

Teacher's Toolkit

Free & Peer-Reviewed Resources



Design for a Better World

Teacher's Toolkit

Start Learning:

ASK QUESTIONS, SAY HELLO OR START LEARNING TODAY.

✉ hello@interaction-design.org
💻 interaction-design.org



Free, Peer-Reviewed & Open-Access
Videos, Articles & Templates for Teachers
at Universities, Colleges, Schools
& Companies.



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Table of Contents

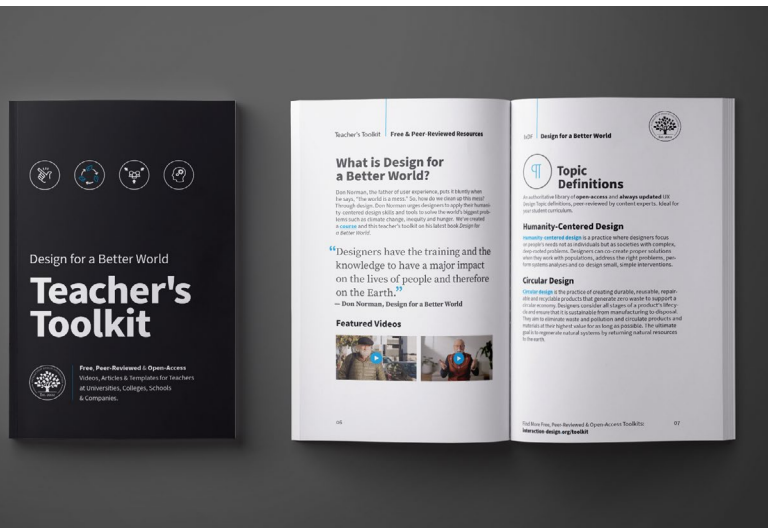
How Can You Use This Toolkit?	04
What is Design For a Better World?	06
Definitive Design For a Better World Topic Definitions	07
Engaging Design For a Better World Videos	11
Informative Design For a Better World Design Articles.....	14
Ready-To-Use Design For a Better World Templates	16
How to Include Our Educational Resources	19
Frequently Asked Questions	20

How Can You Use This Toolkit?

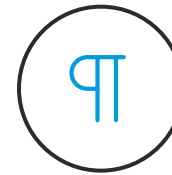
This toolkit is an authoritative library of **free, peer-reviewed** and **open-access** videos, articles and templates on UX Design. It's designed for teachers, educators and professors at universities, colleges, schools and companies.

We've curated the best resources on [Design for a Better World with Don Norman](#). Our resources include **UX Topic Definitions**, **UX Design Articles**, **Instructional Videos** and **Ready-To-Use Templates**.

Simply **link to one or more of the resources** and we'll make sure your students get **always updated** content — with additional videos and links to in-depth articles.

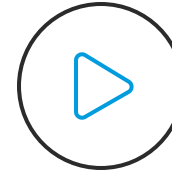


In This Toolkit, You'll Find:



UX Topic Definitions

An authoritative library of **open-access** and **always updated** UX Design Topic definitions, peer-reviewed by content experts. Ideal for your student curriculum.



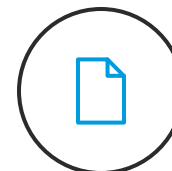
Instructional Videos

An engaging series of **open-access** and accessible videos that cover UX Design methods, topics and principles. Easily shared with your students.



UX Design Articles

The world's largest **free** online resource on UX Design, with new articles published every day. Designed to be included in your curriculum.



Ready-To-Use Templates

A series of **ready-to-use** templates that contain valuable, practical and time-saving processes. Perfect for your class assignments and group projects.



Frequently Asked Questions

Got questions? We've got answers to the most frequently asked questions. If you still need help, please feel free to reach out.



