AEP Pre-Planning

Planning Mindset

Building the proper mindset and space for discussion that moves beyond preconceptions and that encourages creativity and innovation This is the work you do because you want a great plan....not the work to respond to the planning guidelines.

So what outcomes do YOU want?

The Value of a Plan

•Purpose - clearer about where you're heading

•Knowing what evidence to collect to see if you're getting there;

•Stronger partnership through clear agreement on goals; and

•Communication – with funders, practitioners, stakeholders

Community Planning Toolkit

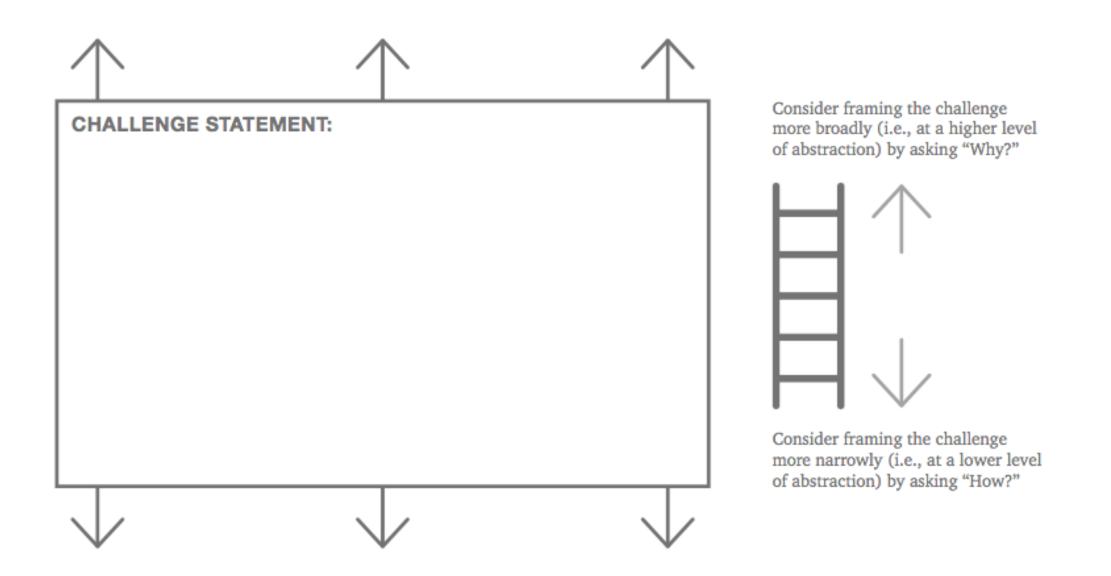
Actual Outcomes

people getting jobs, improving skills, learning English Infrastructure

partnerships established, works well, everyone included, decision making

Capacity

PD, capacity building, technology, engagement, funding



Innovating for People | Activity Templates | Abstraction Laddering LUMA

DESIGN FOR PEOPLE

Students don't want a product, a workshop or a program. They want to make their lives better.

0 CO

Types of Motivators

Intrinsic

• autonomy • learning • belonging • mastery curiosity love



- competition
 money
- fear of failure points
- fear of rewards
- punishment ...

Interaction Design Foundation

For example a 'finding' might look like this:

Patients are often non-compliant, this makes their conditions worsen and GPs frustrated.

This is valuable information to have found, but until we understand what causes the behaviour it will be difficult to design to improve the situation.

An insight looks more like this:

Patients are so nervous during appointments that they don't listen to their doctors.



Fred has always worked at temp jobs. He speaks Spanish, and not very much English. He has a wife and 2 children in elementary school. He is 32 years old. He is documented , but his wife is not. His wife takes care of several other children in the house they rent.

GOALS: He wants to learn English.. He wants to finish High School. He needs to make money but is unsure what jobs are out there.

MOTIVATIONS: Fred wants a permanent job so he doesn't have to worry so much about making ends meet. He wants to provide for himself and his family, and get his wife citizenship. He would like to buy a house someday. He wants his children to be proud of him.







