

WELCOME! d.school virtual tour

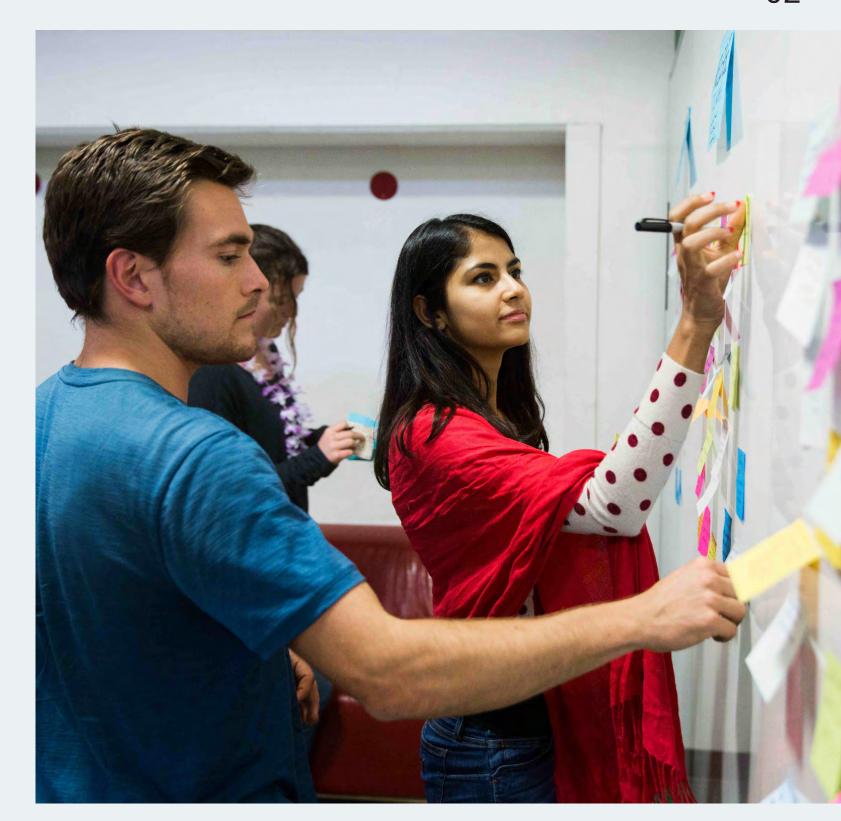
Hasso Plattner Institute of Design at Stanford University



What we do

The d.school is a place for people curious about design.

We build on methods from the field of design and beyond to create learning experiences that help people unlock their creative potential and apply it to the world.



Who is part of the community?

Students from all 7 Stanford schools take our classes as electives. The teaching teams also come from various disciplines within Stanford and our network of topical experts.







