

• C O M M U N I T Y of Design

Developed by Zoey Andreas

Future Design Challenge

Design Challenge Guide

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Developed by Zoey Andreas

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This challenge invites participants to identify a real-world problem and develop a design concept or solution that could improve people's lives.

Participants select a design focus (such as social impact, sustainability, accessibility or wellbeing, future design or AI design) and develop ideas through sketching, prototyping and presentation.

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Participants may work **independently or collaboratively in small groups** depending on the structure of the session.

This activity can be delivered as a single session or extended across multiple sessions depending on the depth of development and prototyping.

Participants may also **optionally use AI tools** to support idea generation, research or concept development.

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Starter prompts



Discuss how design can improve people's lives



What problems do people face in every day life?

How can design solve them?

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Participants select one design focus



Social Impact



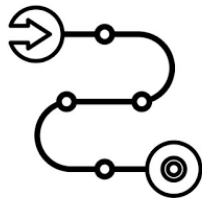
Accessibility



Wellbeing



Sustainability



Future Design

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AI Design°

Participants may choose to share examples of the design work created through this challenge on a wider online platform designed to connect creative practice across contexts.

Develop and Present Your Design

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Optional Extension



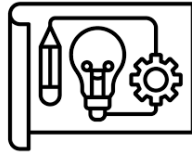
Create a digital prototype

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Refine design



Present Idea

Skills participants develop through this challenge



Independent thinking – Participants choose a design focus and develop their own ideas

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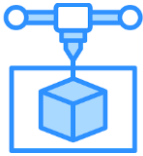
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Creative problem solving – Identifying real problems and designing possible solutions



Rapid prototyping – Testing ideas quickly through sketches or simple models



Iteration – Improving designs based on feedback and reflection



Communication – Presenting design ideas clearly to others



Design portfolio development – Participants create work that could contribute to a design portfolio

Optional Participation and Sharing

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Participants may choose to share examples of design work created through this challenge on a wider online platform designed to connect design learning across contexts

This platform aims to showcase creative ideas, prototypes, and design responses to the challenge.

Participation is optional.

This platform is an independent project exploring creativity, autonomy, and design practice.

This challenge may support reflection on creativity, autonomy, and iterative design thinking across a range of contexts.

Participants may choose to share examples of design work developed through this challenge on a wider online platform designed to connect creative practice across contexts.

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