

This document provides collection of reflections during my DesignMatters Fellowship with the UNICEF Innovation Unit in the summer of 2011.

Please check my blog(<http://deemunicef.tumblr.com>) for more information.

Email: deekim85@gmail.com

Website: <http://people.artcenter.edu/~dkim35>

UNICEF Innovation Unit is a team which works on different types of projects

PRODUCT/ SYSTEM DEVELOPMENT
RESEARCH/ FRAMEWORK
PARTNERSHIP

All projects have to be

SCALABLE
ACCESSIBLE
ADAPTABLE
SUSTAINABLE

for

135 COUNTRIES WITH COUNTRY OFFICES

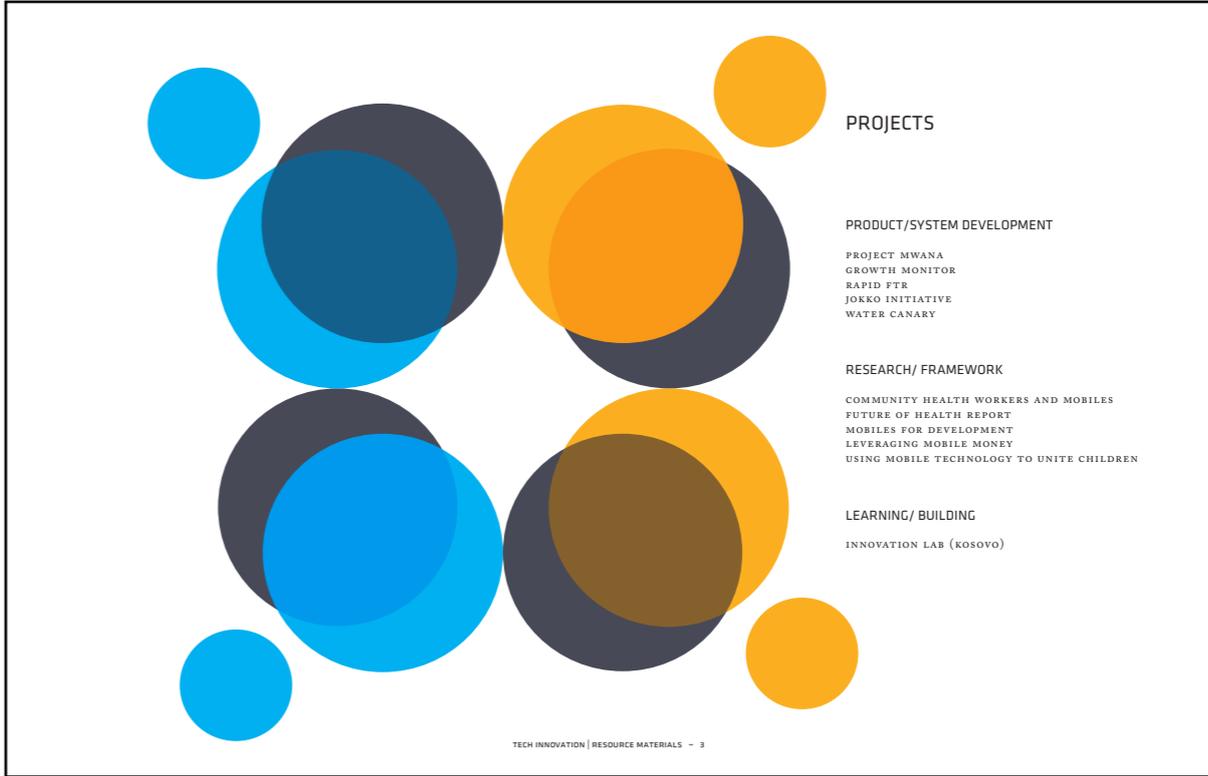
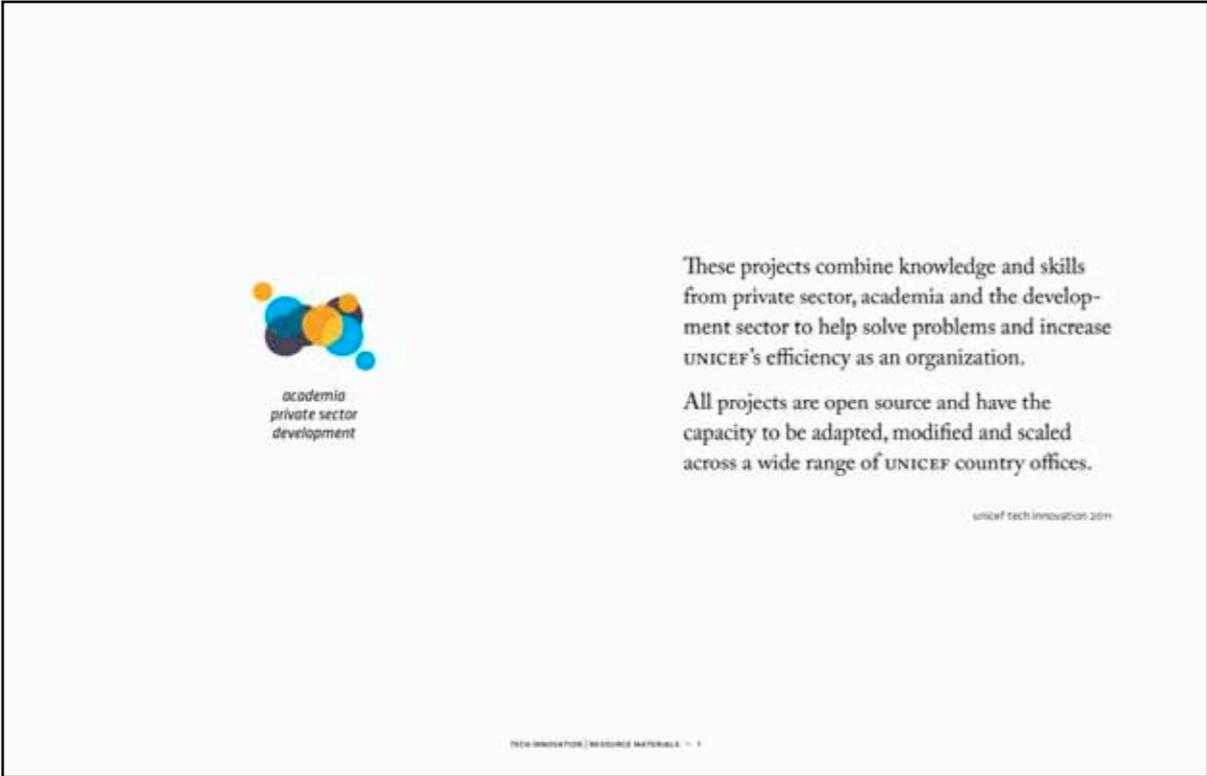
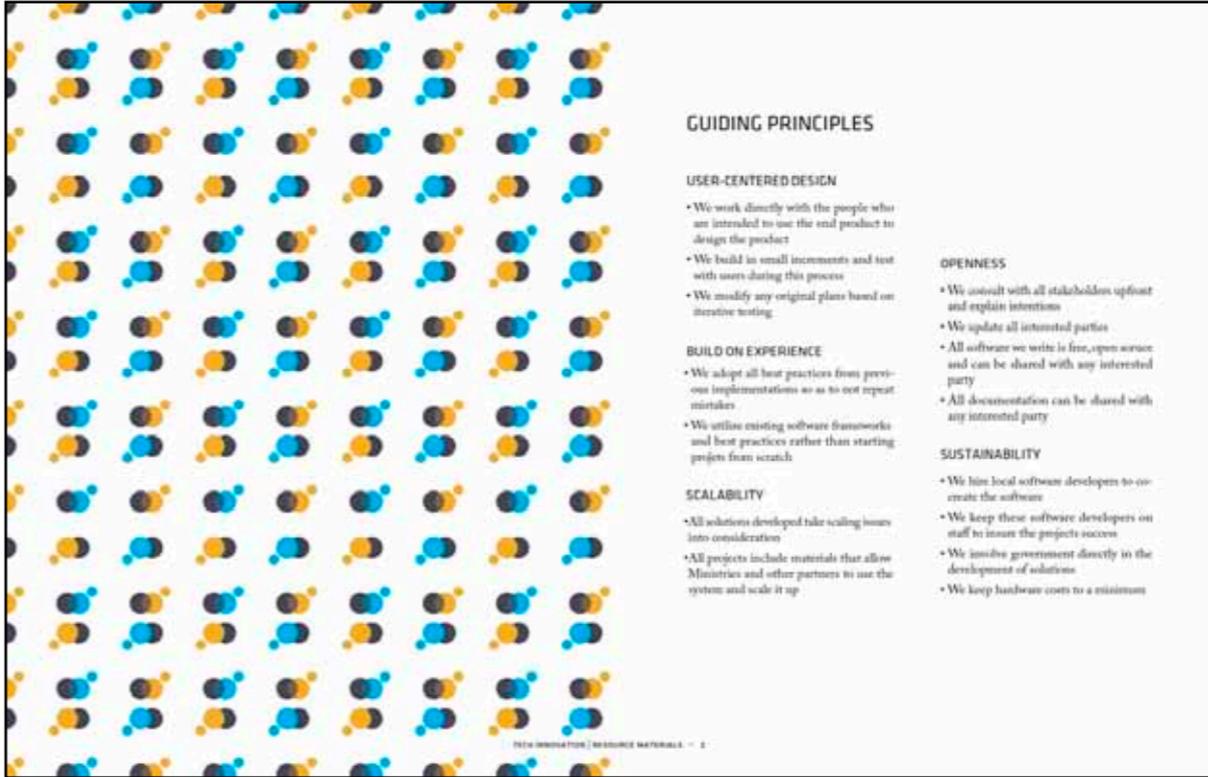
FOCUS ON

