



### **Human-centered design**

**VIABILITY** 

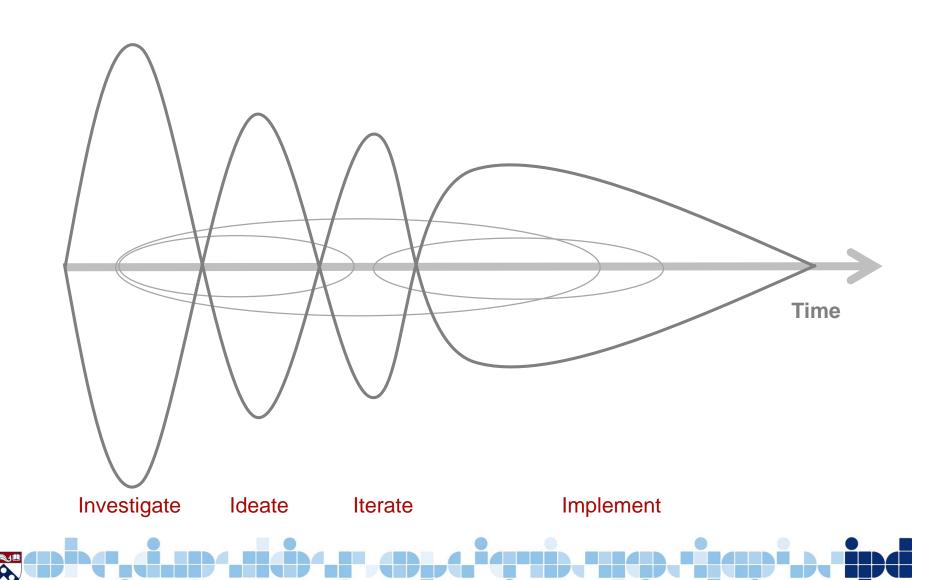
The solutions that emerge at the end of the Human-Centered Design address the overlap of these three lenses: they will be **Desirable, Feasible, & Viable.** 