Upstairs to the studios

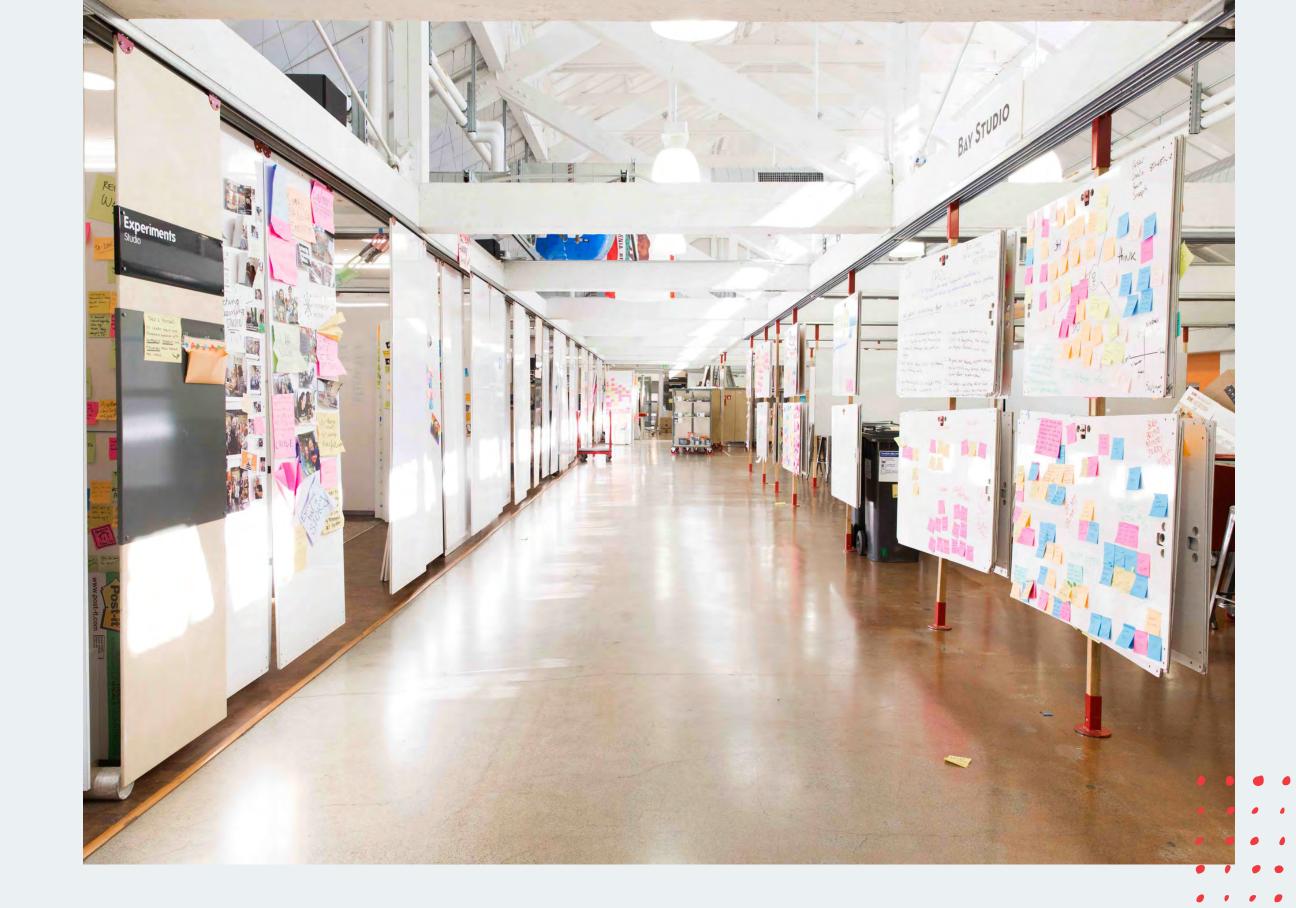


We believe that the physical environments where we create and learn affects our behaviors. In these spaces, you'll see examples of what we practice— radical collaboration, creative confidence, real-world projects, and first-hand stories from students.

BAY STUDIO

Students use this open space to work on their projects. Divided by large white boards, the semiprivate areas are often shared with other student groups.

The maker space is also located here. You will find materials and tools to make low-fidelity prototypes—rough models that our students build to test out their ideas.





BAY STUDIO

"The Bay Studio is a great place for my team to brainstorm solutions or hash out prototypes. A lot of time was spent outside of the d.school (field visits, interviews, etc), but the d.school was valuable as a space to regroup afterwards."





Jessica H. d.school Student & TA

BAY STUDIO





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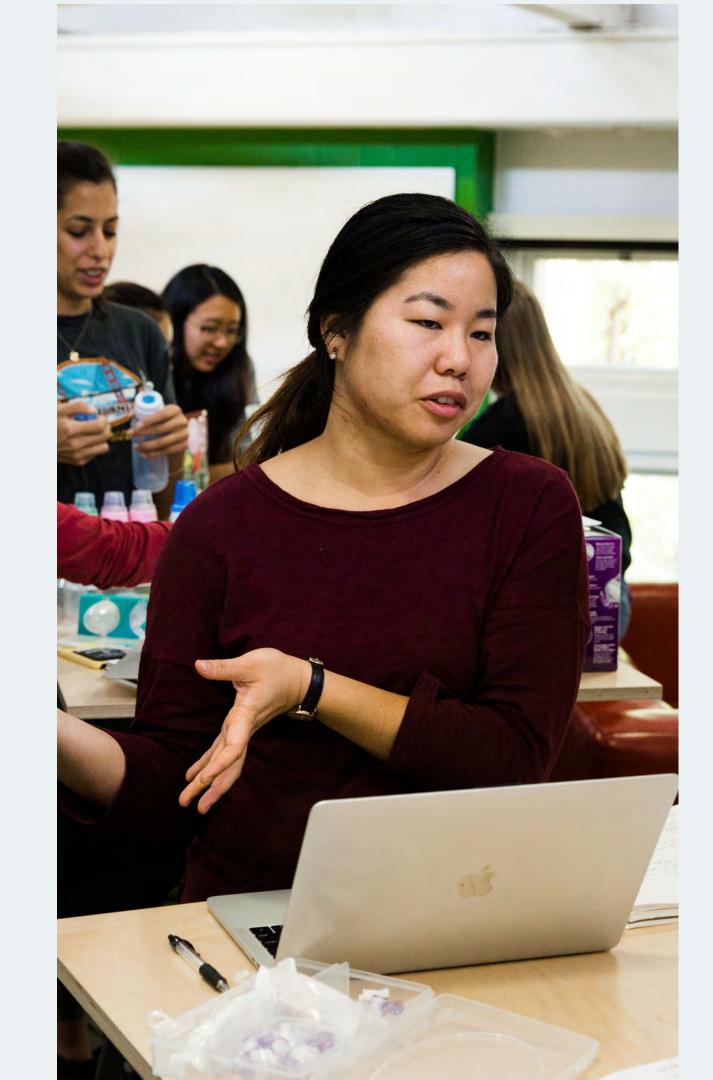
d.school Class Experience

"In *Design Thinking Studio*, we designed a solution for improving school lunches by using color as a visual tool to educate and excite students about healthy school lunches. In *Pediatric Feeding Challenges*, we wanted to help mothers struggling to produce breastmilk by prototyping an assistive compression bra.

