

INNOVATE

Student toolkit

Supported by
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V&A

Introduction

Become an Innovator!
V&A Innovate is encouraging you to become the innovators the world needs. Our world is changing and design can help.

You will work in a team of four, five or six to come up with a new design idea to help solve a real-world problem – ideally involving those who will benefit, by co-designing.

You could imagine a new object, building, service, app or item of clothing.

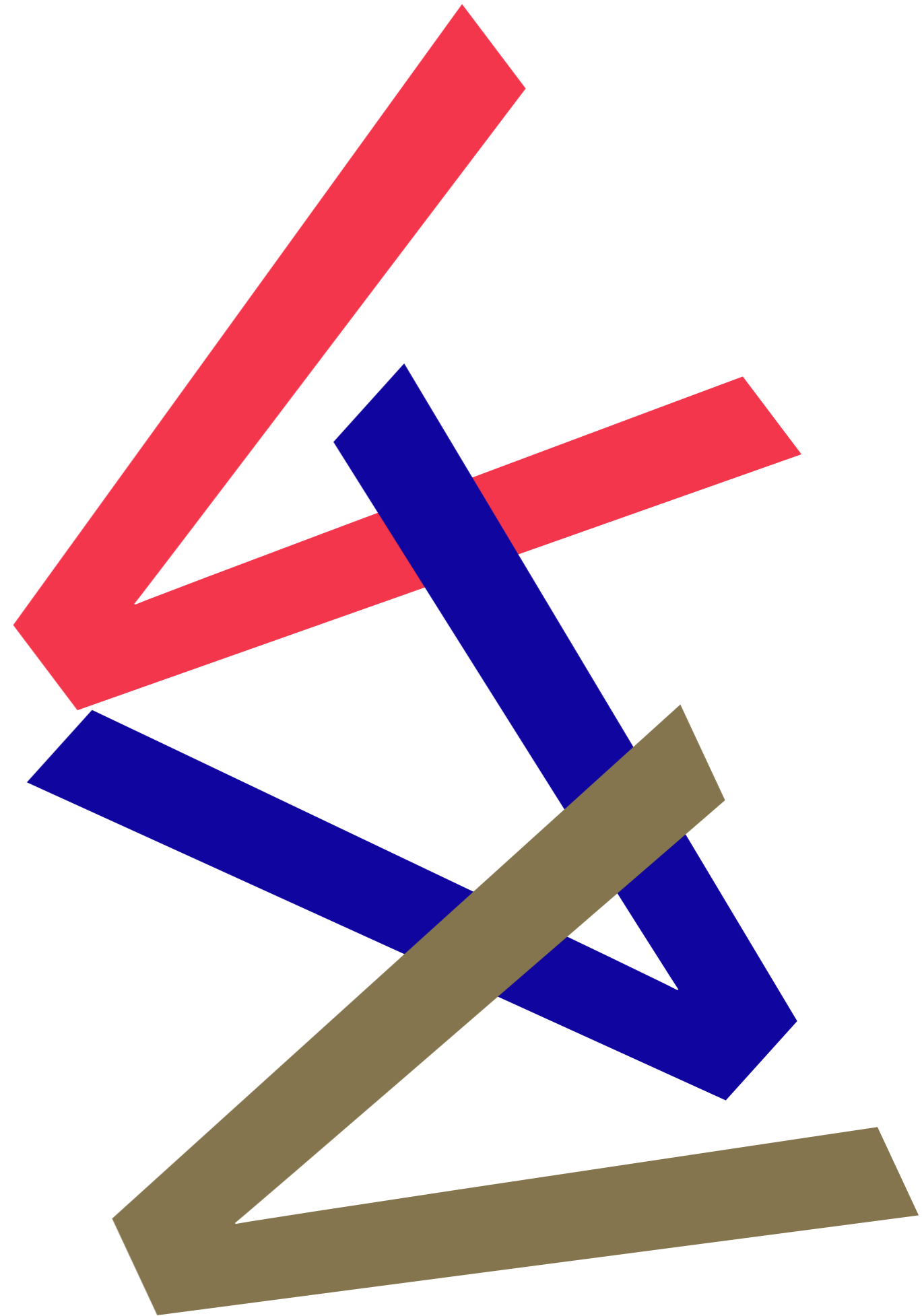
Your design idea needs to consider the impact it will have on people and the environment.

This year's themes are: **Simplify**, **Empower** and **Nurture**. They are inspired by objects in the V&A collection and issues we are facing in the world today.

Your team will enter two A3 design sheets sharing your design journey and ideas.

If chosen as finalists by the panel of industry judges, you will have the chance to visit the V&A in South Kensington, London, to pitch your ideas to the judges at our annual V&A Innovate Pitching and Awards Day.

We can't wait to see your designs!



