



Wish for WASH x The Weber School

# Design Jam

Fall 2021 Series

A Water, Sanitation and Hygiene  
Workshop Series Reflection

**November 2021**

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**Wish for WASH (W4W) is a social impact organization that seeks to innovate in the water, sanitation, and hygiene (WASH) sector through culturally specific research, design, and education.**

Since 2018, W4W has been expanding its WASH-related educational programming by piloting Design Jams for intergenerational and intersectional audiences.

During these workshops participants engage in [design thinking](#), which is a human-centered problem solving methodology that requires empathizing with a user in order to ideate and prototype solutions to real world problems.

2

The W4W design thinking and educational outreach team has continued conducting Design Jams in a virtual setting on **Zoom**, and the backbone of each design jam is the **W4W original design thinking process CLAP**.

After two successful 3-part Design Jam series with the [Weber High School](#) in Atlanta, Georgia last fall and spring, W4W coordinated with the faculty to repeat the series this fall to continue increasing design thinking and WASH knowledge in its high school student body.

**The three, two-hour Design Jams that W4W held for Weber in spring 2021 focused on:**



**WATER** - Running Out of Water & Running Out of Time  
**How might we save water?**



**SANITATION** - Redesigning Public Toilets  
**How might we ensure that public toilets are not dirty?**



**HYGIENE** - Period Problems  
**How might we destigmatize menstrual health and hygiene in young girls?**

These Virtual Design Jams consisted of W4W members who acted as **facilitators, coaches, and notetakers** for all three workshops.

- the **W4W facilitation sub-team** created the overview and general logistical flow of the event (*Anya, Abigail and Jasmine*)
- the **W4W coaching sub-team** assisted with planning elements and small group discussions during the event (*Anya, Abigail, Eliza and Sarah, Jillian, Jasmine*)
- the **W4W notetaking sub-team** captured general notes on the process as well as the ideas/concepts generated by the participants (*Devansh, Risha, and Trey*)
- the **participants** were an average of 5-12 high schoolers from the Weber School (*additionally an average of 2-4 Weber School Staff members were present as well*)

## RUNNING OUT OF WATER

The **Water Design Jam** was hosted on December 2nd, 2021 with 13 high school student participants who were challenged with reducing water consumption in bathrooms. The workshop started with a SPARK which was then followed by introductory activities. **The participants were then taught about Design Thinking, and were given a lecture on the global water crisis and household water habits by a WASH expert with the opportunity to ask questions afterwards.**

The students then went into virtual break-out rooms and empathized with a college student who lives in a dorm with three other roommates. They brainstormed problems statements for the user and prototyped solutions that would reduce water consumption in bathrooms. Based on feedback from the first two Design Jams of the series, W4W decided to pilot team prototyping in which the Apply phase was completed collaboratively in the breakout rooms, and pitched collaboratively in the main room.

Some of the final ideas that were prototyped and pitched included:

- **Water Warriors** Initiative, a social media campaign that seeks to educate individuals about the value of saving water
- **Bathroom of Tomorrow**, a bathroom designed for saving water, which will leverage social media, giveaways, and connections with local businesses to gain support