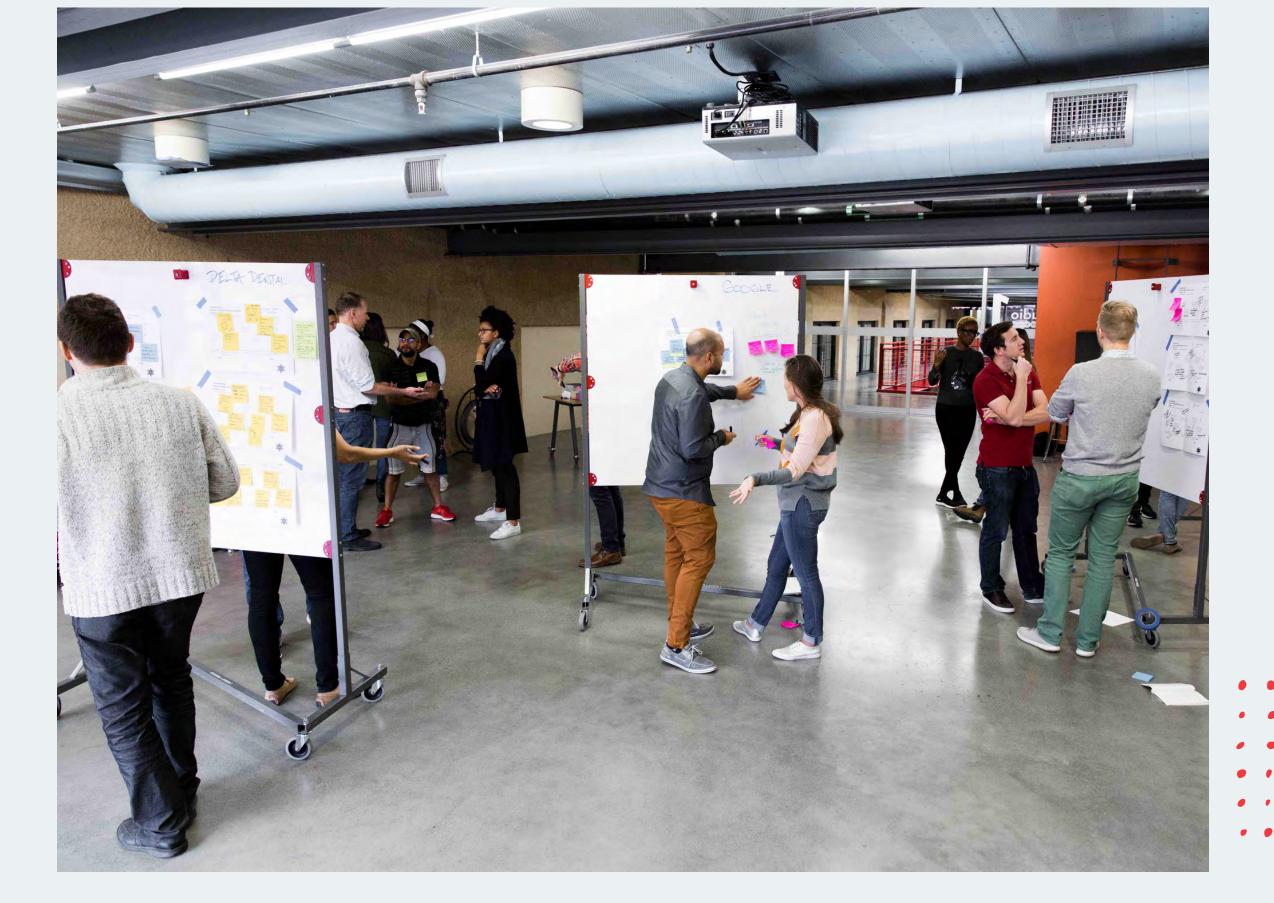
For each project, I got to work with amazing teammates from different schools and backgrounds to come up with game-changing insights and meaningful solutions. I also really valued the opportunities to meet and learn from people we are designing for, whether we directly interviewed stakeholders, observed experts, or asked potential users to test a prototype.

As a TA, I was inspired by how each student has absorbed the content and design thinking to synthesize their own insights and ideas. Organizing a parent expert panel so students could hear and see families' experiences firsthand was a major highlight."

Jessica H. d.school Student & TA



We don't have traditional classrooms. While there are tables and chairs, we try to tune the physical posture of the team to the type of activity. Standing or an upright sitting posture is a good combination for lively team interactions.



"[Designing for Digital
Agency] integrated design
critically and practically. It
changed the surroundings
of the students and built
new realities for us."