Teamwork

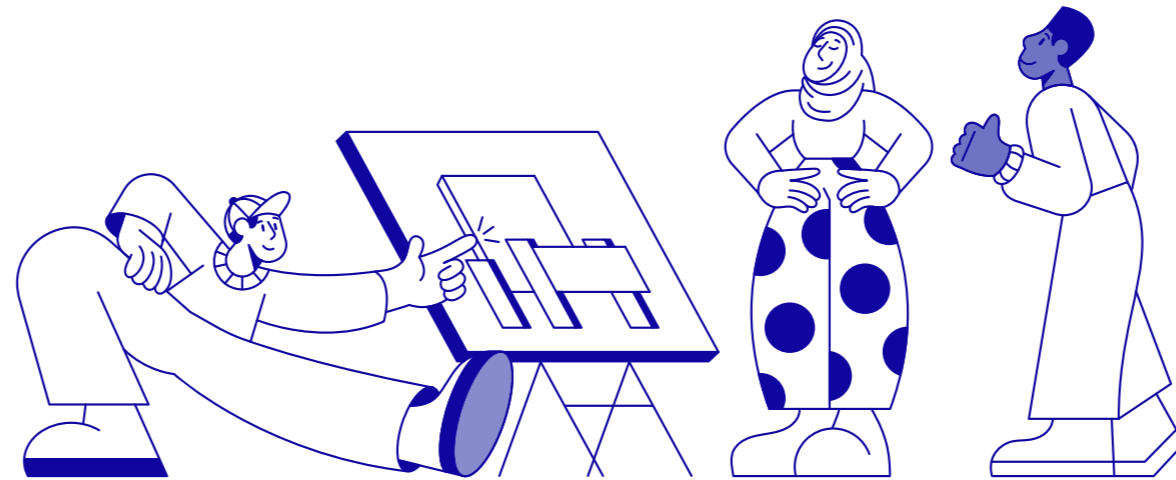
In order to make the most of working together, it is important to understand each other's strengths.

Who loves to draw? Does one of you work best asking other people questions? Maybe one of you loves to make things with your hands!

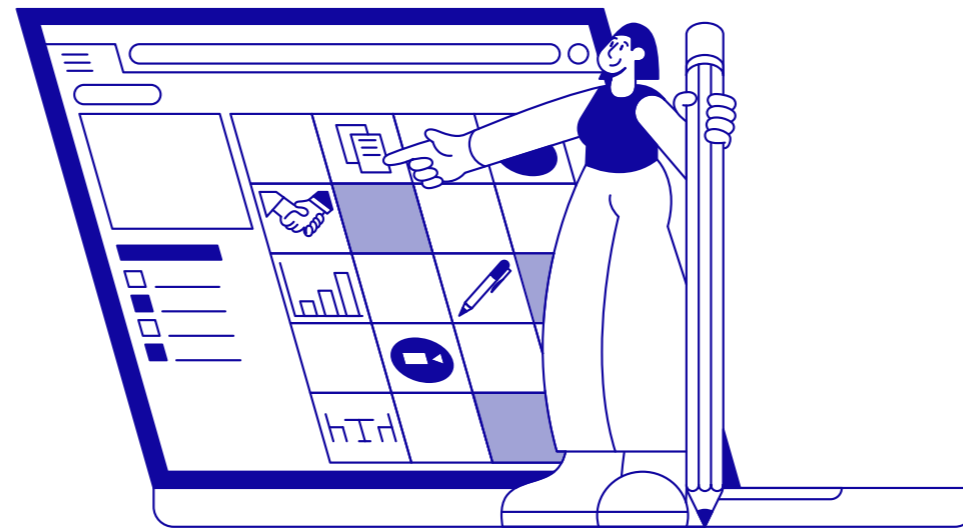
Here are some example roles you find in design studios. You might want to come up with your own too, depending on your skills and interests.

Describe how you worked as a team on your entry sheets with an image or written description.