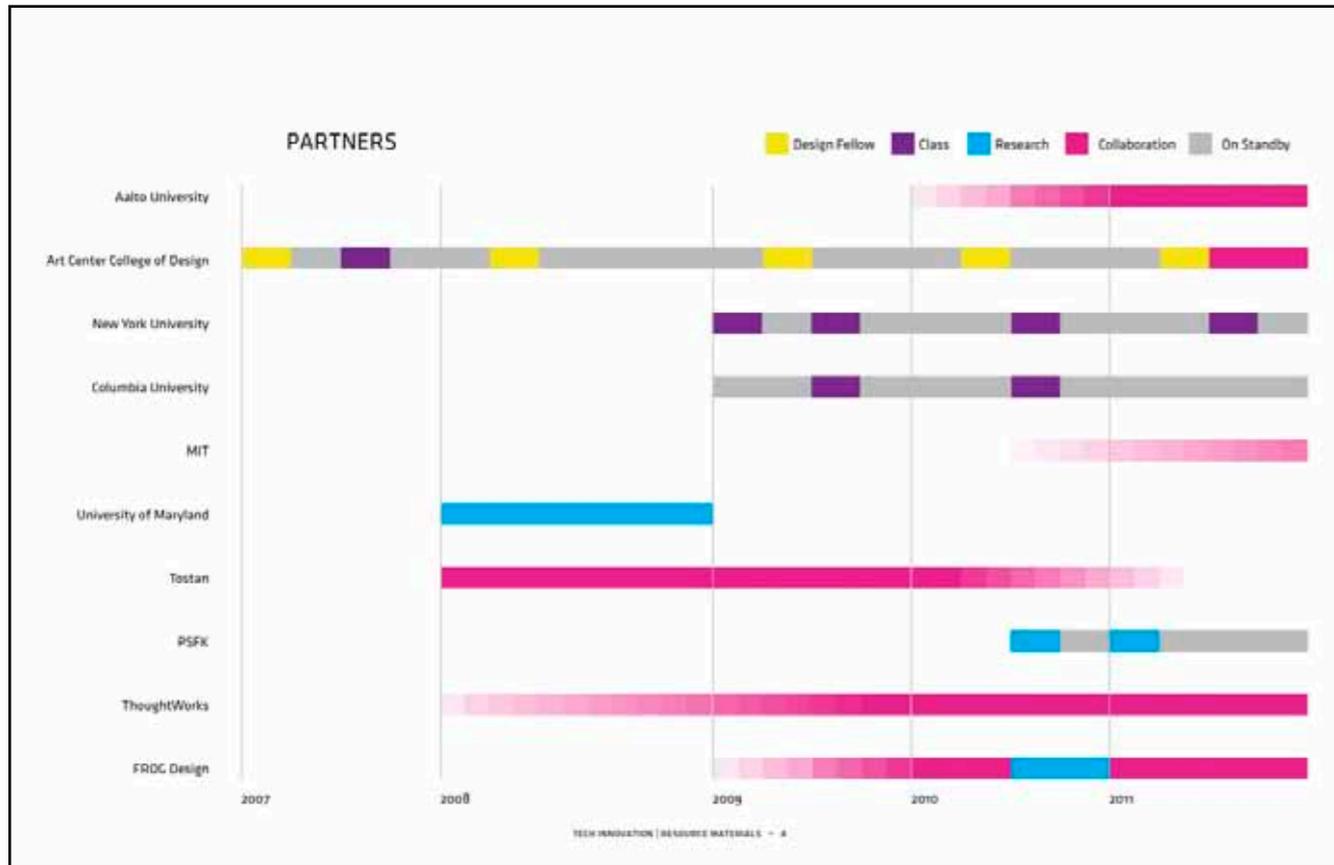
DESIGN+TECHNOLOGY
+ENGINEERING+BUSINESS

WITH

ACCD, AALTO, NYU ITP, MIT D-LAB,
COLUMBIA SIPA, TOSTAN, PSFK,
THOUGHTWORKS, FROG DESIGN

My first task was to design a visual material about the team.





It provided principles, project types and other information about the team in a simple manner for different partners we would be engaged with.

For each project, a directory link to related documents was created and viewers could easily gather the information they would need through it.

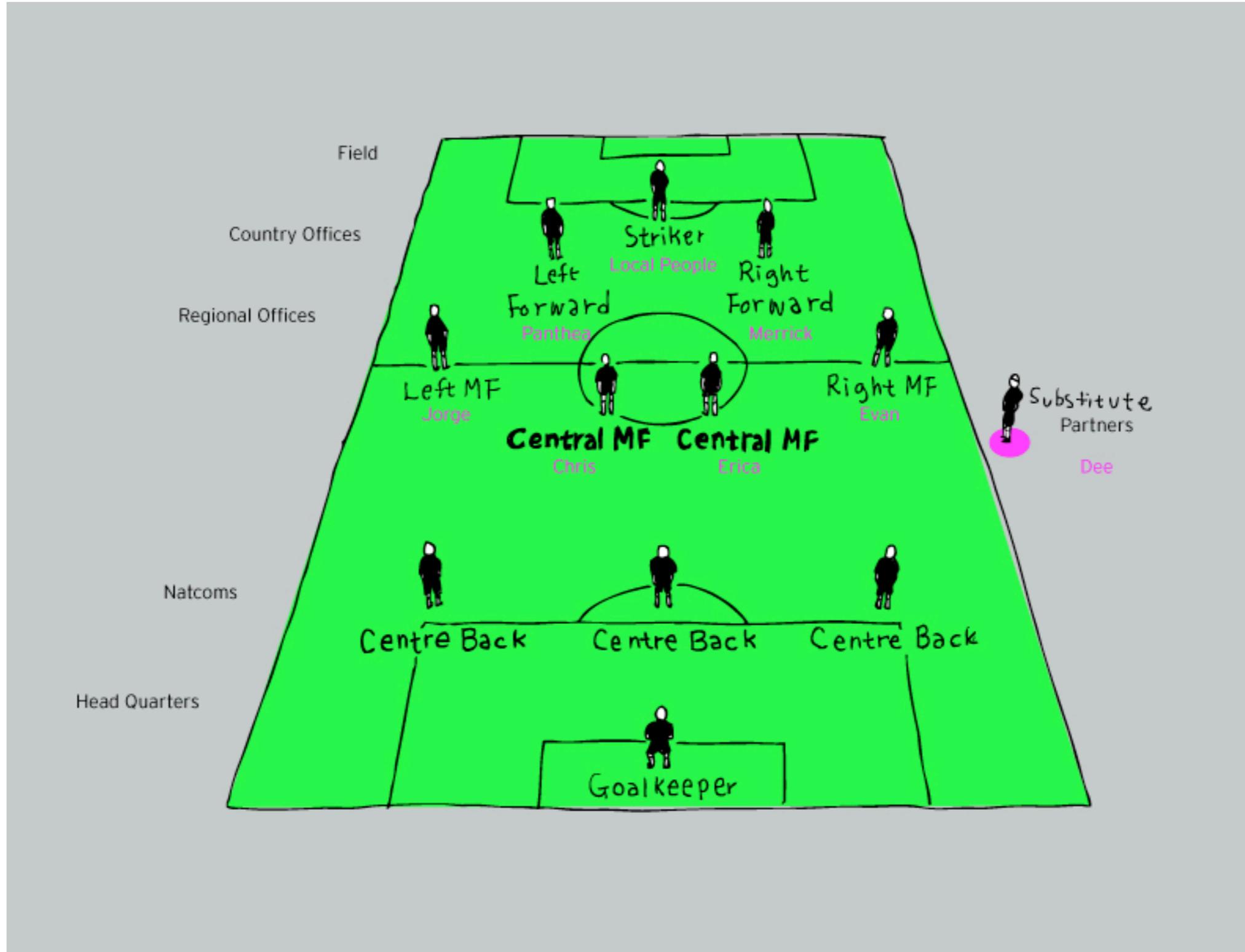
Throughout this exercise, I could understand the team as well as the possible roles that I could play in the Innovation Unit.

up FTR efforts both in the immediate aftermath of a crisis and during ongoing recovery efforts by making it easy for registered case-workers to collect, edit, update, search and share child information. RapidFTR has been built by a volunteer community led by UNICEF.

- SUBJECT Protection/ Emergencies
- TYPE Product/System development
- PROJECT DOCS Main Document (PDF) <http://bit.ly/rapidftrconceptnote>
Donors Document (PDF) <http://bit.ly/rapidftrdonors>
- WEBSITE <http://www.rapidftr.com>
bit.ly/ftrbundle (Developer resources)
- PRESS <http://www.blackducksoftware.com/news/releases/2011-01-07>
- FUNDING This project has been fully funded as of July, 2011
- SCALE Testing and pilot deployment in 3 countries, after which it will be deployable worldwide



Getting to know projects in depth, I realized that most of the team-work happens in the field from research to implementation. By working with Chris and Erica at the Head Quarter, I thought I could learn more about being the connector between the field and Head Quarters.