Some of the W4W Team and participants brainstorming in the Virtual Design Jam

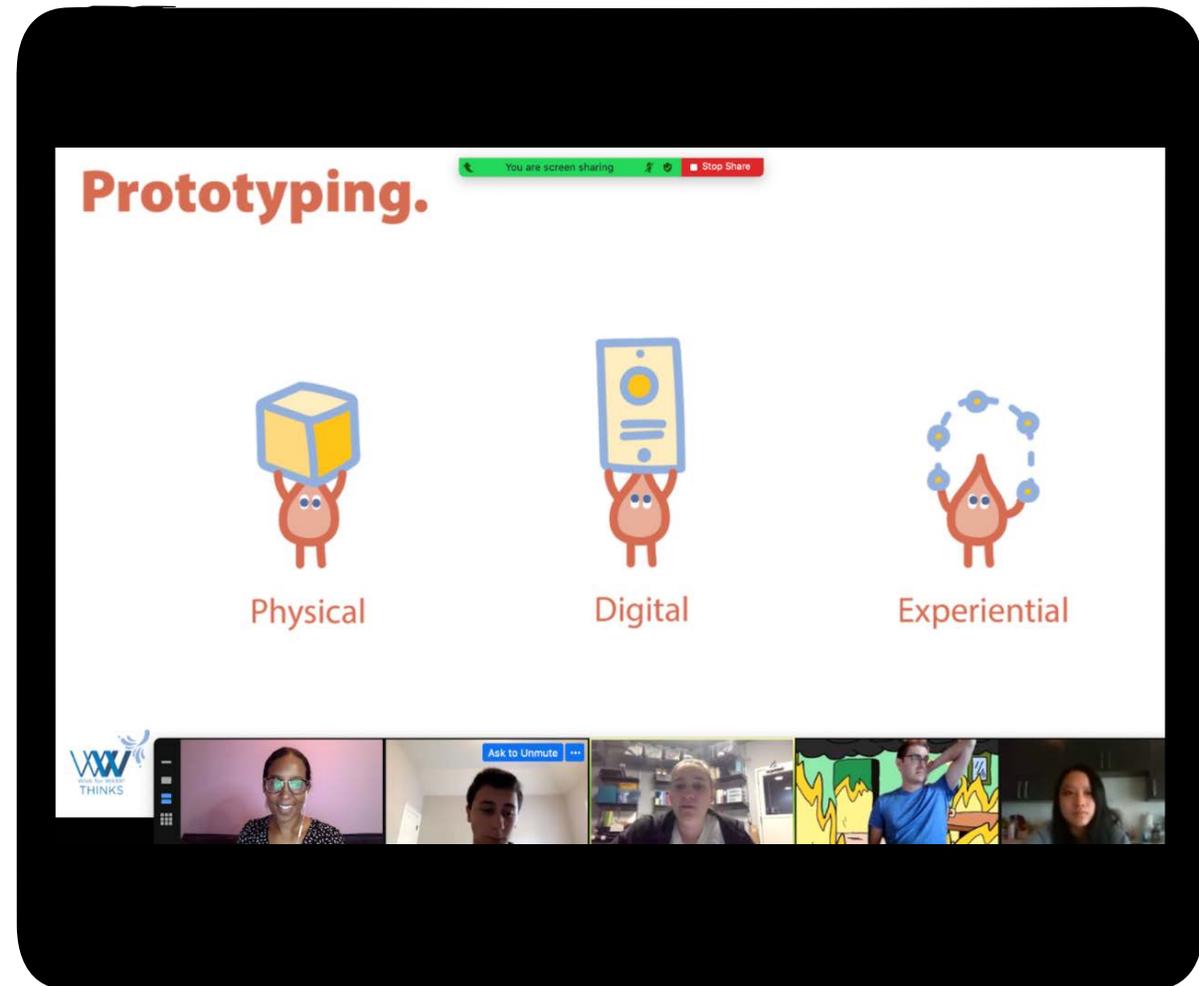
# DESIGN JAM SUMMARIES

## REDESIGNING PUBLIC TOILETS

The **Sanitation Design Jam** was hosted on November 18th, 2021, and there were 11 high school students who participated. The Design Jam participants were challenged to redesign public restrooms to prevent them from being smelly/dirty. After introductions and icebreakers, the participants were given an overview of design thinking and a talk from a WASH expert about sanitation and some issues with public restrooms. They first empathized with a persona created for the sanitation Design Jams: Bob, a custodial worker and father in Atlanta. Then, in breakout rooms, the participants then created problem statements for their user and worked together with the coaches to come up with ideas for solutions.