Renato R. d.school Student





d.school Class Experience

"[Designing for Digital Agency] was my first d.school course and I always heard that there was not much theory and a lot of hands-on work. But those readings had such a (positive) influence on my capstone project and on how I see technology education. Somehow ironically, at a d.school course I got in touch with readings that populated the "references" section of my final report."

Renato R. d.school Student

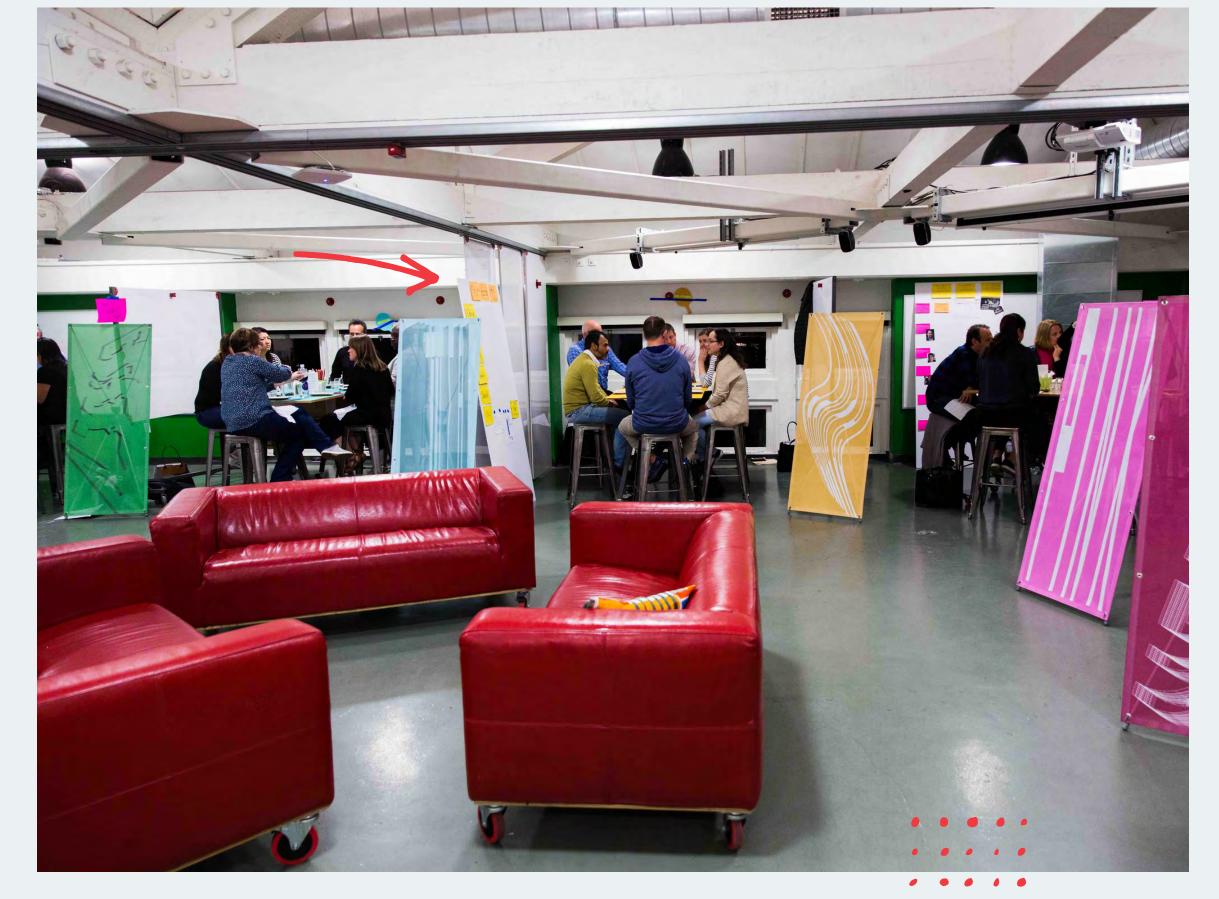


Designing for Social Systems Coaches 2019



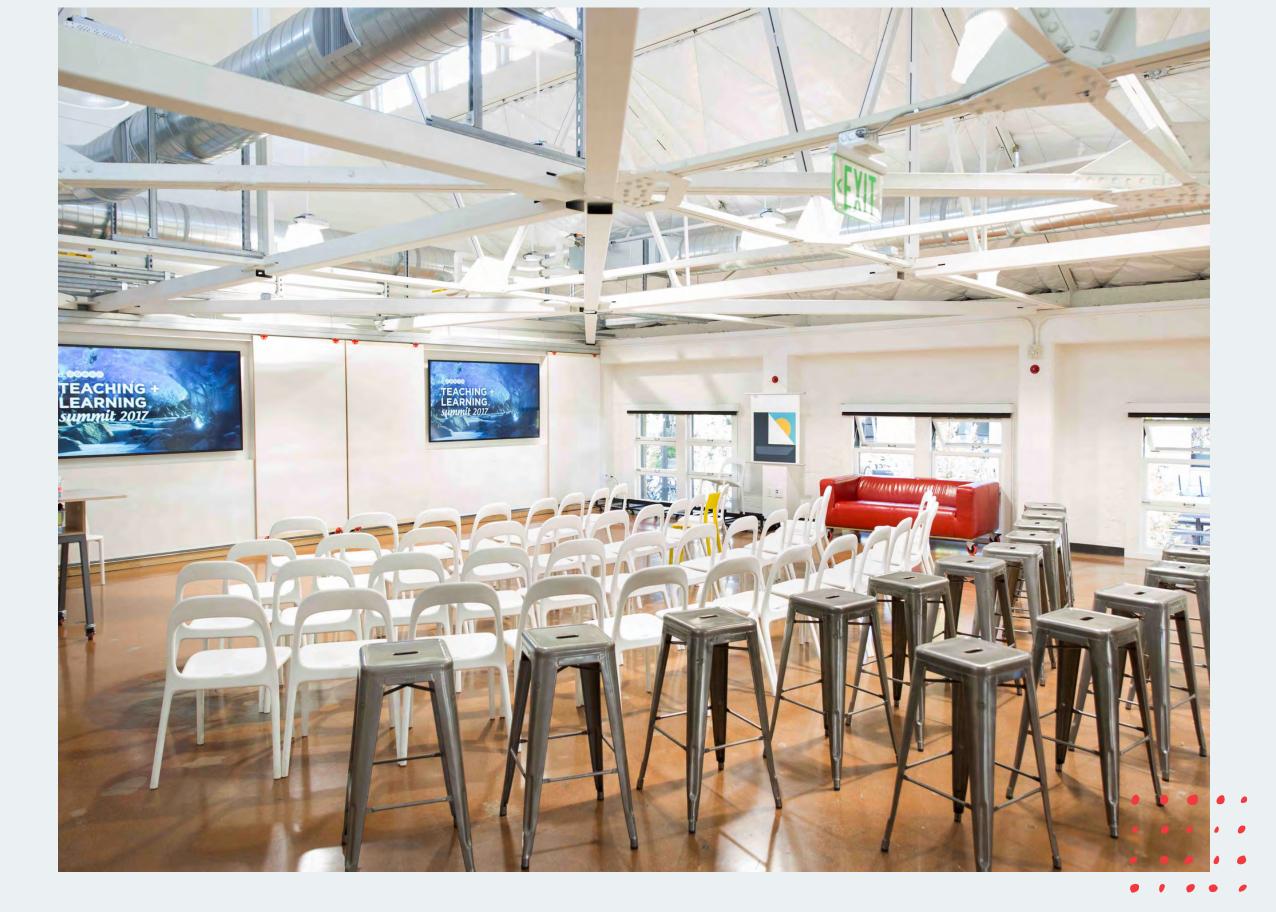
We encourage learners to use vertical spaces like these sliding whiteboards and portable drawing boards so everybody can see the notes and sketches.

The room can be readily modified to fit the activity using tables and couches with wheels bolted to the bottom.