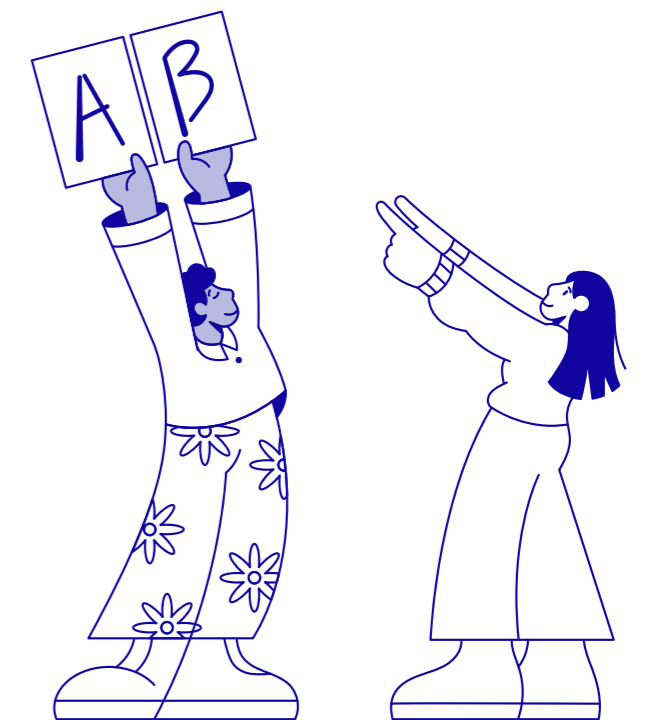
Communications lead



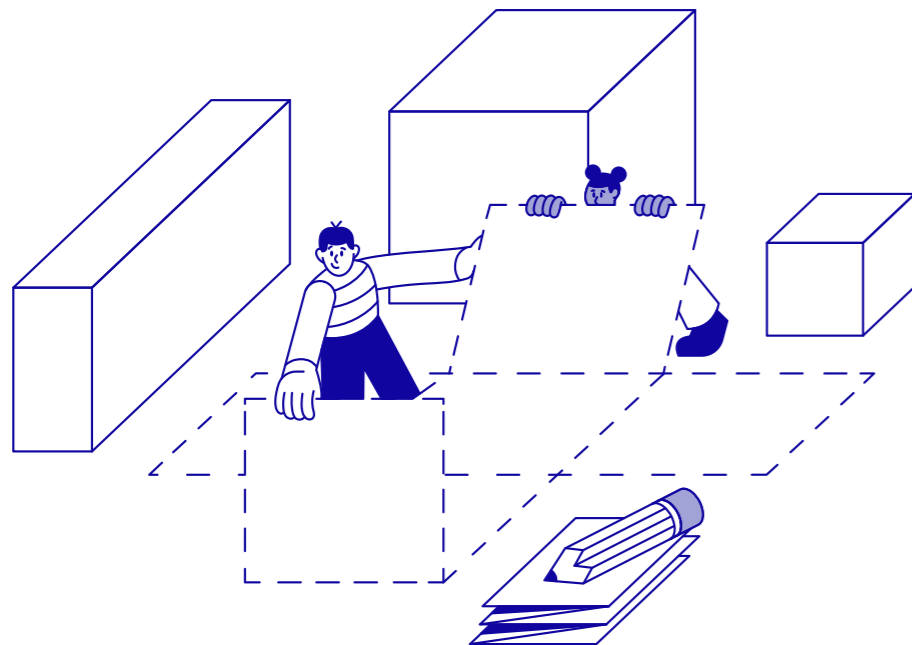
Project manager



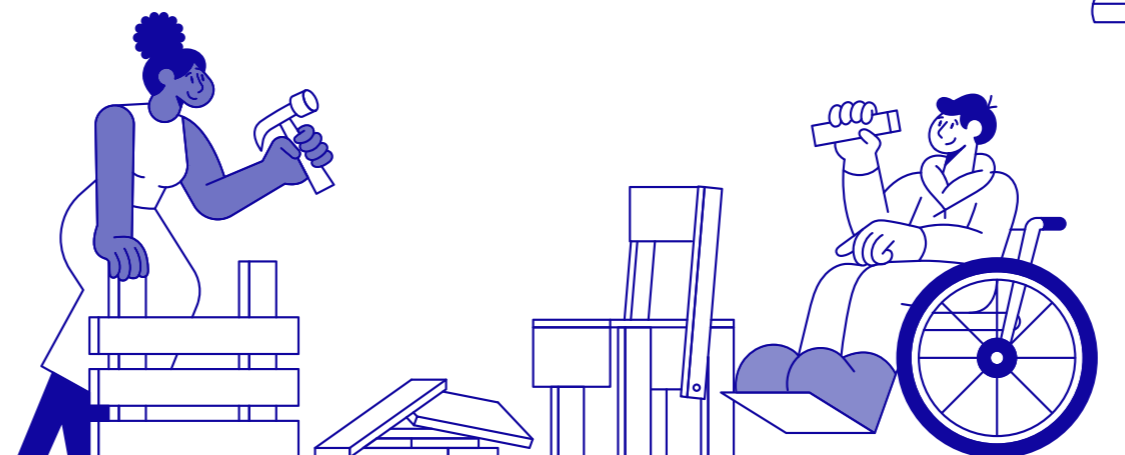
User researcher lead



Prototyping lead



Sustainability lead



Judges' Top Tips

Former V&A Innovate Judges' top tips for taking part in the challenge.



Michael Omotosho Industrial Designer

Be reflective on the 'why' and ensure you study and understand the problem you are trying to solve. Let that be your starting point as you embark on this challenge.

