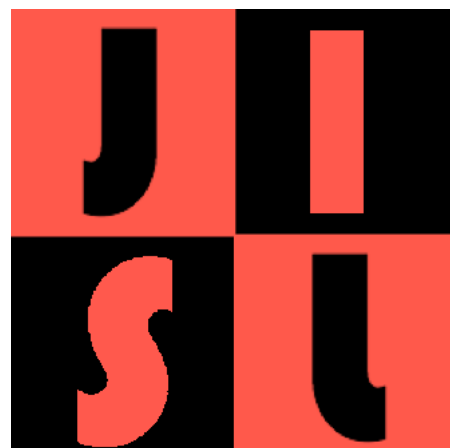


<http://bit.ly/law325-video>

## Course Description

The legal system has been called the least innovative part of the modern economy but it is, arguably, an “industry” that is ripe for disruption. The level of legal need is higher than ever, the incumbent providers of legal services are unaffordable for many if not most of those who need these services, and the organizational and technological methods used to produce law and justice are decidedly 20<sup>th</sup> century. This course aims to communicate the opportunity this situation represents, introduce students to nascent efforts to exploit it, and teach a set of skills that will incline them to seeing possibilities and how to attain them. The course starts with a brief survey of foundational material: creative thinking, law, the landscape of legal innovation, and an introduction to some ideas and techniques of human centered design. We then use this material to look at legal/justice needs and legal innovation in rural America, urban America, and developing countries. The second half of the course starts with lessons in how to move from the identification of a problem to the formulation of creative solutions. We will learn to brainstorm, prototype, and iterate through four cycles of research, prototype, presentation, feedback, and revision as we develop products and services that meet legal needs. The final project for the course will be the development, from identification of needs to a final pitch proposal, of a product, service, procedure, or organization that qualifies as an example of justice innovation.



## Learning Objectives

1. An introductory understanding of “the legal domain” sufficient to recognizing problems and communicating with domain experts.
2. Familiarity with a wide range of existing ventures in the justice innovation space
3. Ability to identify “problems worth solving.”
4. Capacity to use a design thinking toolkit that includes research techniques, brainstorming, creative listening, low resolution prototyping, listening to feedback, presentation, and pitching.
5. Presentation and communication skills.
6. Giving and receiving constructively critical, iteration-forwarding feedback.

## Course Schedule: A Weekly Breakdown

### Background and Overview

Week	Session	Readings, etc.	Assignments
1	Awakening Your Designer Brain	Curated videos on design, social innovation, legal innovation (~2:00)	In-class exercise - design
	Problems Worth Solving; Solutions	TEN Innovate. <a href="#">How to Identify the Big Problem worth Solving</a>	In-class exercise - problems worth

	Worth Pursuing	Austin Center for Design. <a href="#">Wicked Problems: Problems Worth Solving</a> Kumar, Manu. 2015. <a href="#">Finding a Problem Worth Solving</a>	solving
2	Law, Justice, and Social Order I	TBD. Basic Overview of American legal system World Justice Project. 2016. <i>Rule of Law Index</i> , pp. 4-5, 9-17. Hadfield, G. 2017. <i>Rules for a Flat World</i> , excerpts.	
	Law, Justice, and Social Order II	TBD	Quiz on law, justice, and social order concepts/facts/data.
3	What is Out There: A Litany of Justice Innovations	Readings on missions/history of international "justice innovation" organizations Examine curated collection of justice innovation web sites Muller, Sam. 2016. <a href="#">We need a wave of justice innovation in 2017"</a>	

### Skill Interlude

3	How to: Make a Pitch/Promo	Elsbach, E. 2003. "How to Pitch a Brilliant Idea." <i>HBR</i> Kawasaki on slide decks Anderson, Chris. 2013. " <a href="#">How to Give a Killer Presentation.</a> " <i>HBR</i> How to storyboard	Trial pitch/promo for existing justice innovation
	Introduction to Human Centered Design	IDEO What is Human Centered Design?	
4	Empathy is a Verb: Developing Personas and Mapping User Journeys	Readings/videos on personas and journey mapping	Persona/journey map exercise.