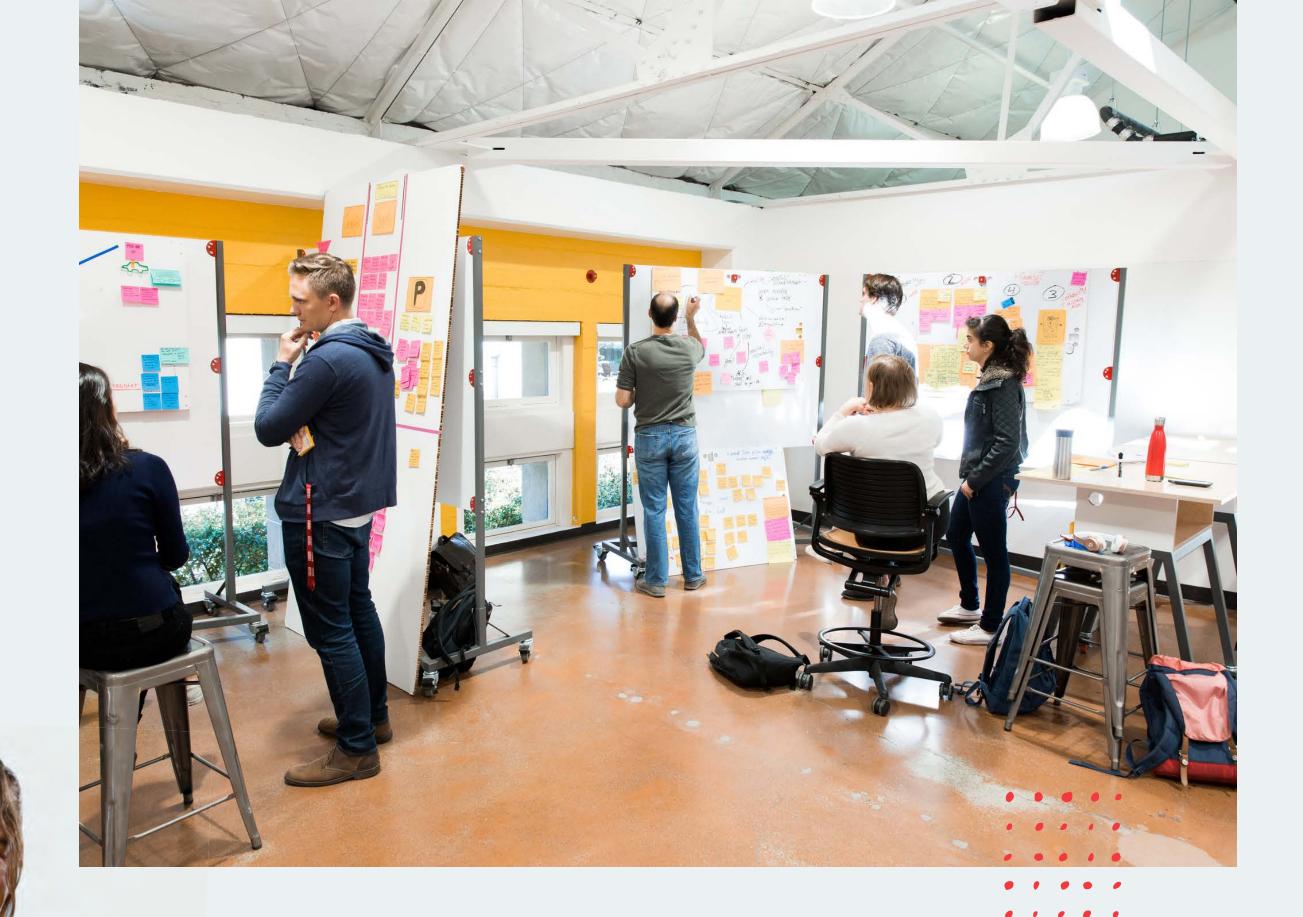


This is an example of what Studio 3 might look like right before an event. The chairs and stools are lightweight, stackable, and can be stored away to the side for the next users.



"The most important part of successful collaboration for me is the "yes, and" mentality during brainstorming. One seemingly far-fetched or impossible idea could spark a whole bunch of viable and innovative ideas, but only if you make space for that wild idea."