Your ideas are valid and it's how you work hard towards them that makes them come to life. Also remember to be yourself, have fun and enjoy the process.



© Harriet Turney

Seetal Solanki Materials translator

Don't be afraid to explore the unknown and to not be too fixated on a final outcome, the process is just as valuable.

Who can take on what role so that you build a collective spirit and approach?

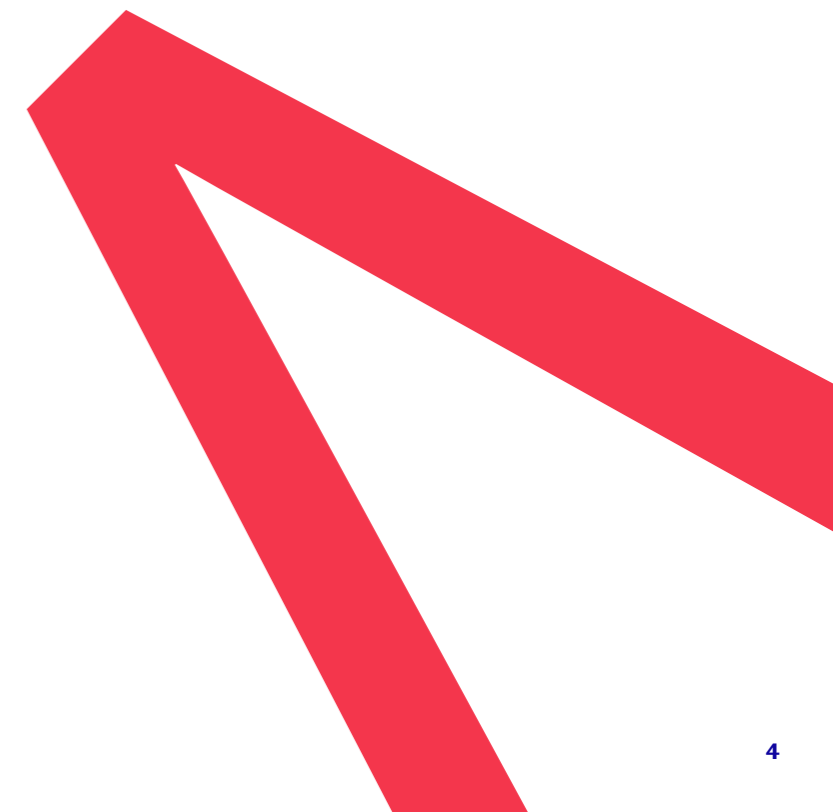
Who is your idea for and why does it exist? We must meet the needs of people and the planet.



Jude Pullen Creative Technologist

Prototyping is essential for designing. It need not be perfect – many designers start with 'rough and ready' models, to ask the right questions about a new concept.

Not only does it get ideas out of your head, but it allows you to have a discussion with someone about the idea – and iterate and improve.



Students' Top Tips

Former V&A Innovate students' top tips for taking part in the challenge.

'Get lots of different opinions and voices in on it, even if you do like working independently, it is really helpful to get fresh insights on your design idea.'

'My advice would be to just think freely about your idea [and aim to] help people by resolving an underlying issue existing in our world today.'

'Don't give up if something goes wrong it means you're trying!'

'Think broadly and try to challenge yourself.'

'Always communicate with the rest of your group. It is a team project, everyone is doing their bit. Also think outside of the box. There are so many interesting unsolved problems out there and this is your opportunity to get creative.'

'Be yourselves and have an idea of what you want to do but also think practically and think about what you will be able to achieve within the time frame.'



