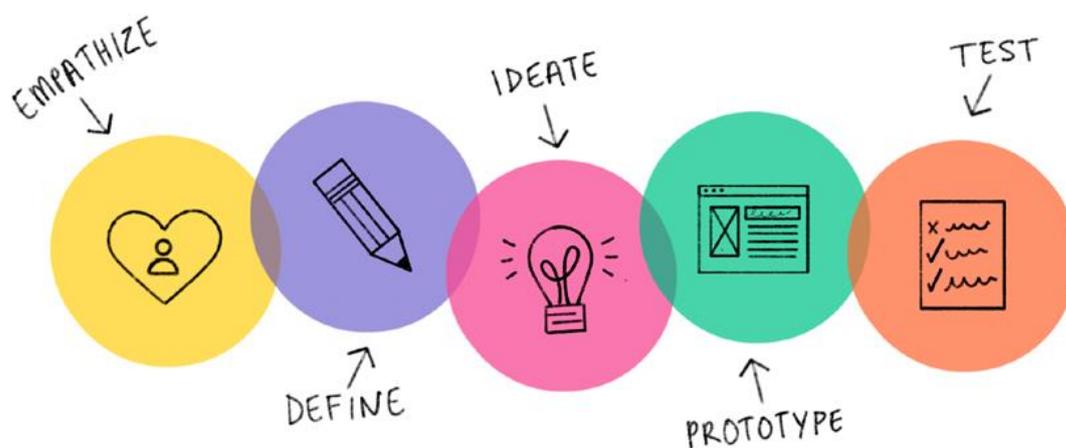# Commissioners project Design thinking

We are looking for commissioners who are open to social innovation!

In the second year of the study: International Social Work, students learn to work on project basis. They will work in groups on projects for two days a week. During the semester they will work on a concrete design question that comes from the practice. The method they will use is *Design Thinking.* Design Thinking is a method that aims to work on social change, explicitly together with stakeholders. In addition, the methods aims to use creative methods and activities continuously.

We are looking for commissioners with development or design needs, in which you could use the help of our students. In this way, they can learn what social design on a project basis means in practice.

Students are coached on the Design-Thinking method and receive weekly supervision from HAN teachers. They work in groups of four to five students on the project for five months, two days a week.

At the end of the project they deliver a product. This product could be anything, such as a new intervision method, a tool for professionals to work better interprofessionally, a physical object/improvement to a space, a workshop, etc. It can also be a series of small innovations/improvements.

We are looking for you if:

- You work at a social organization, a social initiative, or work (in one way or another) on community empowerment.

- You have one or more development or design questions for students. Maybe you don't have a concrete question yet, but you do have ideas for the organization that are still waiting for some action. That's a good start too!

- You are willing to invest in contact with students. Design thinking requires involvement from the organization: students must be able to put themselves in the shoes of the end users of the design. It is important to meet with the students at least once every two weeks.

*It would be especially nice if students could work together with the people you work with (young people, service-users, citizens, students, etc.).