### Real World Needs

5	People Needing Law: Rural America	Vance, J. D. 2016. <i>Hillbilly Elegy</i> Excerpts. Hochschild, Arlie Russell. 2016. Strangers in Their Own Land Legal Services Corporation. 2017. " <a href="#">Access to Justice in Rural Areas</a> " Kool, Amanda L. and Lisa R. Pruitt. 2017. <a href="#">Opinion: It's Time to Heed the Call of Rural America.</a> <i>The National Law Journal</i>	"One Problem" statements
	Existing Legal Innovations and	Existing Legal Innovations for the Needs of Rural America	One third of class develop pitches for existing legal.

	Rural America		Rest of class write problem experience maps.
6	People Needing Law: Urban America	Readings on legal problems of urban Americans Sandefur, R. "Civil Legal Needs and Public Legal Understanding" Lobel, J. and M Chapman. "Bridging The Gap Between Unmet Legal Needs And An Oversupply Of Lawyers: Creating Neighborhood Law Offices—The Philadelphia Experiment " Virginia Journal of Social Policy and the Law.	"One Problem" statements
	Existing Legal Innovations and Urban America	TBD	One third of class develop pitches for existing legal. Rest of class write problem experience maps.
7	People Needing Law: Developing Countries	Readings on legal problems in developing countries	"One Problem" statements
	What's Already Out There for the Needs of the Developing World	TBD	One third of class develop pitches for existing legal. Rest of class write problem experience maps.
8	From Problem to "How Might We..."	Design Kit. "How Might We" Stanford HCI Group. " <a href="#">Method: How Might We Questions</a> "	Write-up of How might we... questions
	From Problem to "How Might We..."	Case studies of design thinking process used in social innovation problems	Write-up of How might we... questions

### Skill Interlude: Skills we will use for rest of the semester

9	How to Brainstorm	Readings on brainstorming, cognitive bias, group process, and communication. Segal, David. 2010. "In Pursuit of the Perfect Brainstorm," New York Times Magazine Dec 16. OpenIDEO. 2011. "Seven Tips on Better Brainstorming" Dartmouth Thayer School of Engineering. 2012. "IDEO Workshop Part Three: Brainstorm (18:58)	Brainstorm write-up
	How to Prototype	Readings/videos on low resolution prototyping, right/left brain thinking DesignShack. 2015. "How & Why Prototypes Are Mandatory for Good Design." Houde, Stephanie and Charles Hill 1997. "What do	Prototype 0.0 from in-class exercise

		Prototypes Prototype?." Stanford HCI. "Why Prototype?" (slide deck) Victor, Bret. "Inventing on Principle." (54:19)	
10	How To: Demo and Test a Prototype	Reading on design of experiments. IDEO. "Prototype" (see pp. 10-19) OpenIDEO. 2013. "Tips and Tricks to Run an Effective Prototype" Aycan, David and Paolo Lorenzoni. 2014. "The Future of Prototyping Is Now Live" HBR	
	How To: Pitch and Catch	Reading on constructive criticism and interviewing.	Prototype 0.1

### The Innovation Sprint

11	Pitch and Catch Parallel Sessions	Research and iteration	Written pitch prep and written catch prep
	Iteration and Your Delta	Readings on validated learning and iteration	Prototype 0.2
12	Prototype Workshop	Research and iteration	Process write-up: research and learning
	Pitch and Catch Parallel Sessions	Research and iteration	Written pitch prep and written catch prep Prototype 0.3
13	Prototype workshop	Research and iteration	Process write-up: research and learning
	Pitch and Catch Parallel Sessions	Research and iteration	Written pitch prep and written catch prep Prototype 0.4
14	Spare	TBA	
	Spare	TBA	

### The Pitch

15	Pitch to the Judges	None	
	Pitch to the Judges	None	Process book write-up and final pitch document.