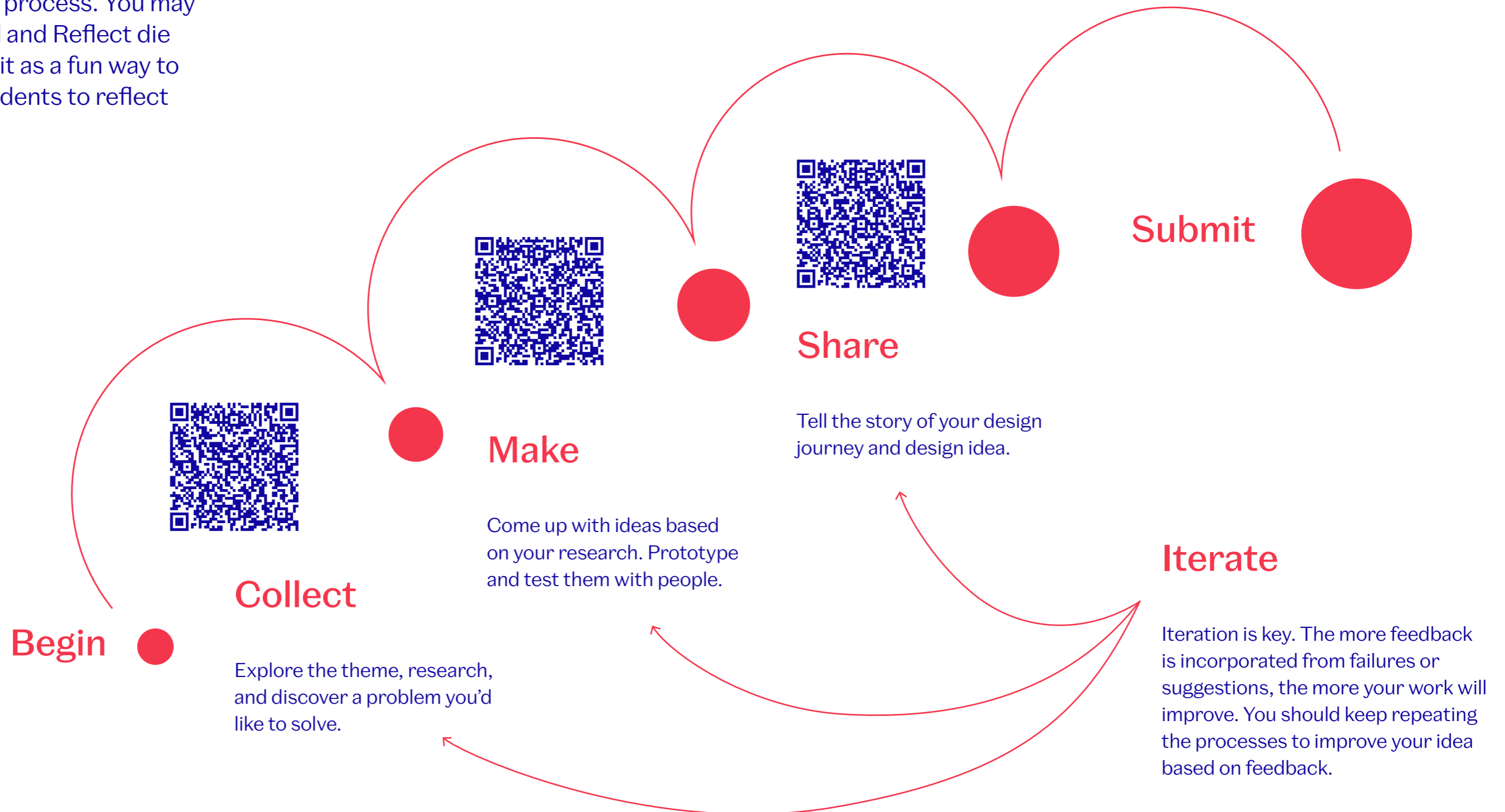
On your V&A Innovate journey you will follow a design process

V&A Innovate encourages teams to follow a human-centered and planet-centred design process with three stages: Collect, Make, Share.

At the end of each stage, you can run a review to help students get ready for the next part of the process. You may want to use the Roll and Reflect die in the student toolkit as a fun way to encourage your students to reflect on their progress.

The Collect, Make, Share thread

Scan the QR codes to watch our previous judges discuss the [Collect](#), [Make](#), [Share](#) process.



Collect



Explore the Theme

Make a mind map about your chosen theme – **Nurture, Empower or Simplify.**

It can help to think about the places, people and objects connected to the theme.



Places

Where are some places in your local area that are connected to your theme? Perhaps it's at home, on the highstreet, in nature, in buildings or somewhere else?



Objects

What objects can you think of connected to your theme? Think about everyday items, materials, things in nature or technology...



People

Which people or organisations in your area could support thinking about industry links and/or user-centred research?



Meaning

We create meaning in everything we make and live with, yet often people can feel differently about the same thing.



Places



Objects



People



Meaning

Inspiration and Research

Cut out these cards and choose which research methods you would like to use to explore your theme.

Tips for research

- Be safe, share your plans with your teacher
- Be respectful, ask for permission from the people you involve
- Be aware, think about how other people might feel (comfortable, awkward, etc.)
- Be creative, explore an approach to research that you haven't tried before
- Be collaborative, try to co-design whenever possible, to make your work better



Listening



Listen to people's stories about the topic you're exploring. This could be a formal interview or an informal chat..

Documenting



Capture activities, people, objects and experiences through drawing, photography, writing, collecting items, etc.

Experiencing



Try to understand different people's perspectives. Put yourself in other people's shoes as much as possible and try to experience what they do.

Sensing & Seeing



Smell, taste, touch and sound can all be used to explore your interests. Also, think about what emotions you feel (safe, relaxed, etc.), and how you can capture this.

Question



Surveys and questionnaires are often used to get a general view of a topic or idea. This can be face-to-face with people or shared online.

