

Design as an Immersive Vanderbilt Experience (DIVE)

Executive Summary

Design as an Immersive Vanderbilt Experience (DIVE), Vanderbilt University's Quality Enhancement Plan, was developed within the framework of Immersion Vanderbilt, an initiative that calls for each undergraduate student to participate in an immersive learning experience in and beyond the classroom. The topic is in alignment with Vanderbilt's mission to be a "center for scholarly research, informed and creative teaching, and service to the community and society at large." *DIVE* also aligns with a major goal of Vanderbilt's most recent strategic plan "to pursue excellence in scholarship, creative expression and research that addresses important problems and questions facing our community, our country, and the world."

The goal of *DIVE* is to teach human-centered design thinking to students so that they may solve complex, real-world problems, develop critical thinking skills, and work in multidisciplinary teams. Human-centered design is a way of addressing issues that focuses on the end user. Considerable time at the beginning of the process is spent on interviews and observations and each project is revised in an iterative process using feedback from the users. The feedback cycle continues until a satisfactory solution is met. The multidisciplinary nature of *DIVE* aligns closely with Vanderbilt's strategic plan which seeks to leverage synergies between discovery, learning, and service across the university's entire community of scholars and learners.

DIVE consists of two main components:

1. Boot camps that introduce human-centered design
2. Deep *DIVE* Options
 - a. Co-curricular Projects
 - b. Enhancing Existing Courses
 - c. University Course "Design Thinking, Design Doing"

DIVE will impact Vanderbilt by teaching human-centered design to participants across the campus community. Students will learn design thinking through coursework and co-curricular programs and address real-world problems in the Vanderbilt and Nashville communities. Faculty will further disseminate design-thinking concepts by adding projects to existing courses and teaching multidisciplinary classes. In addition, staff will promote design thinking by participating in *DIVE* Boot Camps and mentoring students' projects.

The *DIVE* QEP will enable students to:

- Comprehend human-centered design principles.
- Apply human-centered design principles to formulate a plan, gain a deeper understanding, and to develop an initial solution to problems.
- Apply higher level human-centered design principles to prototype, test, and implement solutions to problems.

The student learning outcomes of comprehending and applying human-centered design principles will be assessed at several points. The *DIVE* program outcomes will also be evaluated to determine our success in achieving broad campus exposure to human-centered design, providing positive solutions to community partners, promoting interdisciplinary interactions, and providing a structured mechanism for students to participate in the Immersion Vanderbilt initiative.

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