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 20th 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.

Course Schedule: A Weekly Breakdown

Background and Overview

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<th>Week</th>
<th>Session</th>
<th>Readings, etc.</th>
<th>Assignments</th>
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<tr>
<td>1</td>
<td>Awakening Your Designer Brain</td>
<td>Curated videos on design, social innovation, legal innovation (~2:00)</td>
<td>In-class exercise - design</td>
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<tr>
<td></td>
<td>Problems Worth Solving: Solutions</td>
<td>TEN Innovate. <a href="http://bit.ly/law325-video">How to Identify the Big Problem worth Solving</a></td>
<td>In-class exercise - problems worth solving</td>
</tr>
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</table>
Worth Pursuing

Austin Center for Design. Wicked Problems: Problems Worth Solving
Kumar, Manu. 2015. Finding a Problem Worth Solving

Law, Justice, and Social Order I

TBD. Basic Overview of American legal system
World Justice Project. 2016. Rule of Law Index, pp. 4-5, 9-17.

Law, Justice, and Social Order II

TBD

Quiz on law, justice, and social order concepts/facts/data.

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. We need a wave of justice innovation in 2017

Skill Interlude

How to: Make a Pitch/Promo

Kawasaki on slide decks
How to storyboard

Trial pitch/promo for existing justice innovation

Introduction to Human Centered Design

IDEO What is Human Centered Design?

Empathy is a Verb: Developing Personas and Mapping User Journeys

Readings/videos on personas and journey mapping

Persona/journey map exercise.

Real World Needs

People Needing Law: Rural America

Hochschild, Arlie Russell. 2016. Strangers in Their Own Land

“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

**People Needing Law: Urban America**
- Readings on legal problems of urban Americans
  - Sandefur, R. “Civil Legal Needs and Public Legal Understanding”

Rest of class write problem experience maps.

### People Needing Law: Developing Countries
- Readings on legal problems in developing countries

“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.

### 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.

### From Problem to “How Might We...”
- Design Kit. “How Might We”
  - Stanford HCI Group. "Method: How Might We Questions"

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

#### How to Brainstorm
- Readings on brainstorming, cognitive bias, group process, and communication.
  - OpenIDEO. 2011. "Seven Tips on Better Brainstorming"

Brainstorm write-up

#### How to Prototype
- Readings/videos on low resolution prototyping, right/left brain thinking

Prototype 0.0 from in-class exercise
<table>
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<th>Reading/Resource</th>
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| 10   | How To: Demo and Test a Prototype           | Prototypes Prototype?
Stanford HCI. "Why Prototype?" (slide deck)
|      | How To: Pitch and Catch                     | Reading on constructive criticism and interviewing.                            | Prototype 0.1          |
|      |                                              |                                                                                 |                        |
| 11   | The Innovation Sprint                        |                                                                                 |                        |
|      | 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          |
|      | 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 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     |
|      | Spare                                        | TBA                                                                             |                        |
|      | Spare                                        | TBA                                                                             |                        |
| 15   | The Pitch                                   |                                                                                 |                        |
|      | Pitch to the Judges                         | None                                                                            | None                   |
|      |                                              |                                                                                 | Process book write-up  |
|      |                                              |                                                                                 | and final pitch document. |