Thinking



Re-imagine a place, experience or behaviour. How is past different to present, or future. Have all people felt the same about something? What will change, what will remain, what is the consequence of something existing or not existing?

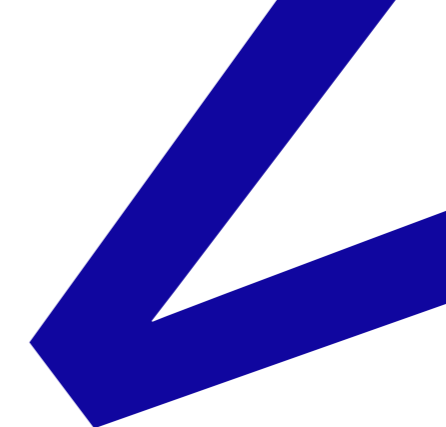
Designer inspiration

Scan the QR code to watch how designer Oluwaseyi Sosanya uses research methods in his work



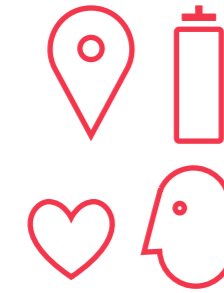




Planning Your Research

Use this grid to create research activities to help explore your theme. Pinpoint what you're trying to find out, where you could go, who you could involve and how you could go about it.



Outcome
You should have 1-3 creative research ideas to act on

Write or draw your team plan in the boxes below.

<p>Places, Objects, People, Meaning</p> <p>Pick one example that interests you from your mind map.</p> 	<p>Research Methods</p> <p>Pick any research method that you want to try out.</p> 	<p>Time</p> <p>When will it happen? How long will you need? At what time of day?</p> 	<p>Activity</p> <p>What will you do to learn something or find something out?</p> 	<p>Output</p> <p>How will you share what you've done? Notes, drawings, audio recordings, film...?</p> 

Define Your Challenge

Share what you found out during your research. Turn it into a focused 'How might we...?' question that you can explore during the Make stage.

Share what you discovered in your research

[Empty dotted red box for sharing research findings]

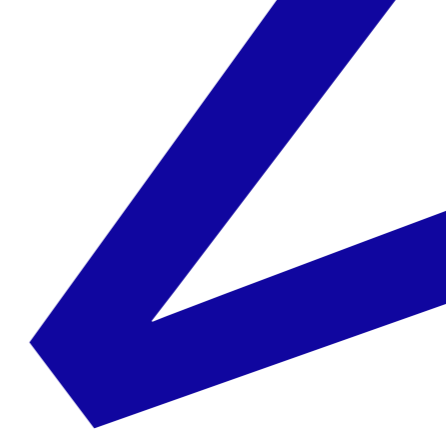
What are you going to focus on from your research? And why?

[Empty dotted red box for focusing on research]

Define your challenge as a question or brief:

e.g. How might we restore our local park to help young people appreciate nature?

[Empty dotted red box for defining the challenge]



Outcome

One clear question or brief that you are keen to explore further through prototyping