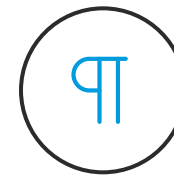
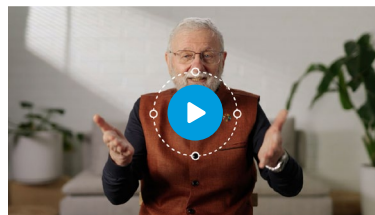
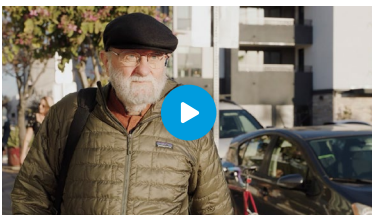
What is Design for a Better World?

Don Norman, the father of user experience, puts it bluntly when he says, “the world is a mess.” So, how do we clean up this mess? Through design. Don Norman urges designers to apply their humanity-centered design skills and tools to solve the world’s biggest problems such as climate change, inequity and hunger. We’ve created a [course](#) and this teacher’s toolkit on his latest book *Design for a Better World*.

“Designers have the training and the knowledge to have a major impact on the lives of people and therefore on the Earth.”

— Don Norman, *Design for a Better World*

Featured Videos



Topic Definitions

An authoritative library of **open-access** and **always updated** UX Design Topic definitions, peer-reviewed by content experts. Ideal for your student curriculum.

Sustainable Design

[Sustainable design](#) creates long-term solutions and helps societies ensure the well-being of their people and harmony with the environment for generations. A sustainably designed product or service is one that considers the entire lifecycle of the product during development, from manufacturing to disposal. A truly sustainable design is optimized for reuse.

Circular Design

[Circular design](#) is the practice of creating durable, reusable, repairable and recyclable products that generate zero waste to support a circular economy. Designers consider all stages of a product's lifecycle and ensure that it is sustainable from manufacturing to disposal. They aim to eliminate waste and pollution and circulate products and materials at their highest value for as long as possible. The ultimate goal is to regenerate natural systems by returning natural resources to the earth.



Circular Economy

[A circular economy](#) focuses on a business model that gives incentives to reusing materials and products instead of digging out new resources from the Earth when this can be avoided. A circular economy is an economic system that reduces waste and pollution by keeping resources in use for as long as possible. This includes circular design which means designing for reuse, repair, durability, recycling and using renewable materials and energy. Circular designers consider a product's lifecycle, from raw material to distribution, use, reuse, and disposal.

Incrementalism

[Incrementalism](#) is an approach designers use to address large problems by breaking them down into smaller, more manageable steps. This allows designers to be more flexible than with a large, complex solution that is implemented all at once. This is also called the “muddle through” method.

Incremental Modular Design

[Incremental modular design](#) breaks down big problems and large-scale projects into small, manageable modules. Yet, it helps us to have the larger goal in mind. This method allows people to work on smaller projects and in shorter spans. It allows people to analyze and evaluate the first result they create and then decide whether they are going in the right direction to find the solution to the bigger problem.

Humanity-Centered Design

[Humanity-centered design](#) is a practice where designers focus on people's needs not as individuals but as societies with complex, deep-rooted problems. Designers can co-create proper solutions when they work with populations, address the right problems, perform systems analyses and co-design small, simple interventions.

Human-Centered Design

[Human-centered design](#) is a practice where designers focus on four key aspects. They focus on people and their context. They seek to understand and solve the right problems, the root problems. They understand that everything is a complex system with interconnected parts. Finally, they do small interventions.

User-Centered Design

[User-centered design \(UCD\)](#) is an iterative design process in which designers focus on the users and their needs in each phase of the design process. In UCD, design teams involve users throughout the design process via a variety of research and design techniques, to create highly usable and accessible products for them.

Systems Thinking

[Systems thinking](#) is an approach that designers use to analyze problems in an appropriate context. By looking beyond apparent problems to consider a system as a whole, designers can expose root causes and avoid merely treating symptoms. They can then tackle deeper problems and be more likely to find effective solutions.

