

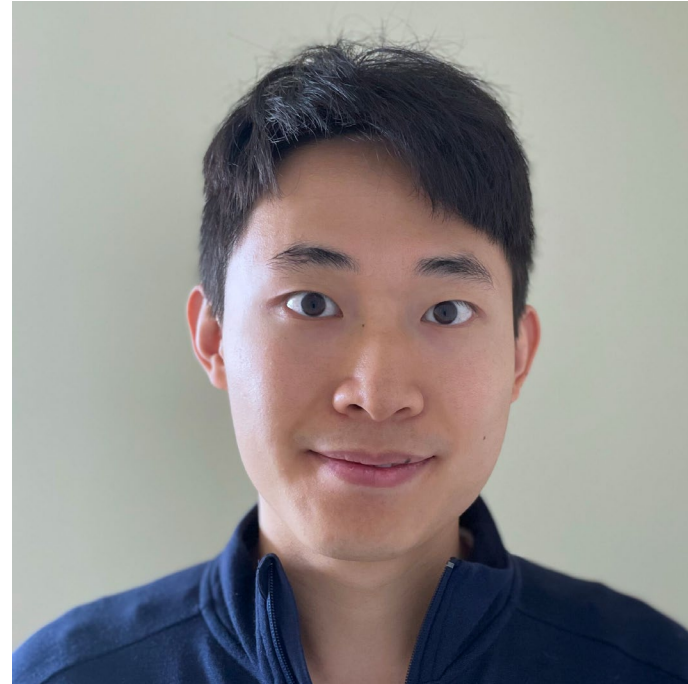
Design Frameworks

Fall 2026

Faculty



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Design Frameworks covers:

- Histories of interaction
- Theories of design

Frameworks are...

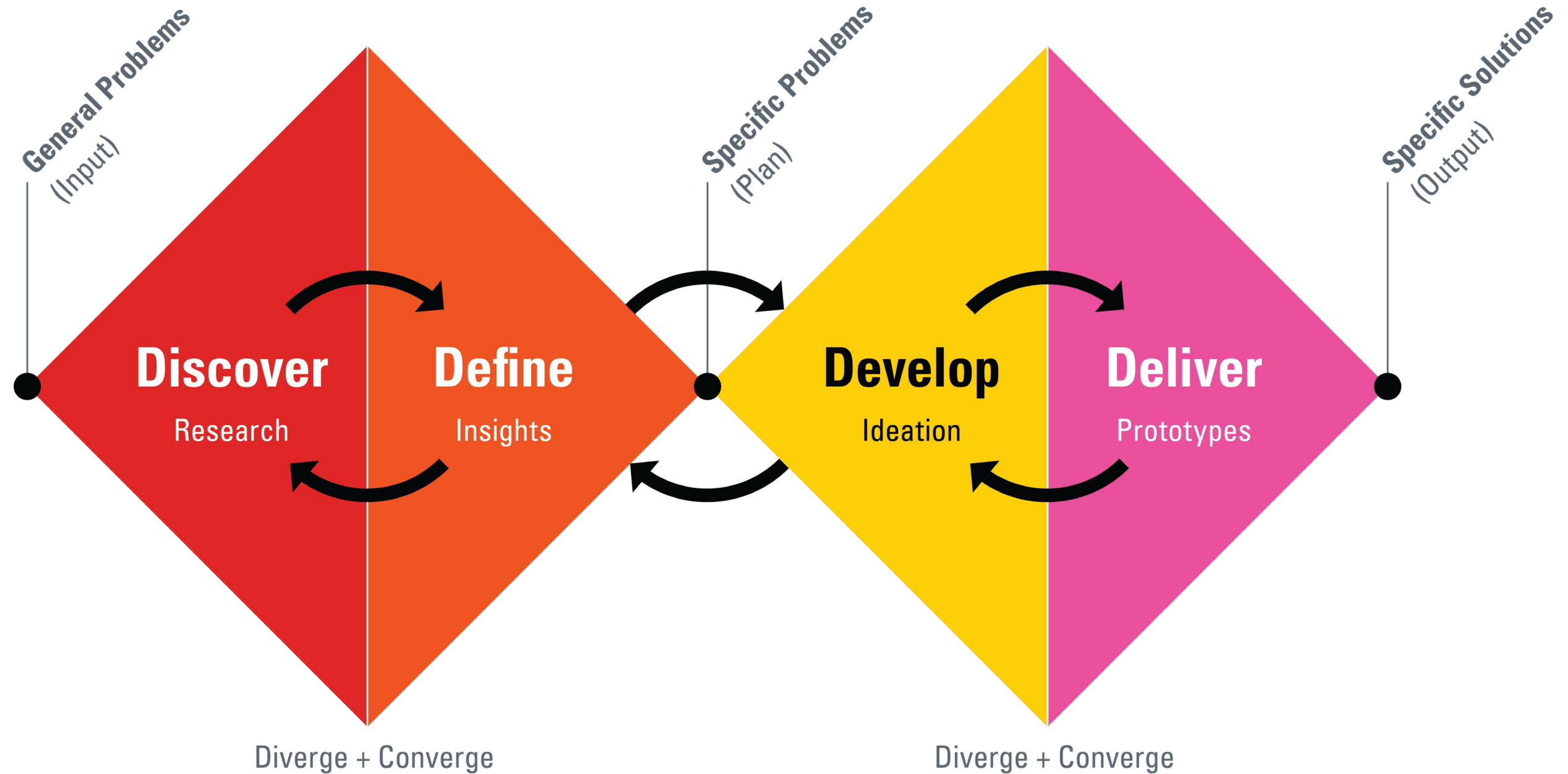
- recurring structures or processes
- ways of seeing the world
- tools for thinking
- reusable templates