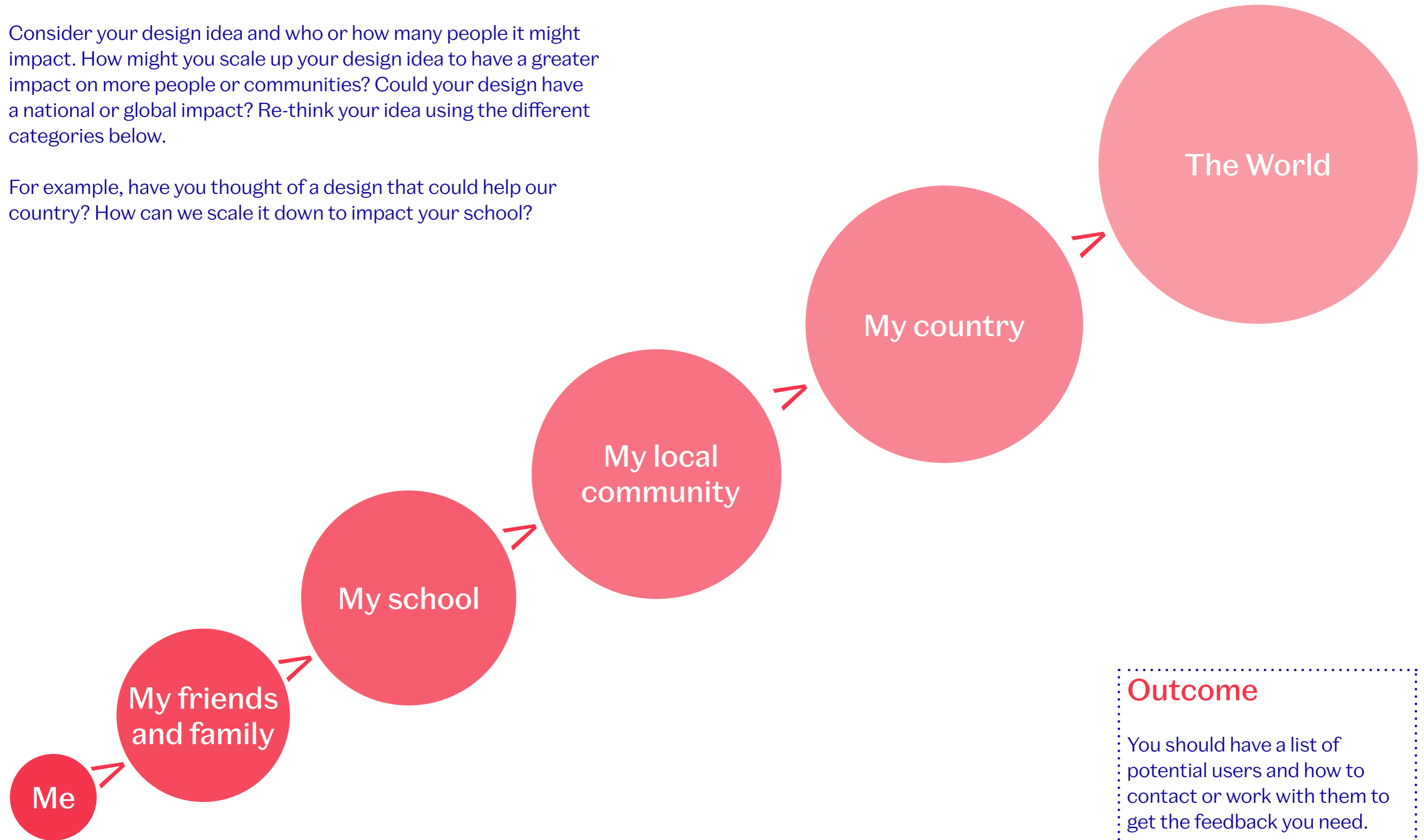


Make

Impacts of Scale

Consider your design idea and who or how many people it might impact. How might you scale up your design idea to have a greater impact on more people or communities? Could your design have a national or global impact? Re-think your idea using the different categories below.

For example, have you thought of a design that could help our country? How can we scale it down to impact your school?



Outcome

You should have a list of potential users and how to contact or work with them to get the feedback you need.

Ideas Factory

Cut out the individual cards and place them face down. Turn over one card at a time. For each card, spend two minutes mind mapping, drawing or making as many ideas as you can based on the design challenge you have set yourselves.

Outcome

You have lots of ideas! Reflect and decide which ideas feel strongest by asking:

- Does it connect to something in your research?
- Would it have a real impact on the people it's for?
- How could it realistically be made, thinking about sustainability, cost, materials and manufacturing?



£1 budget



£1,000 budget



One day to make it



Locally sourced materials



A service



Inspired by nature



Imaginary technology



Made at home

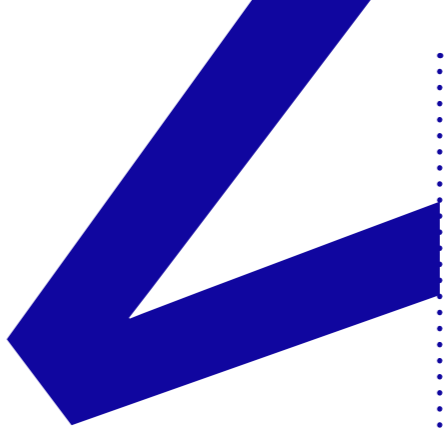


Adapting something that exists



Prototype, Test and Iterate

Test your ideas with people. Take photos of the testing and keep a note of all the feedback to add to your design sheets. You can use the feedback and the prompts below to help reimagine and improve your idea.



Outcome

You should have feedback from testing and lots of iterations of your design idea

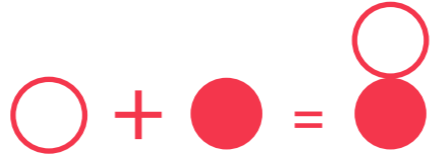
Substitute

What can be replaced?
Components, materials, users?



Combine

Mix and merge with other ideas or existing designs



Adapt

Change and add new features



Modify

Change scale, shape, colour



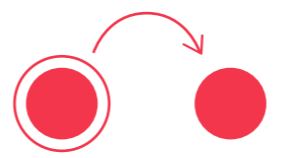
Put to another use

Change the purpose, function or association with something



Eliminate

Remove parts, simplify



Rearrange

Reverse, move things around



We like...

What ideas could you take forward into a final design?