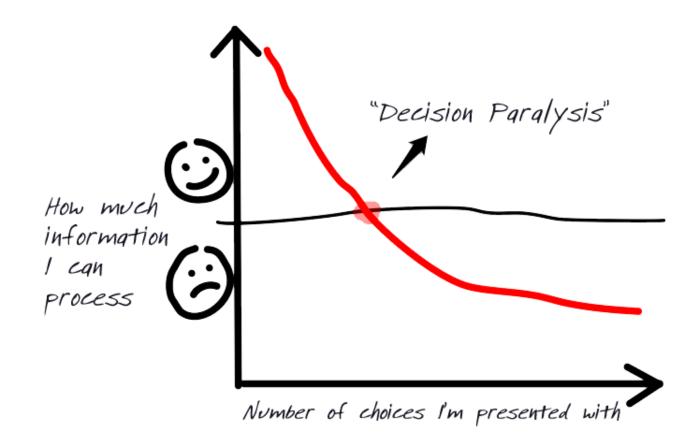


START WITH WHAT WE KNOW ABOUT **PEOPLE: BEHAVIORAL INSIGHTS**



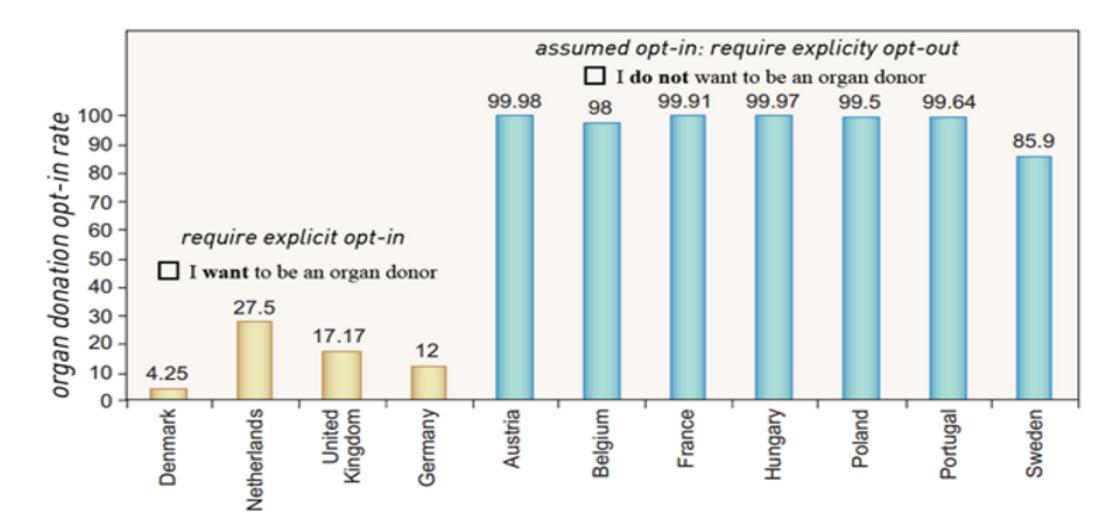
http://behavioralscientist.org/cartoons/behavioral-science-fiction/

Making choices is hard....

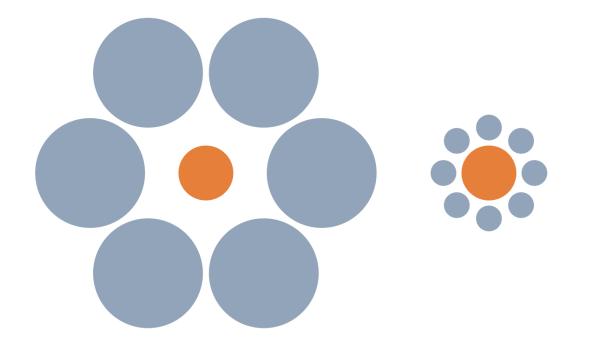


.... Following through even harder

Inertia (defaults) are powerful



Context of choices



Decoy choices on menu: \$ 52 steak makes \$45 lamb chops more attractive

Our peers influence us...