Frameworks help us
understand new situations more quickly
and work with stakeholders more effectively.

They form the core of professional literacy.

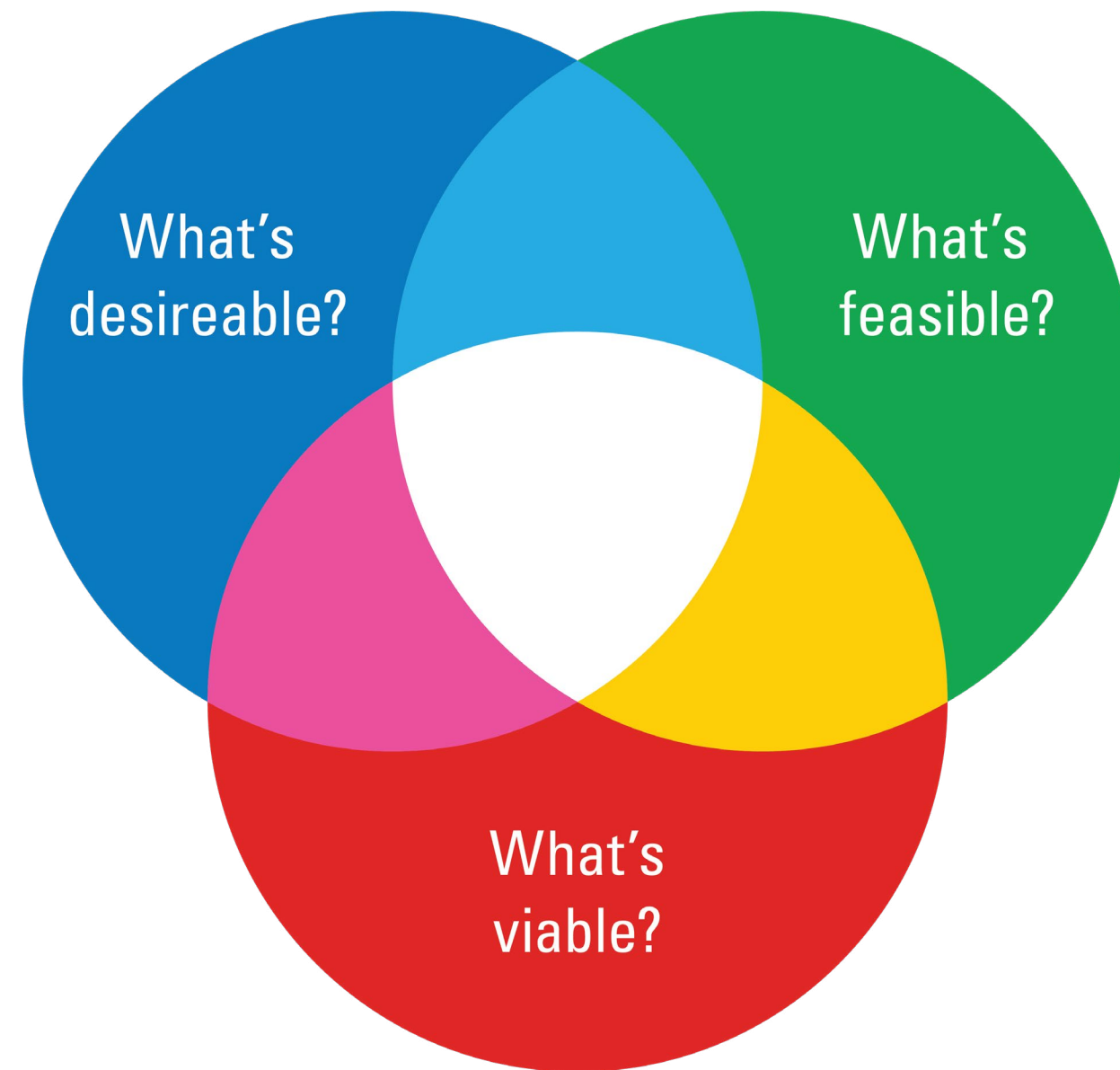
Examples of frameworks as practical models:

- double diamond design process map



Examples of frameworks as practical models:

- DVF model of successful products



Examples of frameworks as practical models:

– iceberg model for systems thinking

Events

What just happened?
Catching a cold.

React

Patterns/Trends

What trends have there been over time?
I've been catching more colds when sleeping less.

Anticipate

Underlying Structures

What has influenced the patterns?
What are the relationships between the parts?
More stress at work, not eating well,
difficulty accessing healthy food near home or work.

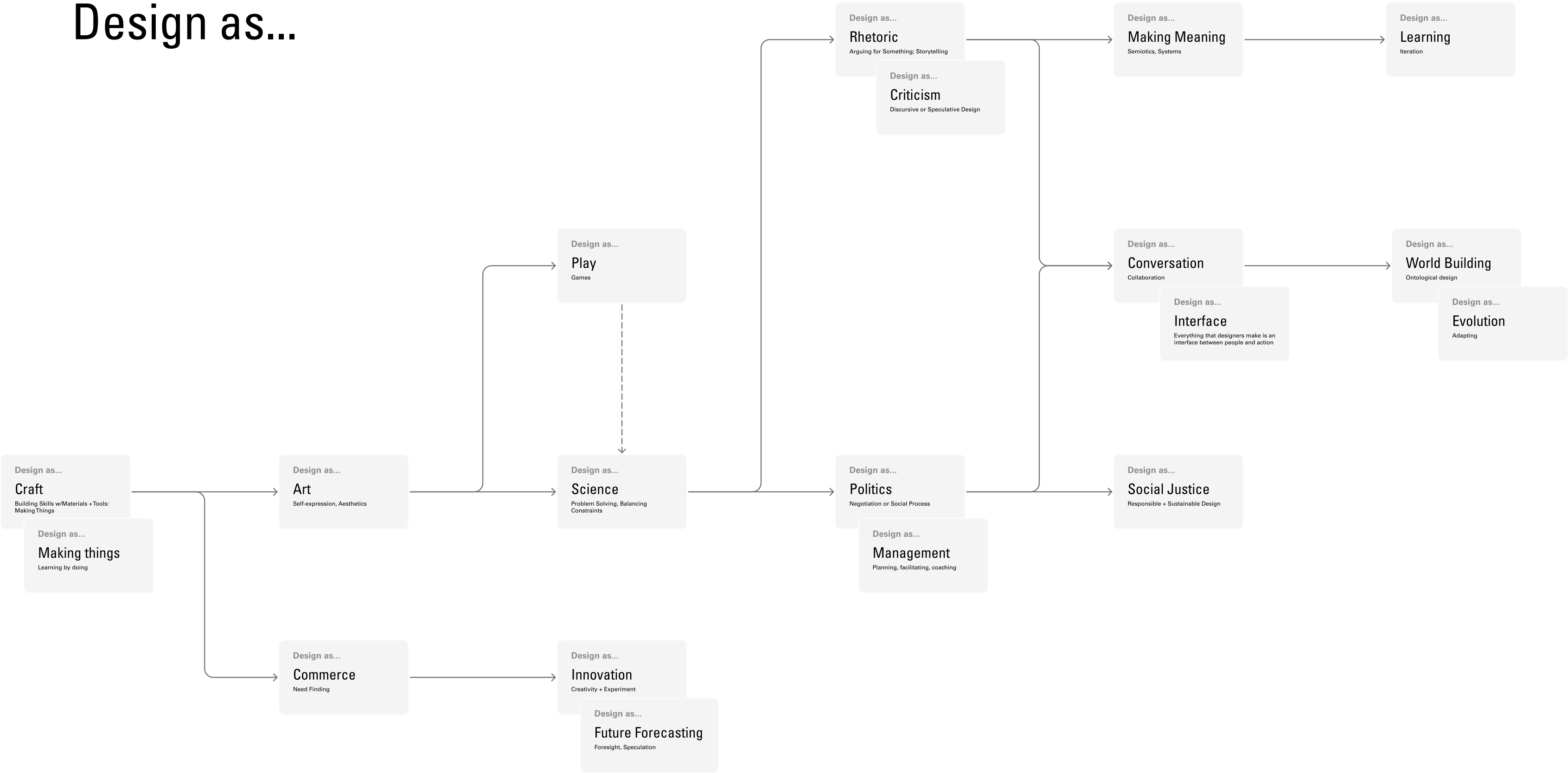
Design

Mental Models

What assumptions, beliefs, and values do people hold about the system?
What beliefs keep the system in place?
Career is the most important piece of our identity,
healthy food is too expensive, rest is for the unmotivated.

Transform

Frames: Design as...



Learning objectives:

- become familiar with fundamental histories + theories
- develop a vocabulary for discussing design
- become better at “framing” —
engaging with a situation,
forming mental models of it,
and representing those models

Conceptual shifts...

from

- artifacts
- problem solving
- mechanisms
- scarcity
- disconnected

to

- product-service ecologies
- serious play
- organisms
- abundance
- political

Most class meetings will be divided into 3 one-hour parts:

- small-group discussions of readings
- full-class lecture
- small-team, in-class project

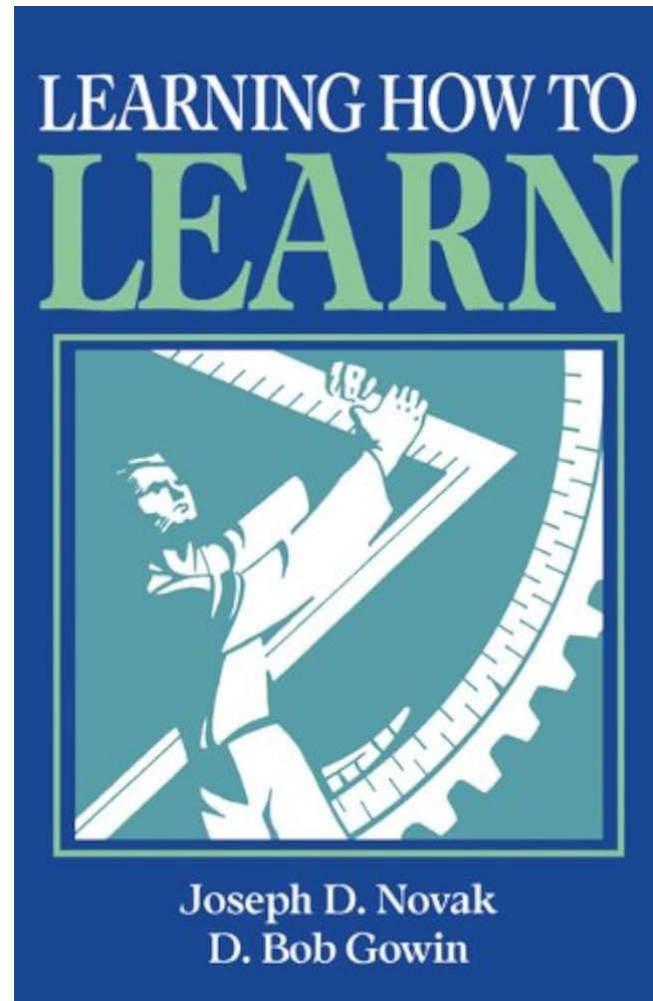
Main deliverables:

- Read 2 articles per week
- Make a concept map summarizing each
- Collect your weekly concept maps into a book
- Participate in discussions + in-class activities
- Create your own framework (final project)

Your first assignment:

Read...

Learning How to Learn Chapter 2



Universal Traveler Pages 8-9, 20-21, and 36-98

