IMPROVING THE QUALITY OF LIFE OF A HOMELESS PERSON USING CO-DESIGN AND PAUL POLAK’S 12 STEPS TO PRACTICAL PROBLEM SOLVING

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GOAL

- To learn as much as I can about the homeless living in my community and create a prototype that will be most beneficial making their lives better.
MOTIVATION

- Living Hope Assemblies of God
- Honors Seminar
THE TERM HOMELESS

- Publicly and privately supervised shelter
- A place not designed for regular sleeping
- An institution
TYPES OF HOMELESSNESS

- Short term Homelessness
- Long term Homelessness
- Permanently Support Homelessness
- Near Homelessness
- Self-Induced Homelessness
- Environmentally Dysfunctional Homelessness
SHORT and LONG TERM HOMELESSNESS

Short Term
- Natural Disaster occurs
- Quick Recovery

Long Term
- Natural Disaster occurs
- Few Resources
PERMANENT SUPPORTED and NEAR HOMELESSNESS

Permanently Supported Homelessness
- Lack of relational resources
- Lack of inner resources
- Dependence of outside resources

Near Homelessness
- “one paycheck away from homelessness”
SELF INDUCED and ENVIRONMENTALLY DYSFUNCTIONAL HOMELESSNESS

Self Induced Homelessness

• Unable to maintain:
  - Housing
  - Employment
  - Productive Relationship

Environmentally Dysfunctional Homelessness

• War veterans
• Unable to sustain stability
12 steps to Practical Problem solving

Co-Design: Developing or improving a service or device together with the user and customers. With Co-Design people are able to see their opinions and ideas in the final product

Survey (IRB)
12 Steps to Practical Problem Solving

1. Go to where the action is.
2. Talk to the people who have the problem and listen to what they have to say.
3. Learn everything you can about the problem's specific context.
4. Think big act Big.
5. Think like a child.
6. See and do the obvious.
7. If someone has already invented it, you don't need to do it again.
8. Make sure approach has positive measurable impact that can be brought to sale. Make sure it can reach at least a million people and makes their lives measurably better.
9. Design to specific cost and price targets.
10. Follow practical 3 year plans.
11. Continue to learn from customers.
12. Stay positive: don’t be distracted by what others people think
STEPS 1-3 and 8

1. Go to where the action is.
2. Talk to the people who have the problem and listen to what they have to say.
3. Learn everything you can about the problem’s specific context
4. Stay positive: don’t be distracted by what others people think
SURVEY RESULTS AND ANALYSIS

Ownership (Q4)

Number of People

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<td>car</td>
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SURVEY RESULTS AND ANALYSIS

- 6 out of 18 attending food pantries for 5 to more years
- 13 out of 18 visit the facility about 1-3 days during the week
- 11 out of 18 = SSI
- 11 out of 18 = DHS
SURVEY RESULTS AND ANALYSIS

**Income**

- YES: 12 responses
- NO: 1 response
- NA: 3 responses

**Expenses**

- VW: 3 responses
- P: 3 responses
- B: 5 responses
- NA: 3 responses
SURVEY RESULTS AND ANALYSIS

Accessibility (Q10)

Number of People

EA | SA | BA | NA | No Ans

Response

Med Ser | Soci Ser | Labor Ser | Relig Ser

0 1 2 3 4 5 6 7 8 9 10 11 12
SURVEY RESULTS AND ANALYSIS

Source of Information (Q5)

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Ways to Access Information (Q5b)

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<td>house</td>
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SURVEY RESULTS AND ANALYSIS

- What are your top 3 most important needs?
  - Job
  - Food
  - Transportation

- In what ways can resources be made accessible to you?
  - Help from others
  - Transportation
  - Knowing where to go
STEPS 4-7

- Think big act Big
- Think like a child
- See and do the obvious
- If someone has already invented it, you don’t need to do so again.
BRAINSTORMING

- Website
- Brochure
FINAL PROTOTYPE