



Wish for WASH x The Weber School

# Design Jam

## Fall 2022 Series

A Water, and Sanitation  
Workshop Series Reflection

**December 2022**

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# INTRODUCTION

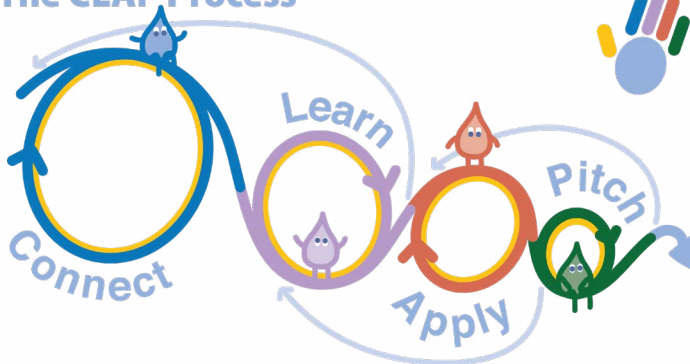
**Wish for WASH (W4W)** is a social impact organization that seeks to innovate in the water, sanitation, and hygiene (WASH) sector through culturally specific research, design, and education.

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.

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**.

## The CLAP Process



This is the W4W CLAP Design Thinking Method Model.

After a successful Design Jam series with the Weber High School in Atlanta in 2020 and 2021, 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 two, two-hour Design Jams that W4W held for Weber in Fall 2022 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?’**

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*)
- The **W4W coaching and notetaking sub-team** assisted with planning elements and small group discussions during the event (*Eliza and Risha*)
- The **participants** were a group of high schoolers and school staff from the Weber School



October 25, 2022

# RUNNING OUT OF WATER

The **Water Design Jam** was hosted on October 25th, 2022 with 7 high school student participants who were challenged with reducing water consumption in bathrooms.

## How might we save water?

The workshop started with a SPARK which was then followed by introductory activities. The SPARK activity was to come up with uses for a pen, other than writing in order to introduce critical thinking to the participants.

**The participants were then taught about Design Thinking and its application to solving problems. Then, a WASH expert gave a lecture on the global water crisis and household water habits, opening up for any questions from participants afterwards.**

The students then went into virtual breakout rooms and talked about what they knew about water and what they needed to

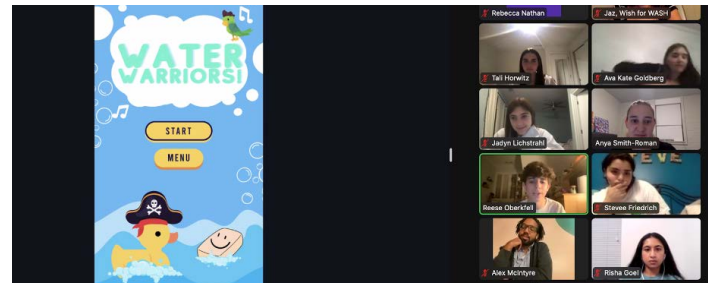
know in order to start solving the problems. Then, the persona and user story was introduced to the group.

They then brainstormed problems statements for the user and prototyped solutions that would reduce water consumption in bathrooms. After discussing empathy and its applications to this project, the group worked together on a storyboard and prototype for a solution.

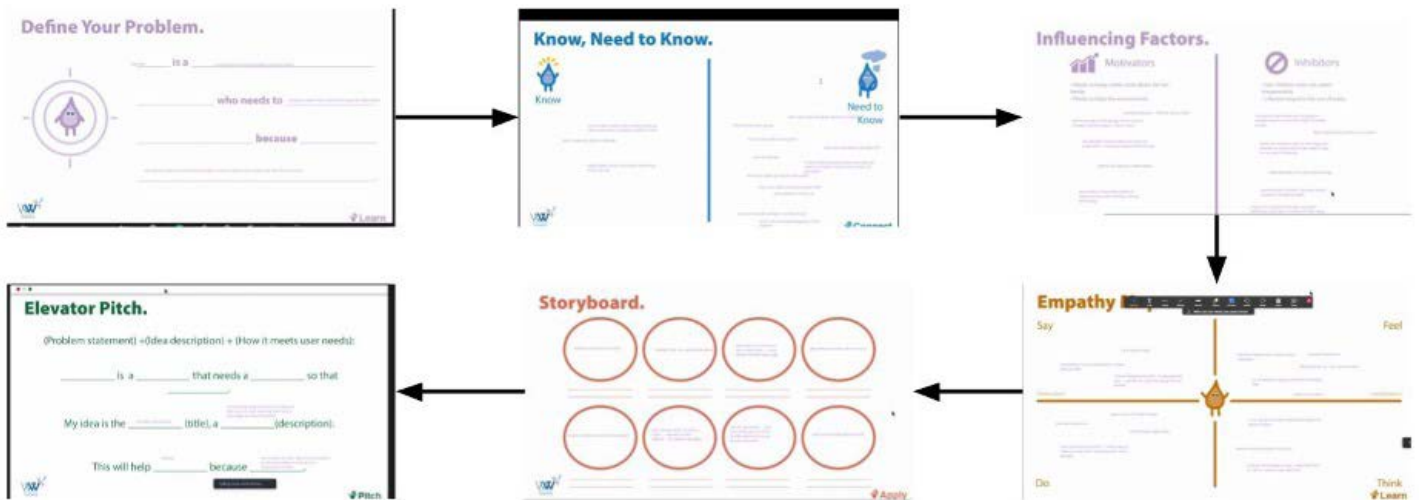
At the end, the groups presented their prototype pitches and received feedback from coaches.