Complex Socio-Technical Systems

[Complex socio-technical systems](#) are intricate societal and global problems: challenges where designers strive to define human problems, understand the far-reaching implications of these and address them carefully. As they are hard to approach and understand, designers try incremental steps toward sustainable solutions.

5 Whys

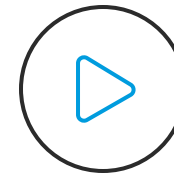
[The 5 Whys method](#) is an iterative interrogative technique pioneered at Toyota Motor Corporation in the 1930s to explore the cause-and-effect relationships underlying a specific problem. By working back the cause of one effect to another up to five times, designers can expose root causes and explore effective solutions.

Participatory Design

[Participatory design](#) is a collaborative approach to design that actively involves end-users and stakeholders in the design process. It aims to create products and services that better meet the needs and expectations of users by applying their knowledge and experiences.

Want to Learn More?

Check out our full library of UX Topic Definitions. [Start learning >>](#)



Instructional Videos

An engaging series of **open-access** and accessible videos that cover UX Design methods, topics and principles. You can easily share them with your students.

Anything Artificial We Can Design Better



Most people today live in artificially created environments, like cities or towns, with systems in place to provide resources and shelter. If we have the power to design large systems, we can also design them better.

[Watch now >>](#)

Use More Meaningful Measurements in Design and in the World



Many of the ways we determine the success of a society or culture are flawed. They don't take into account things like happiness or sustainability in a holistic way. What other measurements could we use?

[Watch now >>](#)

Sustainability Is Not Enough



The hard truth is sustaining our current way of living will ruin the environment. We need to look beyond sustainability to ways of healing our world.

[Watch now >>](#)

Use Circular Design To Reverse Harm



Nature is circular. Nothing ever goes to waste. Human engineering and design, on the other hand, are linear processes. How can we move from linear design and economy to a more natural, circular one?

[Watch now >>](#)

What is Incrementalism?



See why incrementalism is the best approach for designers to address tricky, real-world problems.

[Watch now >>](#)

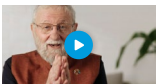
How to Apply Incremental Modular Design to Global Challenges



Incremental Modular Design is a method of approaching big problems in little steps that all build towards a common goal. Learn how this method is the key to reforming our biggest socio-economic systems.

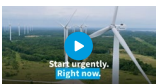
[Watch now >>](#)

Why Should Designers Become Leaders?



As the world approaches a climate crisis, designers and design thinking need to take a more prominent role to effect change. [Watch now >>](#)

Why Do We Not Act on Climate Change?



Understand why humans often don't understand and address long-term, slow-moving problems such as climate change and why we react more effectively to immediate threats. [Watch now >>](#)

What is Human-Centered Design?



See why human-centered design is a vital approach for accommodating real users.

[Watch now >>](#)

What is Humanity-Centered Design?



See why humanity-centered design is the key to designing the best solutions to complex global problems. [Watch now >>](#)

What are Complex Socio-Technical Systems?



See why complex socio-technical systems can be wickedly intricate, but not hopelessly impossible.

[Watch now >>](#)

What are the 5 Whys?



See why the 5 whys is such a valuable tool to help define root causes and explore effective solutions

[Watch now >>](#)

Want to Learn More?

See the full course [Design for a Better World with Don Norman.](#)



UX Design Articles

The world's largest **free** online resource on UX Design, with new articles published every day. Designed to be included in your curriculum.

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Recycling is Not Enough. Let's Design for Reuse

Recycling is "a poor solution to the wrong problem". It is more expensive and difficult to recycle than to create a product from scratch. The solution is to redesign everything for reuse instead of relying on inefficient recycling. [Read more >>](#)

Sustainability Is Not Enough

The hard truth is sustaining our current way of living will ruin the environment. We need to look beyond sustainability to ways of healing our world. [Read more >>](#)

Use Circular Design To Reverse Harm

Nature is circular. Nothing ever goes to waste. The banana peel we discard degrades into nutritious compost for plants. Human engineering and design, on the other hand, are linear processes. How can we move from linear economies to a more natural, circular one?