Final prototyped and pitched ideas included:

- **the “Picker-Upper”** a machine with vacuum and cleaning capabilities that is able to clean the restroom automatically
- **a sensor and speaker system** that will call out an individual who leaves a messy restroom



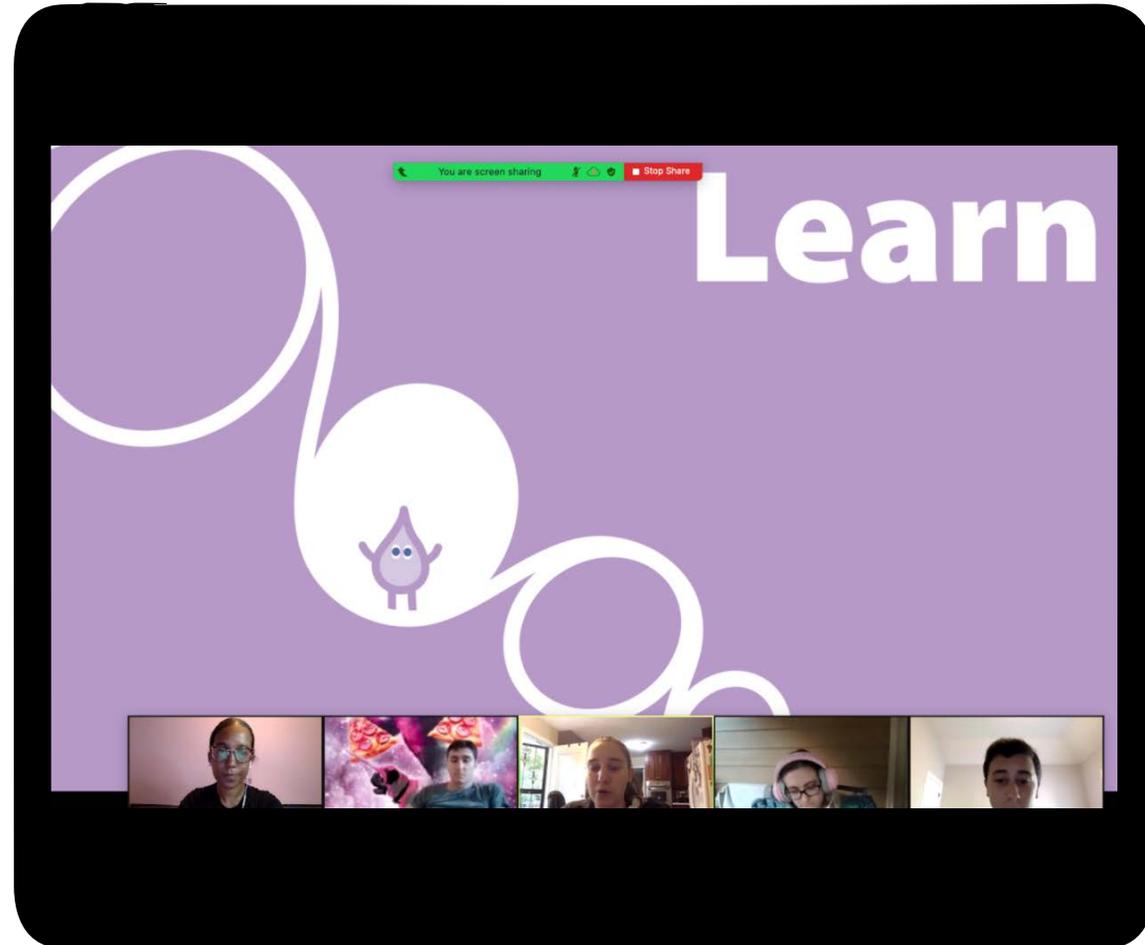
Some of the W4W Team and participants participating in a prototyping session in the Virtual Design Jam