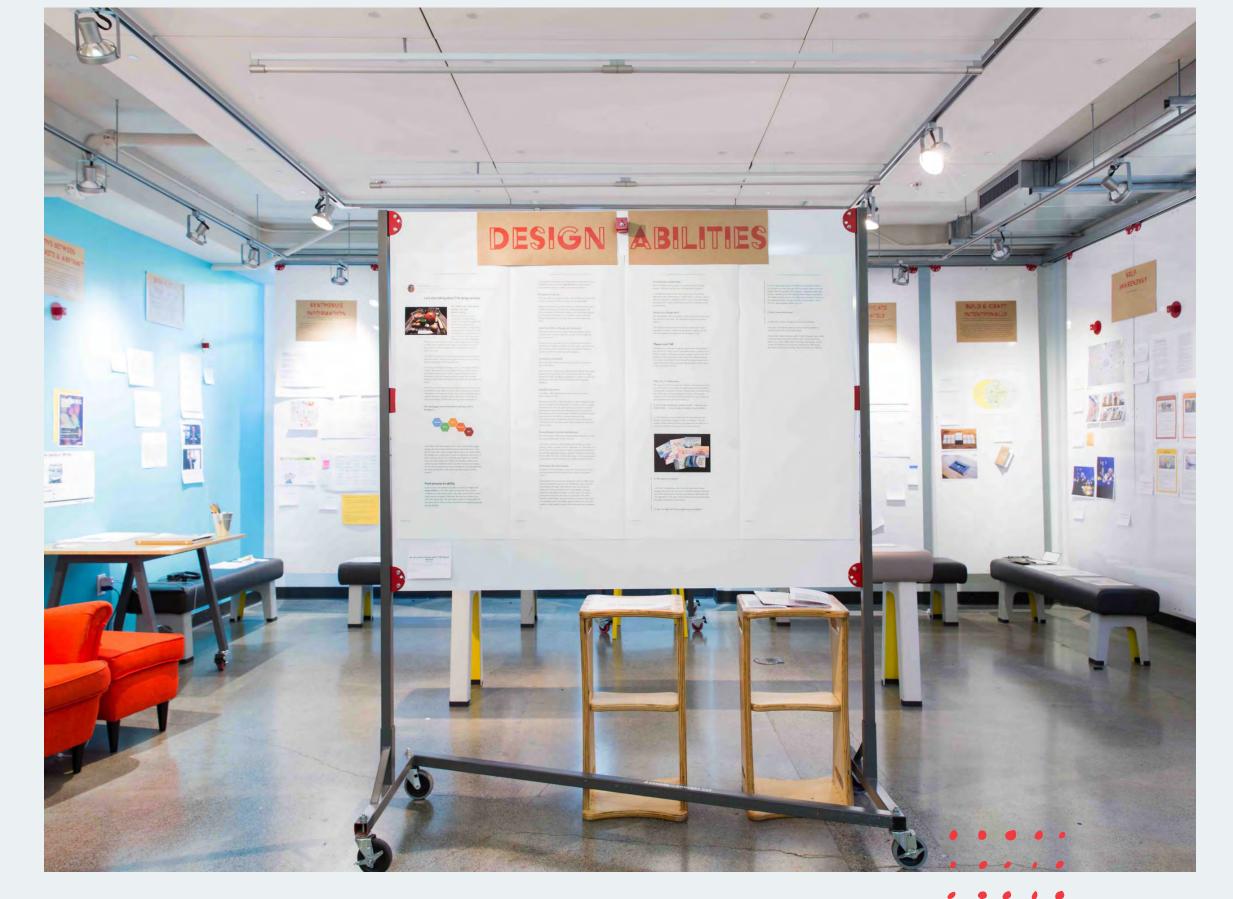
McKinley M. d.school Extreme Student



STUDIO C

Studio C is a smaller room on the first floor. It provides an intimate space for up to 25 people and is often used to display student projects or other exhibits.

This display is curated by instructors during artifact week.







d.school Class Experience

"I remember we were doing an exercise where our team wasn't allowed to turn in any of our first 100 ideas.

It was incredible, and incredibly difficult. We got about 50 just by spitballing, but then we started really pushing ourselves, introducing all sorts of artificial constraints to try to find a new direction, imagining we had a million dollars, then zero, then looking at the whiteboard upsidedown, and swapping whiteboards with other teams, and even calling upon anyone who walked by the door of Studio C to 10 second brainstorm with us.

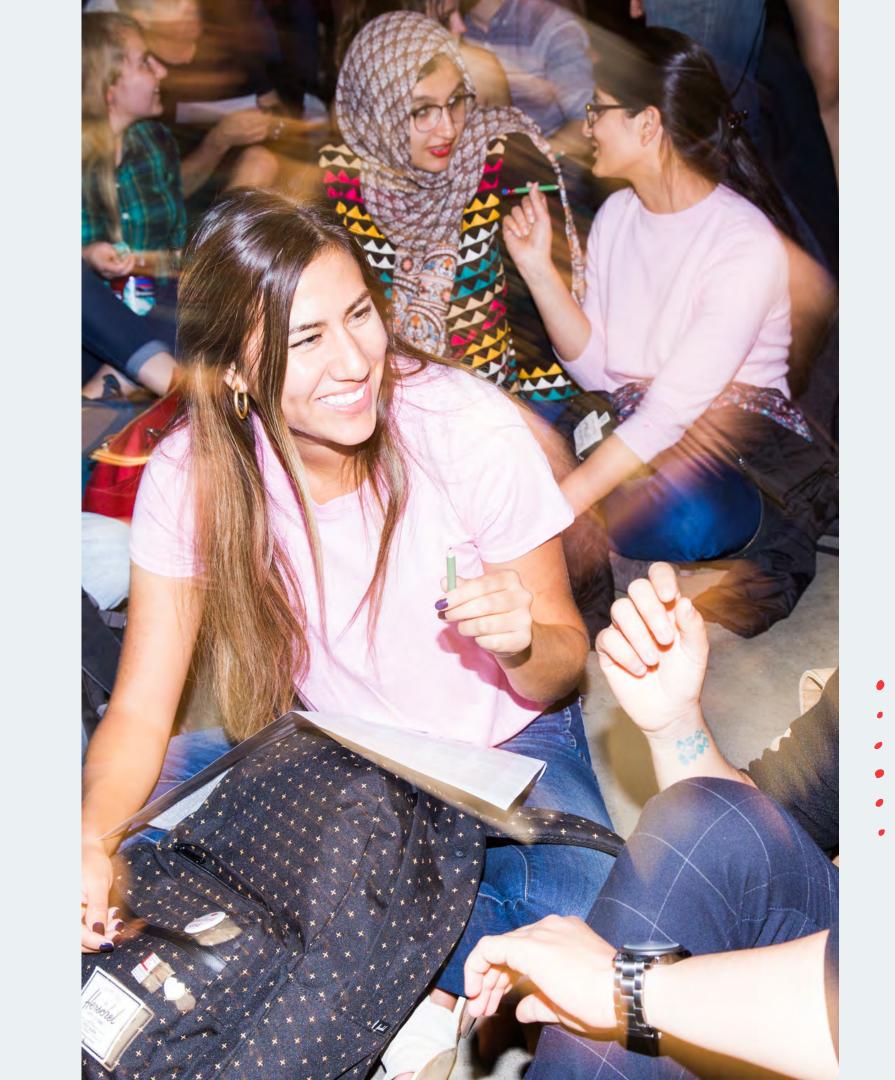
It was awesome, and we landed on an insight we totally wouldn't have gotten to just by tackling it head-on."