[Read more >>](#)

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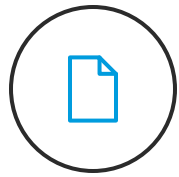
Designers have traditionally focused on small-scale solutions. As the world approaches a climate crisis, designers and design thinking need to take a more prominent role to effect change. [Read more >>](#)

Why Do We Not Act on Climate Change?

Climate change is the biggest issue of our age, yet it's still consistently ignored or not acted on. Watch this video to understand why humans react more effectively to immediate threats and why we often don't understand and address longer-term, slower-moving, complex problems. [Read more >>](#)

Want to Read More?

Check out our latest UX Design Articles. [Start reading >>](#)



Ready-To-Use Templates

A series of **ready-to-use** templates that contain valuable, practical and time-saving processes. Perfect for your class assignments and group projects.



5 Whys Method

The “5 Whys” method is a simple method you can use to dig deep into complex problems and uncover useful insights about your users, their behavior and their environment. Learn how to use this method to probe deeper into problems to find better solutions.

[Download template >>](#)



How to Apply Incremental Modular Design to Global Challenges

Incremental modular design is a method of breaking down large complex problems into smaller, more manageable steps, or modules. Learn how to create modules that each work towards a common goal.

[Download template >>](#)



How to Create and Share a Case Study on Humanity-Centered Design

Creating a good case study is a key part of any design process. For humanity-centered design, you must also demonstrate the leadership and the communication skills necessary to make lasting change. [Download template >>](#)



5 Principles of Humanity-Centered Design

Humanity-centered design is the next evolutionary step of design. Learn how this new approach balances human needs with the needs of the ecosystem and environment to create sustainable solutions. [Download template >>](#)

Want More Hands-on Templates?

See our Ready-To-Use Template Bundles. [Start downloading >>](#)



How to Include Our Educational Resources

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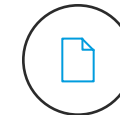
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UX Design Articles

