs.google.com/spreadsheets/d/1ZAr9Hd9fmtevEGRadA_a4xl-AoXM8eZJ3VQFygXnT5o/edit#gid=0

Group Survey Peer Review

1. Go to the Group Spreadsheet
2. Click on **Peer Reviews #1**
3. Find **your group name**
4. Take the survey as a group trying to break it!
5. Write down anything that breaks in the **Column C**
6. Read the memo's objective **(Column D)**
7. Describe if it matches the objective or not in **Column E**
8. Share how you felt with the survey in **Column F**
9. Share any comments in **Column G**
10. Move on to **Peer Reviews #2**

Assignments

Due Tuesday 5/16:

1. Design Justice Reading
2. Thinking Cap #5
3. Lab Assignment #4

Due Thursday 5/18:

1. Lab Assignment #5

Note: Unexcused late assignments from week 1 to 5 will not accepted after Sunday 5/14