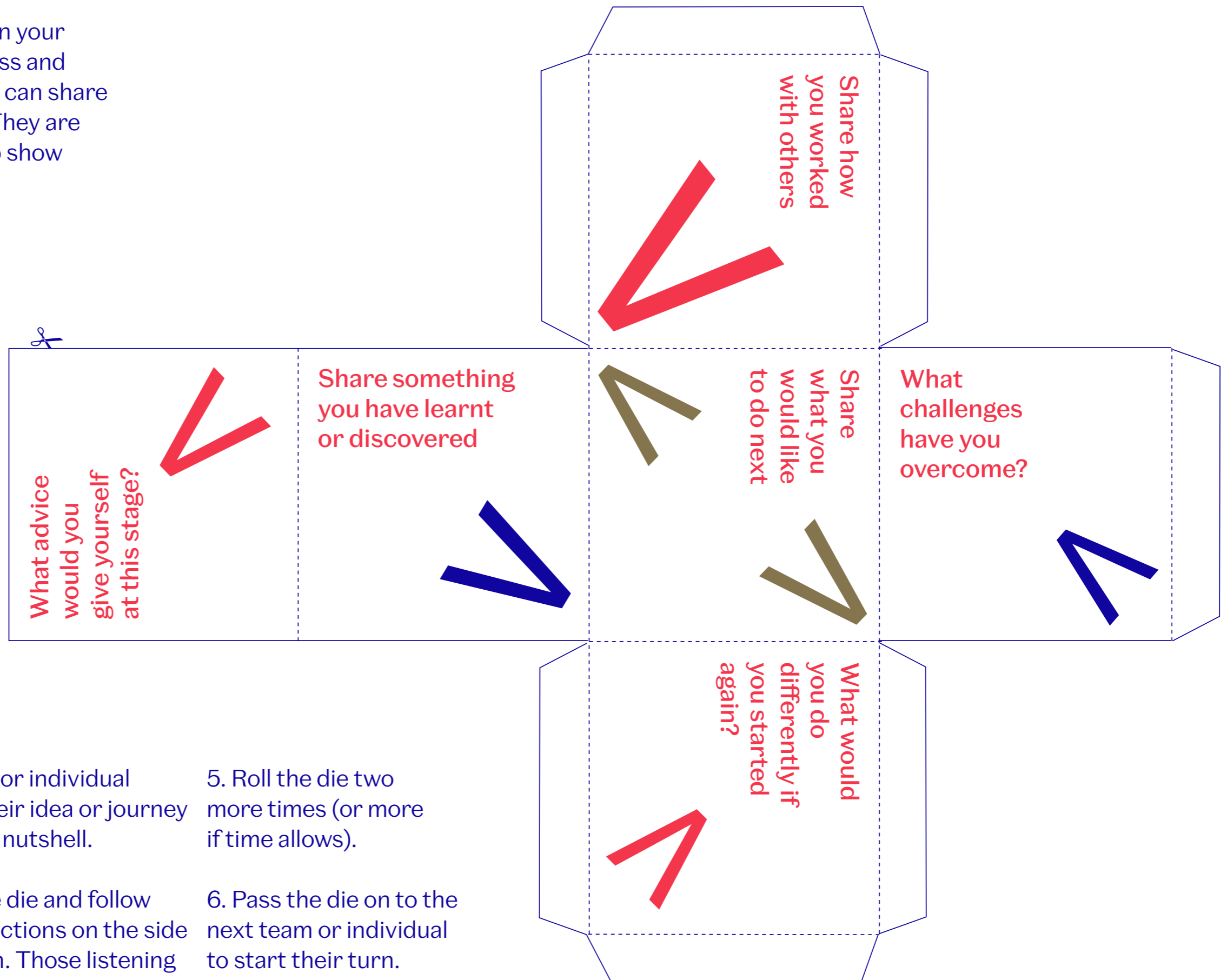


Share



Roll and Reflect

Use the Roll and Reflect die to reflect on your journey so far, share your design process and receive feedback from classmates. You can share your reflections as part of your entry. They are included in the judging criteria and help show how you have worked well as a team.



To make the die:

1. Cut along the solid lines, fold along the dotted lines, add glue to the angled folds and glue together.
2. Get together as a whole class, in teams or pairs.
3. A team or individual shares their idea or journey so far in a nutshell.
4. Roll the die and follow the instructions on the side it lands on. Those listening should ask questions and feedback on what they have heard.
5. Roll the die two more times (or more if time allows).
6. Pass the die on to the next team or individual to start their turn.

Submission Template

Team/idea name:
Team members:

School name:
Year group(s):

How we explored the theme: our research

Our initial design ideas

How we considered the environmental impact

Submission Template

Team/idea name:
Team members:

School name:
Year group(s):

How we prototyped, tested, and iterated

Our final design idea

Our materials research

Our reflection as a team

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