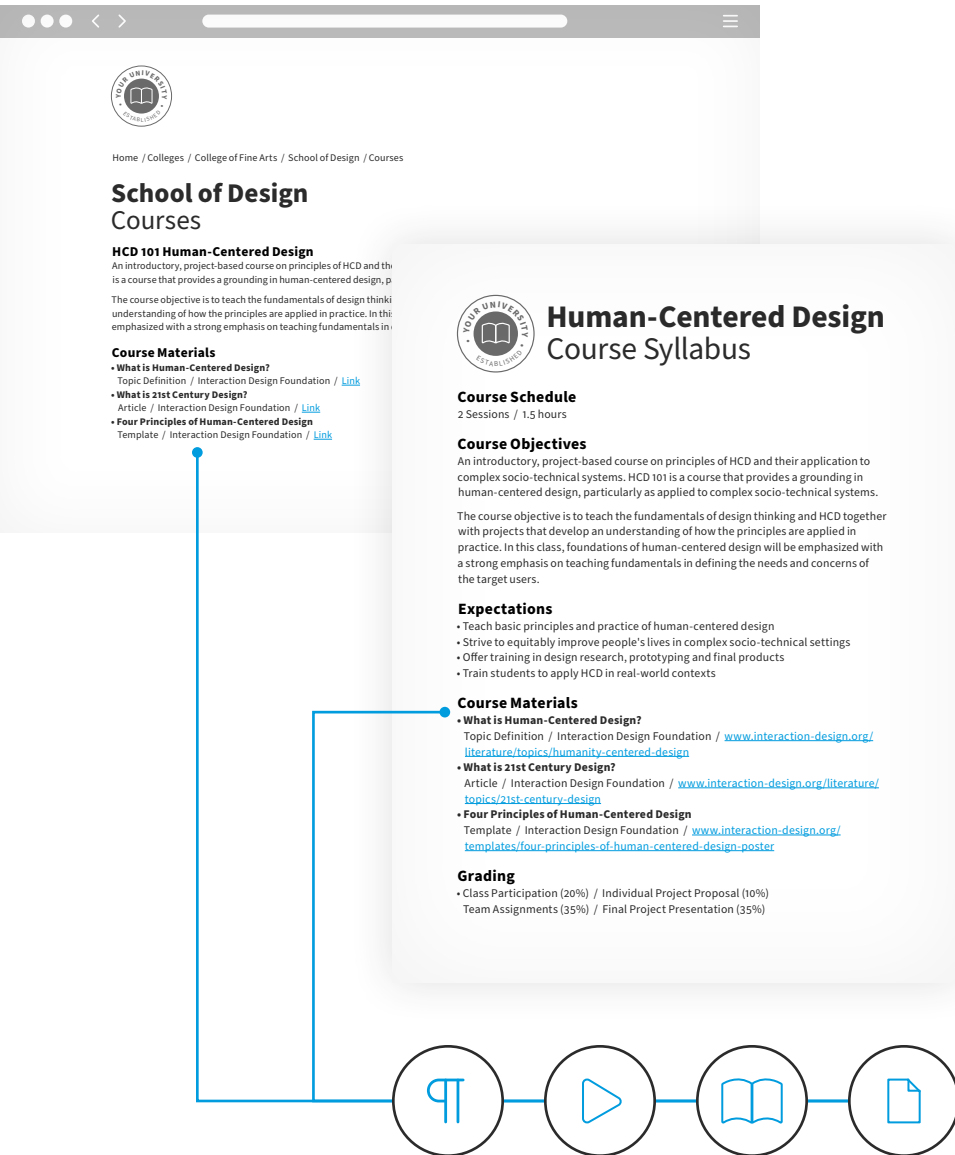
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Our Educational Resources are **trusted by industry leaders** such as MIT, Stanford University and the University of Cambridge — who include our Educational Materials in their curricula.





Frequently Asked Questions

Got questions? We've got answers to the most frequently asked questions. If you still need help, please feel free to reach out.

Is It Peer-Reviewed?

We've gone an extra step than classic peer review. Not only do we let the **experts write our content** — and be peer-reviewed by other experts — we also let thousands of industry professionals use their content and report errors, mistakes and suggestions for improvement.

Are These Resources Completely Free and Open-Access?

Yes. The **democratization of design knowledge** is at the very heart of our mission. That's why — over 20 years after we started — we will never stop bringing leading designers, bestselling authors and Ivy League professors together to create free, open-access resources on UX design.

Who Is Behind the IxDF?

The Interaction Design Foundation (IxDF) is the **world's largest online UX design school**. We were founded in 2002 and are the oldest UX community in the world (we think) with over 150,000 graduates.

We are market leaders in online design education because the world's leading experts create our content and because we specialize in design. Our courses cover the entire spectrum of UX design from beginner to advanced.

Do You Have More Toolkits?

Yes. We've designed additional UX Design Toolkits that feature the very best resources, curated around topics in UX Design. We're **constantly adding new toolkits**, so be sure to visit interaction-design.org/toolkit to find more free, peer-reviewed and open-access toolkits.

What Kind of Reviews Do You Get?

We're glad you asked. ;-) We've worked since 2002 on perfecting our **peer-reviewed, evidence-based** educational resources, and industry experts have a lot to say about our results:



Trustpilot



4.9/5 "Excellent" (based on 1600+ reviews)

Trustpilot

Forbes

"Ivy League level education in UX, Product Design or Human-Computer Interaction"

Forbes.com

Core77

"...an incredibly rich compendium filled with a wide variety of lessons and information"

Core77



"A goldmine of information on interaction design"

Don Norman

Got More Questions?

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