As a connector, sometimes I worked as a (design) consultant identifying new design problems for different teams within UNICEF and learned how to connect them to our team's partners.

>>How do you develop an emergency kit for 13-18 year old?

Provide the most meaningful, interesting, creative and cost effective tools for use in emergency settings by adolescents



School-in-a-Box Kit



Kindergarten-in-a-Box Kit

The impact of the Adolescent Development Kit will be assessed using the following indicators:

Learning to be:
Contribute to personal well-being and protection

Learning to live together:
Enable initiation of youth led activities

Learning to do:
Enable participation in activities of community/ emergency

Learning to know:
Able to make good decisions and contribute positively to their society.

The materials in an 'adolescent-friendly emergency kit' should give adolescents something to do together, something to learn with, and something to enjoy; the materials would enable them to come together as a group, to deal positively with the realities of their situation.

The kit should increase the skill-set, knowledge base and level of meaningful participation. Engaging youth in this way enhances their empowerment and integration with in their community and society.

Notes:

>>The kit should promote the principle of inclusion, especially for disabled adolescents regardless of gender or ethnicity, with focus on adolescent girls

>>The kit should integrate adolescents both in the design phase (through focus group discussions) and in the pilot testing.

>>The kit should also provide activities and guidance on how to facilitate their equal participation.

>>The kit should be primarily for non-formal educational settings and incorporate specific materials that will address the psychosocial, protection and educational needs of adolescents.

>>The kit should incorporate activities which are specifically designed to develop skills including adolescent-led analyses of threats and vulnerabilities including climate change, health and violence prevention. Assessment of the level of skill acquisition should be an integral part of the kit.

>>Localization of materials, items and activities should be viable and acceptable across regions

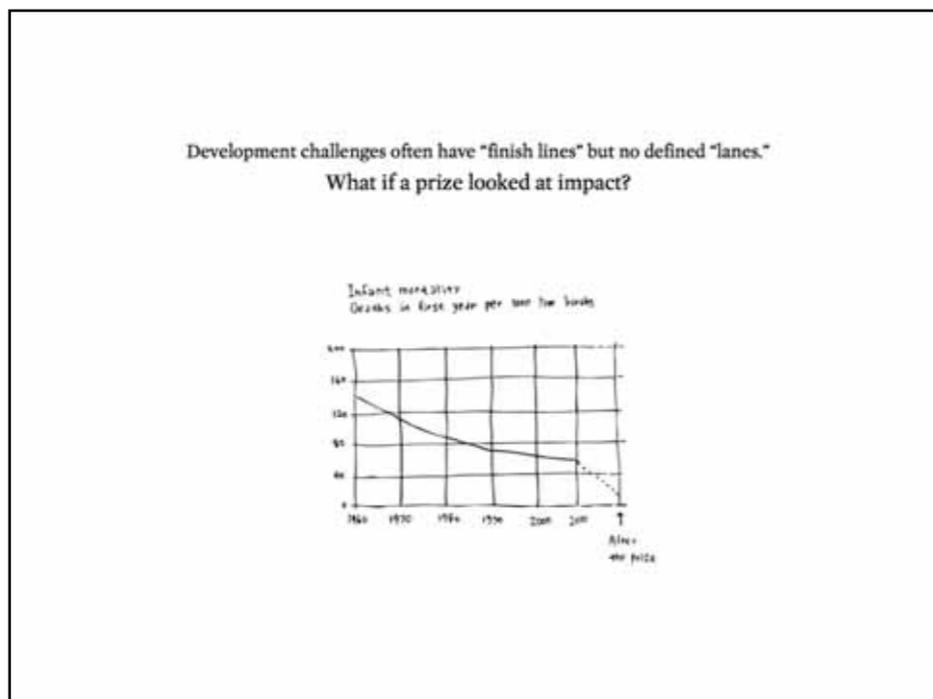
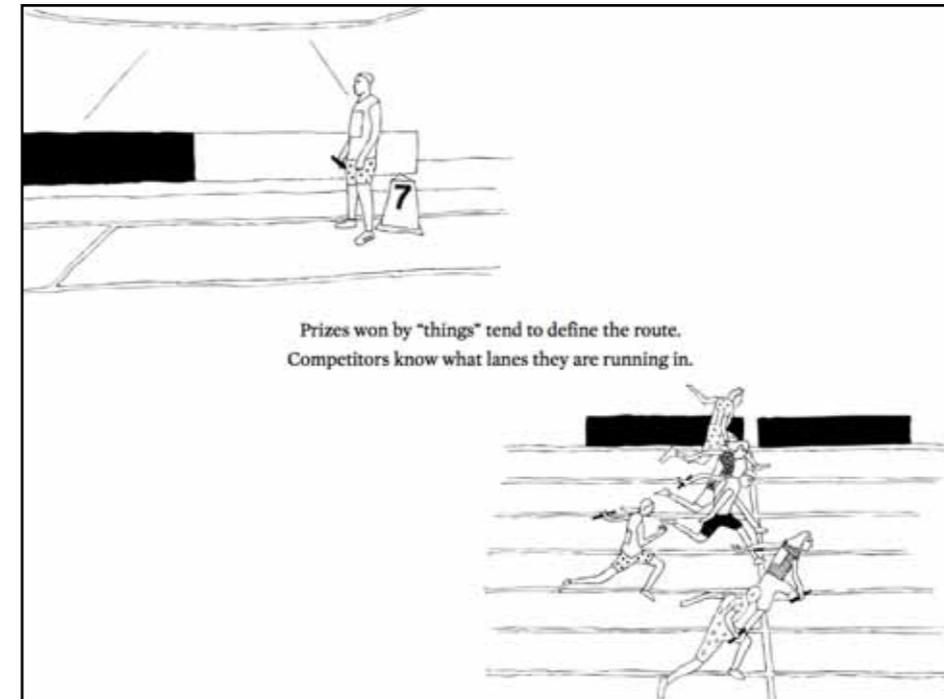
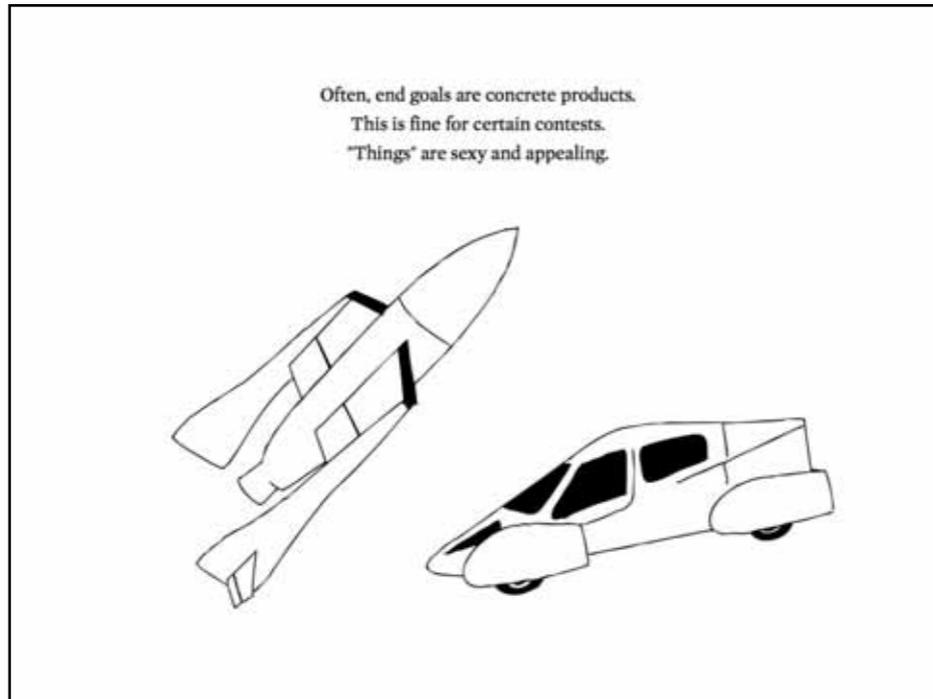
Other times I assisted Chris when holding Multi-stake holder meetings. This was a good opportunity for me to understand how innovative work was done in developing countries and the general narrative behind this collective.