## FINAL PROTOTYPE

- Bathroom Adventure Game
- Personalized Water-saving Social Media App



Participants pitching their final prototype to the entire group



Pictures of the work participants did during the water workshop

November 18, 2022

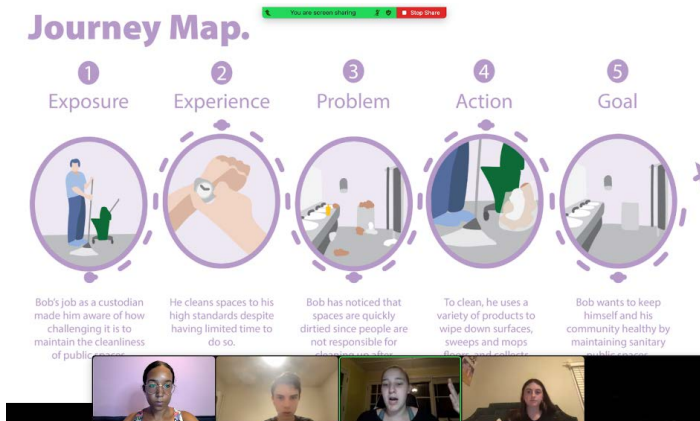
# REDESIGNING PUBLIC TOILETS

The **Sanitation Design Jam** was hosted on November 18th, 2022, and there were 18 participants, including students and teachers. **The Design Jam participants were challenged to redesign public restrooms to prevent them from being smelly/dirty.**

How might we ensure that public toilets are not dirty?

We first began by doing introductions and the SPARK, which was a story dice activity that allowed students to begin **thinking critically**. After introductions and icebreakers, the participants were given an overview of design thinking and the CLAP process.

**A WASH expert also talked about sanitation, toilets and common issues that are faced with public restrooms.** The



Students learning about the persona they are working with: Bob

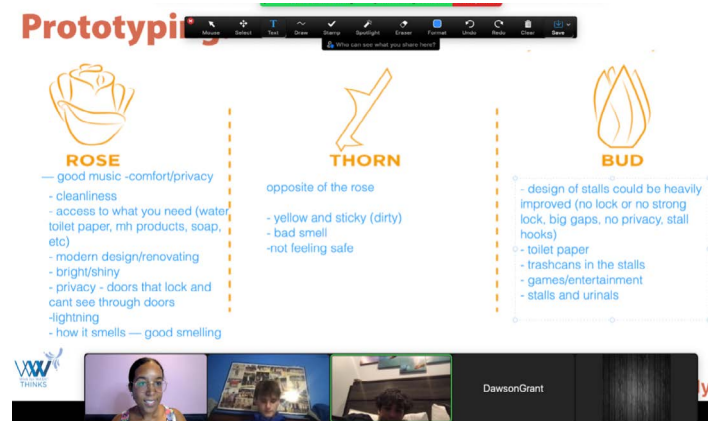
students then did the know/need to know activity in breakout rooms, then learned about the persona who they would be designing a device for.

The persona, Bob, is a custodial worker and father in Atlanta who wants to improve the health of his community. The participants then created **problem statements** for their user.

Then, they learned about different ways to **prototype**, then worked together to come up with potential solutions. After working on their prototypes, they created a **storyboard and pitch** for their solution.

## FINAL PROTOTYPE

A **Day in the Life** traveling sanitation campaign that consists of a panel and competition. The panel would be held by janitorial staff in schools to teach staff and students about waste and foster a connection between the two groups. The competition would be regarding keeping bathrooms clean. The purpose of this campaign would be to encourage local schools to learn about and support their janitorial staff in keeping their school bathroom's clean.



Screenshot of the prototyping phase during the design jam

## CONCLUSION AND LEARNINGS

**Overall, the W4W Design Thinking and Community Outreach team views this year's Design Jam series a success and is excited to continue improving it next year.** Weber student participants were able to participate and learn a lot about design thinking and its uses in our world, to solve problems in our communities. They were able to see the impact they can have by collaboratively using their creativity and logic skills.

Seeing students interact with our workshop allowed our W4W team to learn as well and create improvements in the overall series. We received feedback from Weber students and staff and will be using this to create an even better experience for our participants in coming workshops.

**When asking for feedback on our workshops, we asked for things the students liked and what they wished was different.**

**LIKE:** Through the student's answers, we learned that they liked working with their classmates. This was because they were already comfortable with those they were working with, so they were able to openly share ideas and brainstorm together. In addition, they enjoyed being creative and having the opportunity to make new things. This was great feedback to receive, as this is a major fundamental of design thinking .

Another thing the student's appreciated was thinking about components and people of their school that they hadn't before. They liked learning about their school bathroom's and their janitors, as it opened their mind to a new topic.

**WISH:** For our water workshop, we are working on creating a better system for explaining the SPARK activity at the beginning. Some students found it confusing, so we are thinking of ways to make it easier to understand.

When working through the design thinking process, there are multiple components of the process which are: Connect, Learn, Apply and Pitch. This is not a linear process and some components require more time than others. Students told us that they wished they had more time to work on the Apply phase, which includes prototyping. They said that they didn't feel they had enough time to fully think about and create their prototypes.

In future workshops, we will be working to create more time for this phase of the CLAP process.

**The W4W Design Thinking and Community Outreach planning team is continuing to improve our workshops so that they have improved time management and run more efficiently.**

The team is working to communicate and coordinate with participants in an improved manner in order to improve on time demands. This will allow more time for students to create and allow them more opportunity to learn.

**The W4W team is excited to continue iterating and growing these Design Jams and our CLAP process.**

#everybodypoops

# Thank You!

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