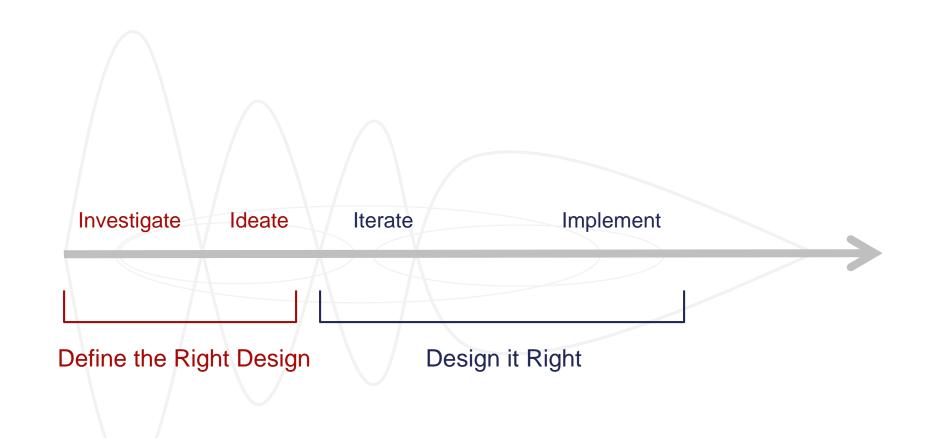
**DESIREABILITY** 

**FEASABILITY** 

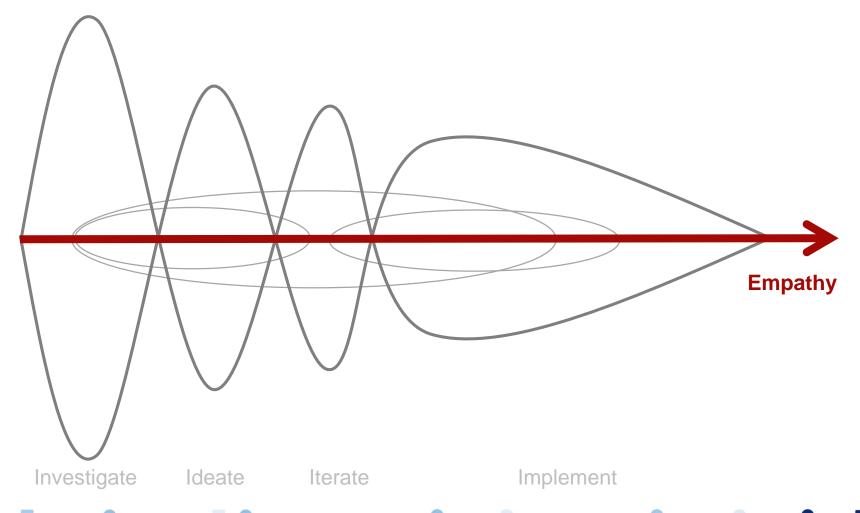
We start with **Desirability.** 













#### **HCD** in Social Innovation

NEW IDEAS DIFFUSED
THROUGH ORGS WHOSE
PRIMARY GOALS ARE SOCIAL

Primarily non-profits, governments, NGO

NEW IDEAS OR SOLUTIONS THAT CREATE SOCIAL VALUE

Primarily start-ups or established businesses, often in partnership with social entities



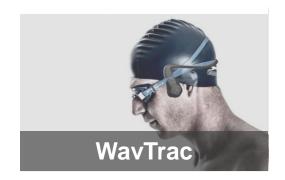








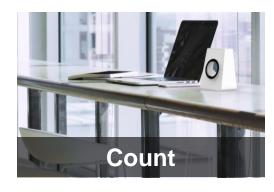












**Getting your first period** Preventing newborn falls in hospitals **Disaster preparation/relief** Sticking with your workout routine Taking control of your technology **Better diagnostics for ADHD** Helping families affected by cancer **Preventing food waste Measuring urine output** 





















# SWĬV

A better brush for all abilities







## SWĬV

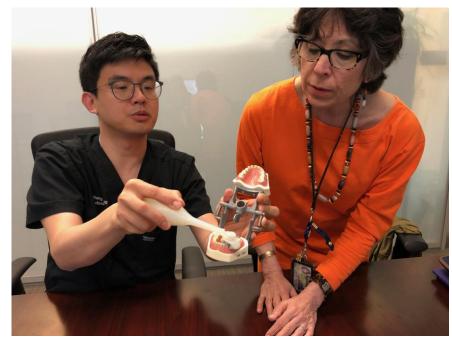














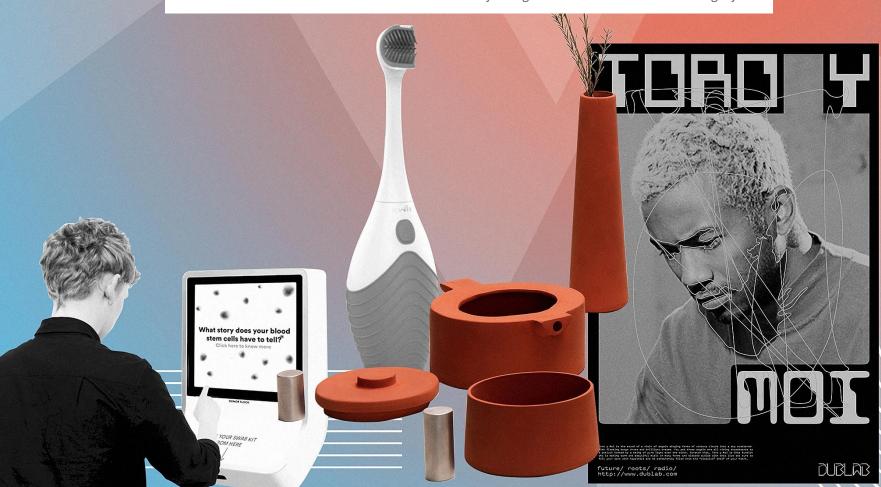






#### The best student design of 2019

See all the honorees of the 2019 Innovation by Design Awards in the Students category.







"Coming from a mechanical engineering background, this program really taught me how to approach problems from an empathetic standpoint — allowing me to break free from the more rigid problem solving methods previously learned in my career. This not only gave me freedom to derive insanely creative solutions, but ultimately understand the root cause I was working to remedy with a product or service."

~Zac Bensing
MSE:IPD 2018



# ipd.me.upenn.edu