XPRIZE+UNICEF+IIT

Multistakeholder Meeting on Innovation prizes and development

1. Innovation is important
2. Development space are already doing (have been doing) innovation
 - a. successes: ORS/ Mark II/ Plumpy nut
 - b. failures: OLPC/ Play pump...
3. Increased recognition of the value of these projects
The world Bank has set up its innovation group, Unicef has set up its innovation team, etc.
4. But there are common challenges (ambuj's 4 key challenges)
5. Innovation in the development place is challenging for these reasons
 - a. scale problem for various reasons
 - b. business proposition not there
 - c. insufficient consideration of need/impact
 - d. leverage global talent to solve problems

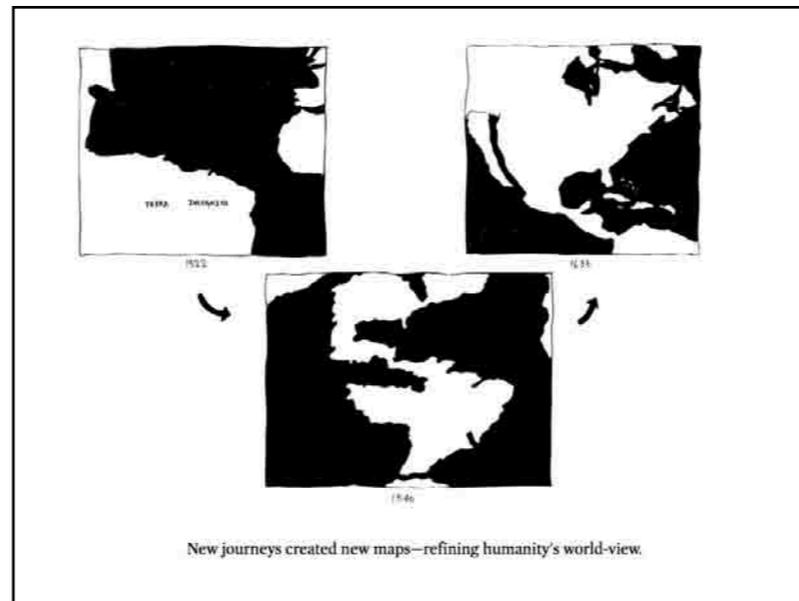
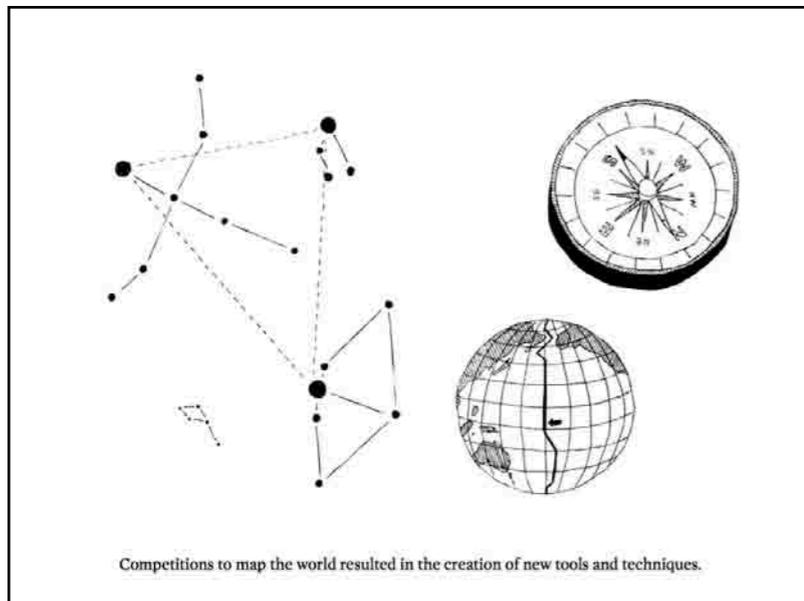
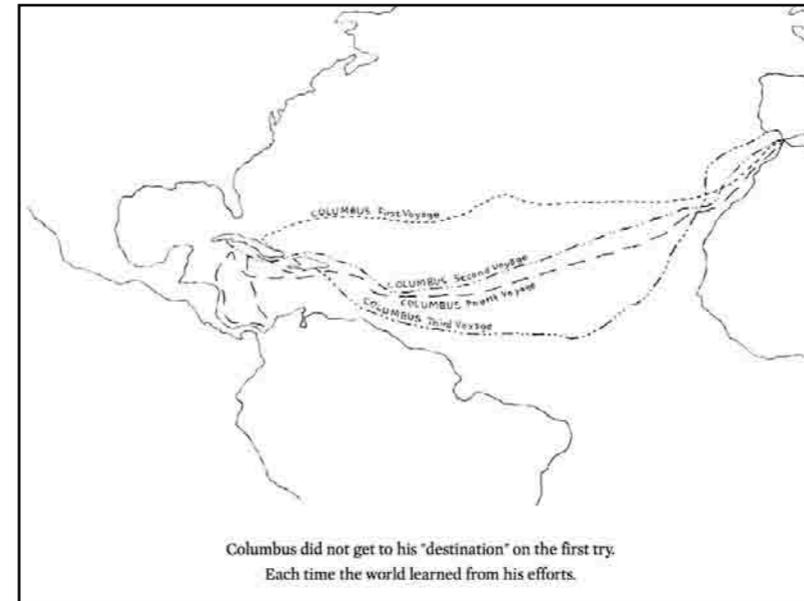
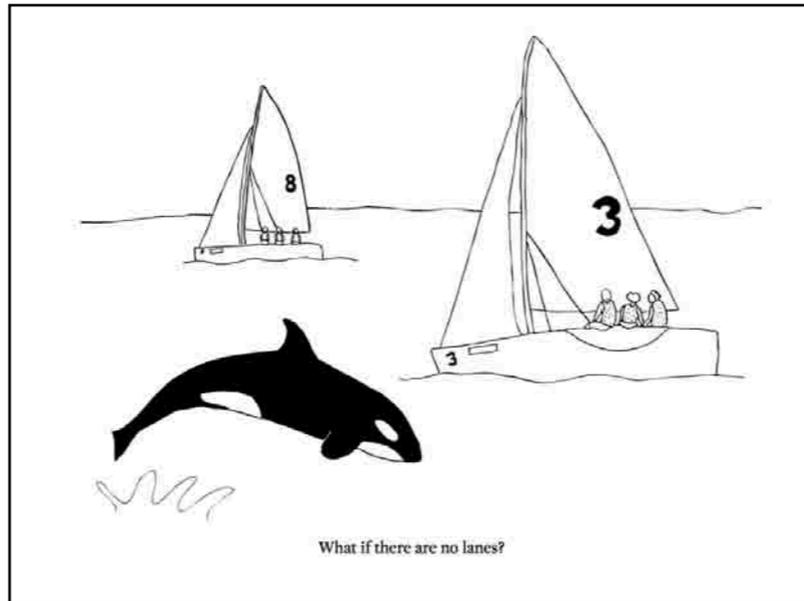
I started to draw out sketches that describe how it is different when designing for impact by using familiar visual metaphors.