McKinley M. d.school Student

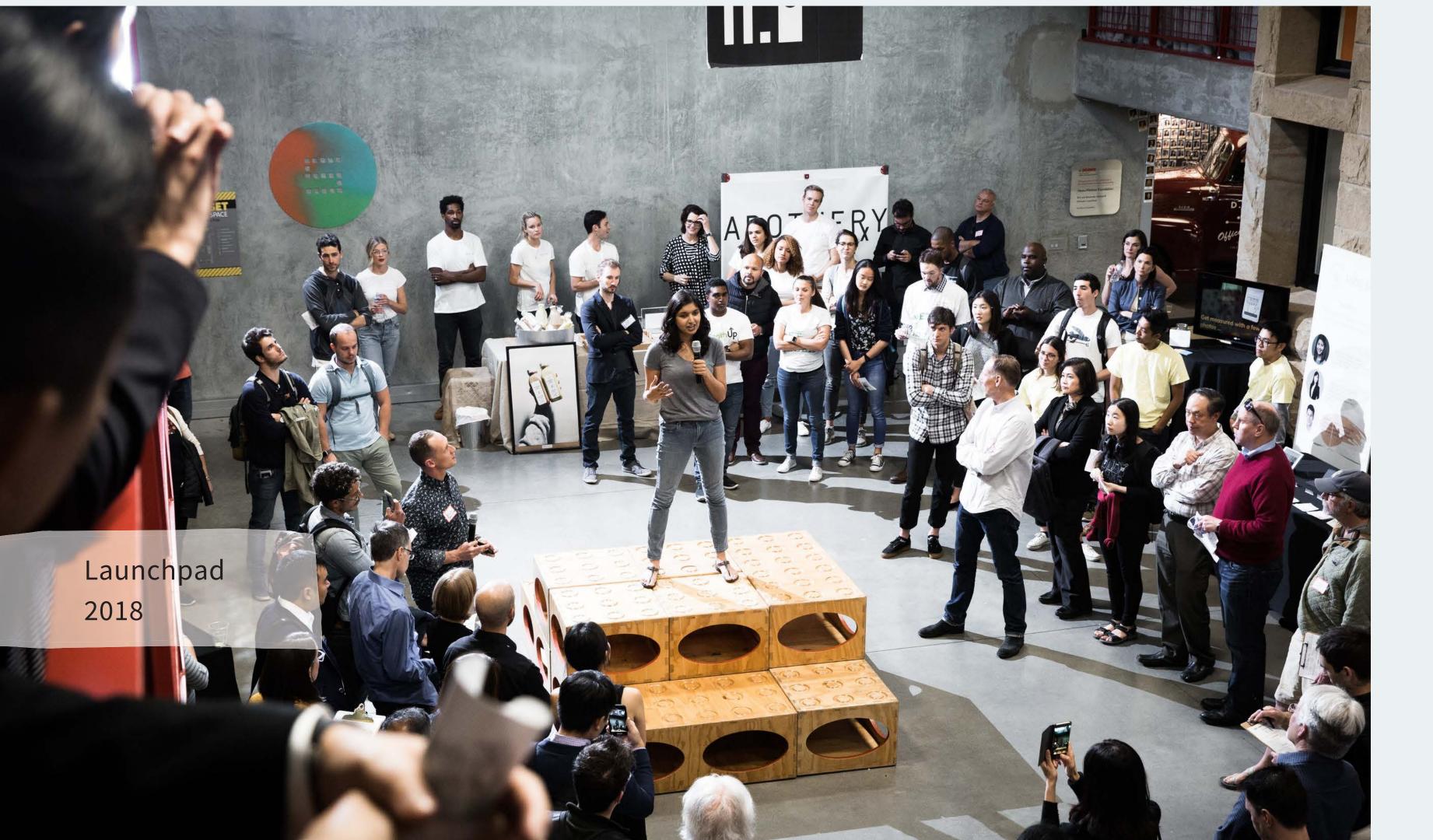
Each quarter offers newly curated core, boost, and pop-out classes. Workshops are also held throughout the year from our other programs: K12 Lab, Executive Education, Designing for Social Systems, and University Innovation Fellows.

downstairs to the atrium

The Atrium is the building's common area shared with ME (Mechanical Engineering) Design Group. It's a versatile space that is used for presentations, workshops, project displays, student prototypes, dance parties, and art exhibits.













This concludes our tour! Thank you for joining us and if you would like to learn more about the d.school...



Ways to get involved

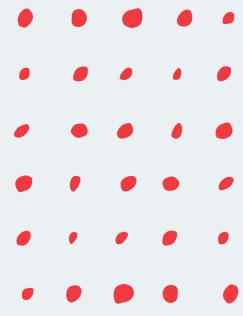


Reading list



QUESTIONS OR FEEDBACK? Info@dschool.stanford.edu





Thanks to:
 Amanda Tiet
 Patrick Beaudouin
 Hannah Joy Root
 Vicky Chung
 Scott Doorley
Charlotte Burgess-Auburn
 Jessica Hsueh
 McKinley McQuaide
 Renato Russo