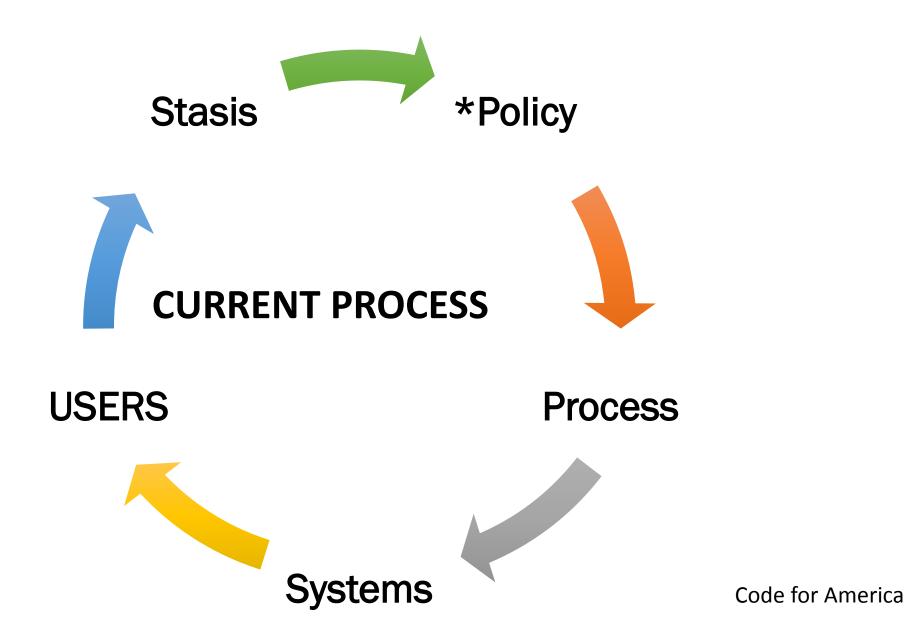
Here's how you compare to neighbors

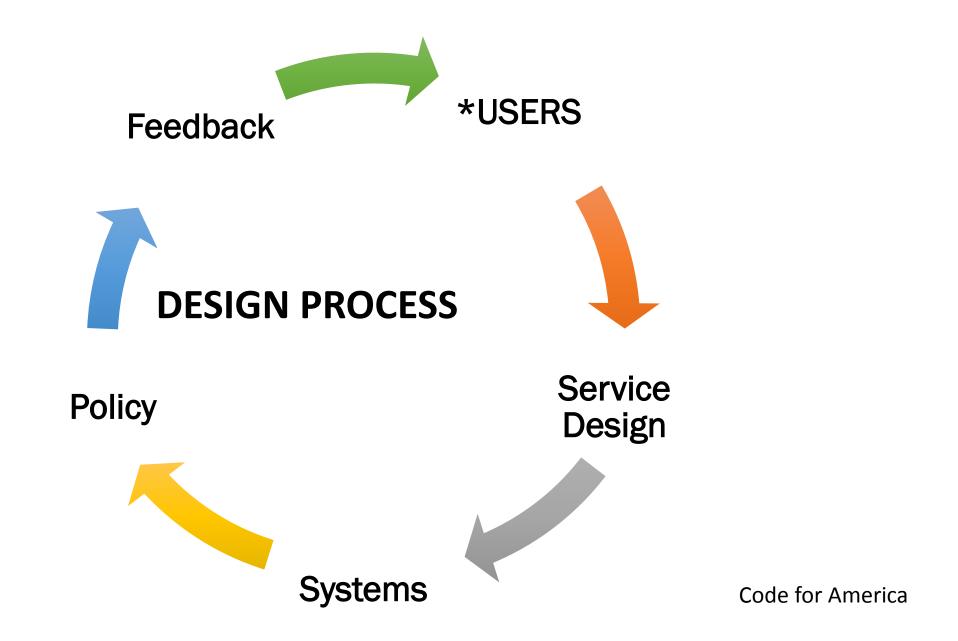
Efficient neighbors	465 kWh	
Average neighbors		602 KWh
You		648 kWh

Aug 21, 2015 - Sep 20, 2015

This is based on 87 similar hornes within approx. 4 miles. Efficient neighbors are the 20% who use the least amount of electricity. See back for details. You're using more than your neighbors.

8[%] more electricity than average neighbors





Get started sooner, fail quickly, succeed faster.
Work radically interdisciplinarily across silos.
Help ground change in the tasks you're trying to accomplish.

IDEO

Code for America Customer Centered Design

Practitioner's Playbook



PRACTITIONER'S PLAYBOOK FOR APPLYING BEHAVIORAL INSIGHTS TO LABOR PROGRAMS

April 2017

Matthew Darling* Jaclyn Lefkowitz* Samia Amin Irma Perez-Johnson Gregory Chojnacki Mikia Manley 'Idea42



CUSTOMER-CENTERED DESIGN

A playbook for workforce service delivery

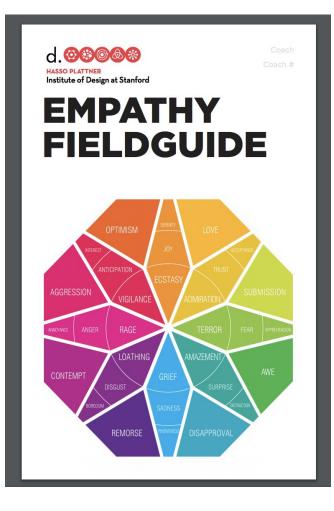
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Fall 2017



ideas

d. School Empathy Guide



The Field Guide to Human Centered Design



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