MEDAL TABLE

	PROUSE	OUTPOST	IMPACT	TOTAL
1	9	15	13	37
2	10	13	7	30
3	14	7	5	26
4	9	8	6	23
5	4	6	6	16

Awards for impact protect against being locked into a certain "thing" or technology.



In the latter part of the experience, I participated in visualizing and brainstorming about the Innovation Labs of UNICEF.

UNICEF Innovation Labs

Innovation Labs bring together the best minds from private sector, academia and development to co-create and solve some of the world's most pressing challenges

- ambitious model for collaboration
- idea incubation with a focus on social impact work
- a space to test new ways of reaching and involving children and their communities in local and national development
- works with other types of labs, in other institutions, to avoid duplication of product or process

academia

private sector

civil society

designers

engineers

programmers

technical experts

development specialists

youth

inventors

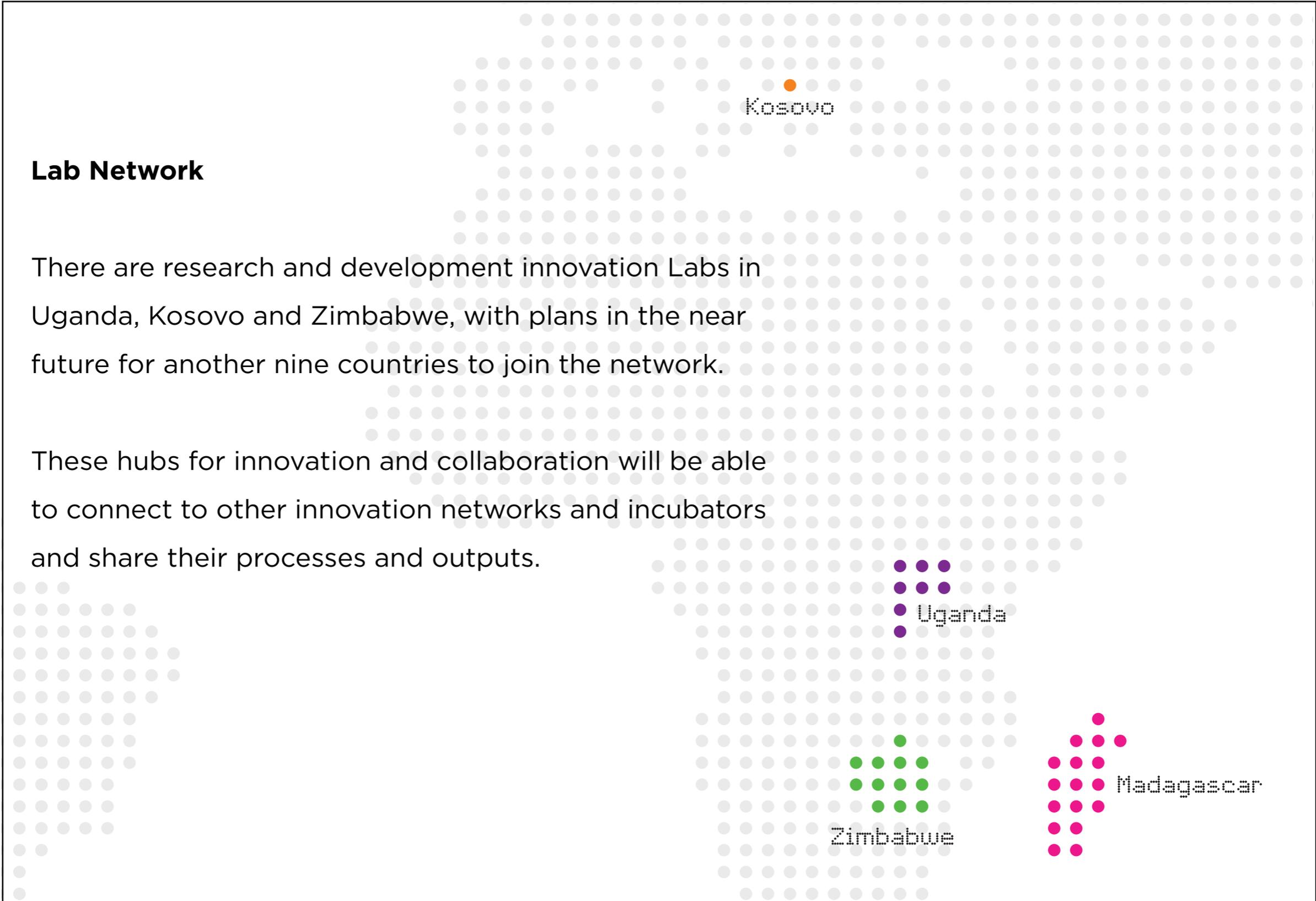
educators

promising trainees

Lab Network

There are research and development innovation Labs in Uganda, Kosovo and Zimbabwe, with plans in the near future for another nine countries to join the network.

These hubs for innovation and collaboration will be able to connect to other innovation networks and incubators and share their processes and outputs.



Kosovo

Uganda

Zimbabwe

Madagascar

Kosovo

physical products



frog design

partnerships



software development



Uganda



Madagascar

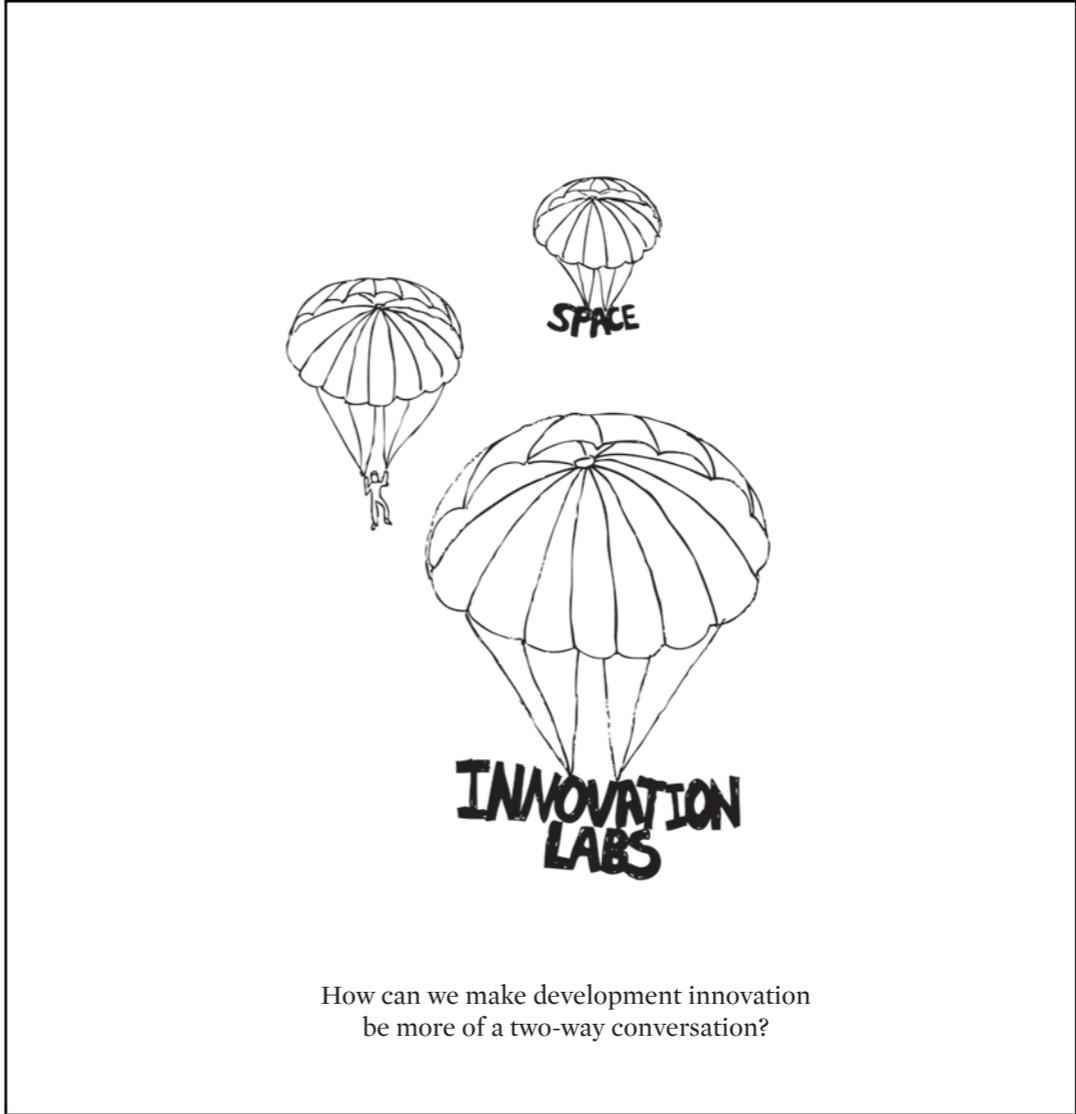
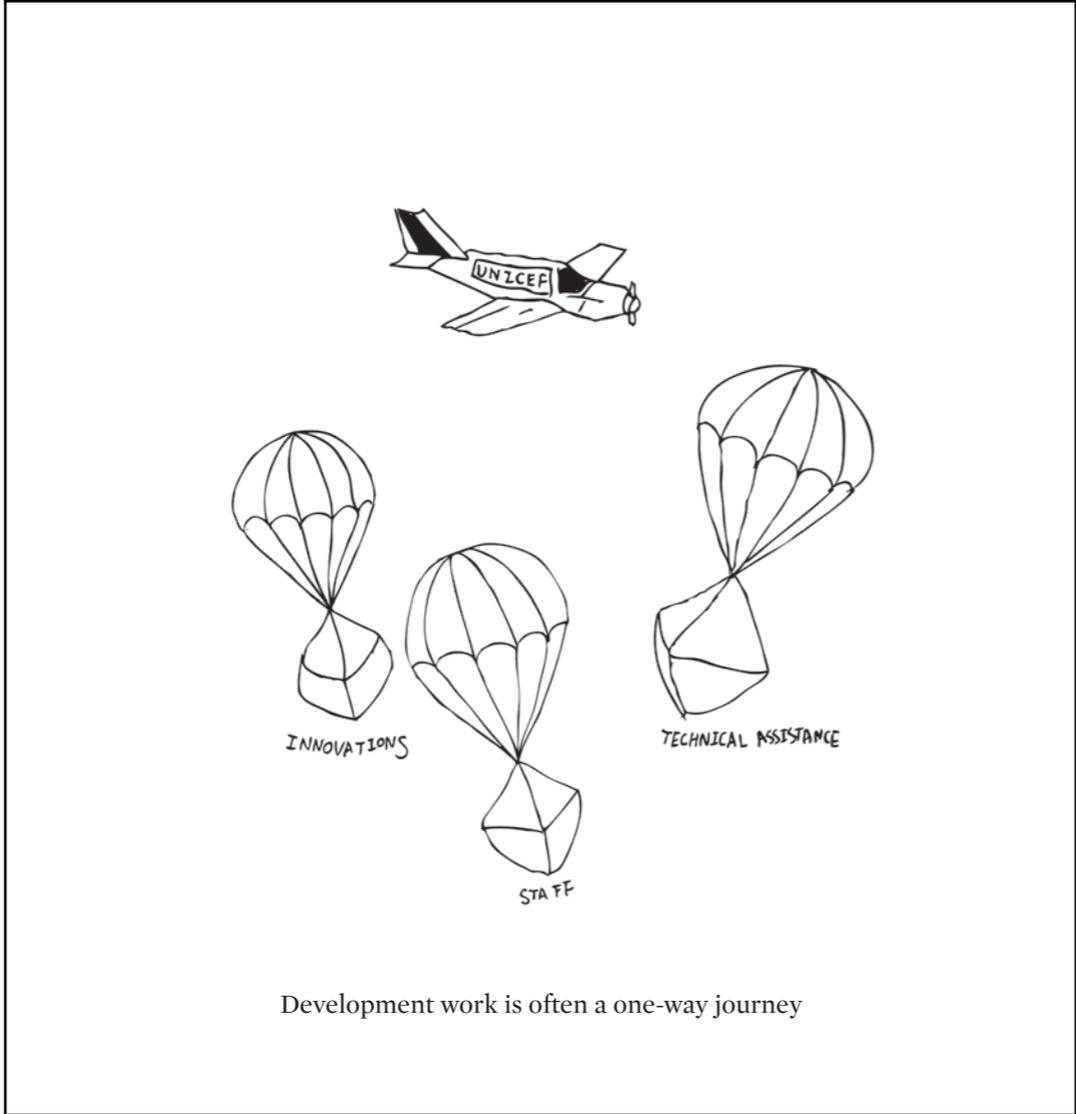