## PERIOD PROBLEMS

The **Menstrual Health Design Jam** was hosted on November 11th, 2021 with 5 high school student participants of different genders. These students were challenged to destigmatize periods. The session began with a SPARK and introduction followed by a review of Design Thinking and a lesson from a WASH expert about menstrual health innovation and period stigmas throughout history. Prior to the Design Jam, the students were sent three articles to provide some initial education about menstrual stigma, which allowed for more questions and engaging conversation early on. The participants empathized with one of the personas created for the menstrual health design jam, a single father of two daughters. They then brainstormed various ideas for products and solutions to their problem statements. This particular Design Jam introduced a previous Connect tool, the Adventure Grid, as a brainstorming activity in the Apply phase, which proved to be a largely effective tool. Students were also asked to prepare some physical prototyping materials such as scissors and construction paper, which gave more flexibility in prototyping methods.

Some of the prototyped and pitched ideas included:

- **“Periods: They’re Legit,”** a public service announcement meant to normalize talking menstrual health by educating viewers and offering conversation starters
- **a TikTok account** marketed towards fathers which educates them about menstrual health and the resources available to them and their families through short videos



Some of the W4W Team and participants brainstorming in the Virtual Design Jam

# CONCLUSION + LEARNINGS

Overall, the W4W Design Thinking and Community Outreach team views the **third three-part Design Jam series pilot and first CLAP pilot with Weber as a success.**

Weber students and teachers alike continue to actively learn and participate in the process, and the W4W team grew, iterated and learned significantly through the series as well.

Staying true to the design thinking process, the W4W team sought continued feedback from both the students and the Weber staff in order to continue iterating and improving the flow of the virtual workshops and the content (especially since most students who joined were attending as an after school or extra credit activity).

**A benefit of a series of multiple parts is that the W4W team is able to apply early feedback to the following Design Jams for the same group in a fairly short period of time.**

When the W4W team asked for feedback in the final few minutes of the first Design Jam in the series, many participants were curious about what it would look like to facilitate a second iteration of participant prototypes after feedback, or to prototype as a team in each breakout room, which allowed the W4W team to incorporate these ideas into the following two workshops

## SOME STUDENT FEEDBACK

- Some of the personas would benefit from **more detail** to narrow down an even more specific user.
- **Working in teams was fun and engaging**, and the process led to a more specific idea to prototype.

*“What would it be like to **start with an idea** and then work on it during the actual workshop?”*

## SOME TEACHER FEEDBACK

*“I wonder what an implementation phase would look like.”*

The image shows a digital form titled "Persona ID." with a yellow header. The form has several input fields: "Name:", "Role:", "Values:", "Pronouns:", "Personality:" (with a vertical list of dots), and "Passionsate about:". There is a profile picture placeholder with a blue silhouette of a person's head and shoulders. To the right of the profile picture are two icons: a graduation cap and a dollar sign. At the bottom of the form, there is a small video call window showing several participants.

Some of the W4W team and one of our CLAP design tools

# CONCLUSION + LEARNINGS



Some of the W4W team with the Weber School Staff

**Like we have seen in the past, many of the workshops ran close to time and/or had to be rushed towards the end to avoid going over the two-hour time limit.** The “Learn” breakout rooms especially ran a bit longer than expected. In the menstrual health workshop, the breakout rooms were a bit larger, so introductions and having everyone get the chance to speak took up a bit more time than it had in the past.

**The W4W Design Thinking and Community Outreach planning team is continuing to streamline the workshops so that they can be more efficiently planned, coordinated and structured to build off of one another in a more streamlined and intuitive series format.**

This would allow participants that attend all of the Design Jams in the series to hear about new design thinking examples and to learn new tools that are coordinated throughout all the sessions. Additionally, the W4W facilitators and coaches were able to develop and iterate their unique facilitation and coaching methods to fit within the allotted time frames. **The W4W team is excited to continue iterating and growing these Design Jams and our CLAP process!**

**Thank you to our supporters!**  
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*#everybodypoops*