Zimbabwe

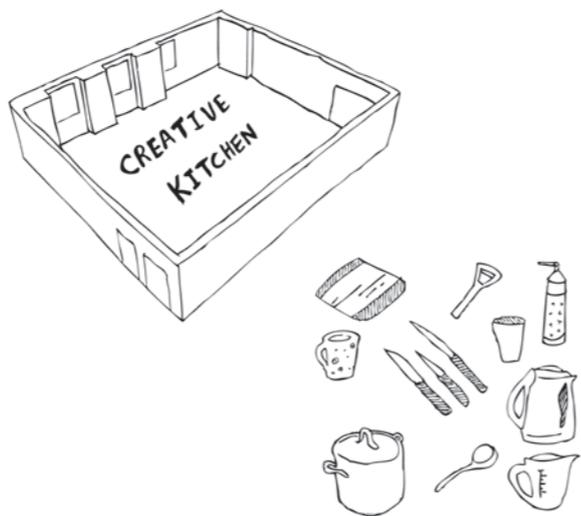
example:

- solar-powered computer kiosks for rural areas
- handheld water testing devices for post-emergency use
- mobile and web-based platforms to improve

My role was to explain why Innovation Labs are needed and how they are different from traditional approaches to development work. During the process we identified the need for a common resource in which people working in the labs could share and a new project is work in process for this need.



How can we create sustainable spaces where technology innovation can happen in country?



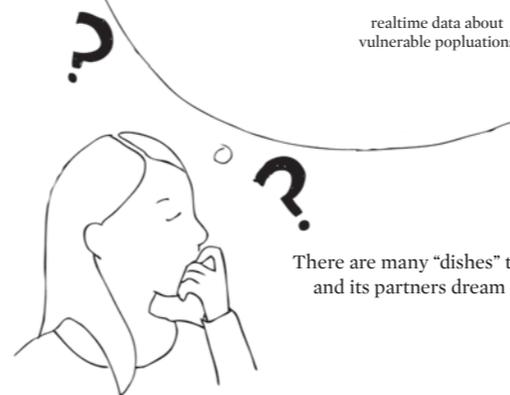
mobiles phones for health diagnostics

innovations for emergency response

innovative technology for education in rural areas

alternative energy for off-grid villages

realtime data about vulnerable populations



There are many "dishes" that UNICEF and its partners dream of cooking

I heard about a great project in



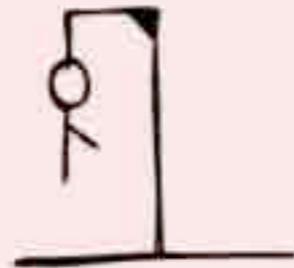
I wonder how we could use to solve

What models can we use to help the various parts and partners of UNICEF cook consistently tasty dishes?



While working at UNICEF, a lot of people were interested in what we designers do there. I still don't have a definite answer for that question since my outcomes are more close to experimentation than a finished product. At least, I could say that I learned how to be the connector between people working in different disciplines for the most vulnerable populations in the world.

**I'm a —
designer**



web interaction product

Also, I encountered various perspectives toward design and this let me contemplate the balance between my work in and out of an academic setting. Overall this unique experience let me explore different possibilities for my role as a designer.



Special thanks to:

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