

Seminars, Workshops, Talks and Conferences by Lisa Bostwick:

Colorado College 2017 & 2015 Summer Course for Graduate students

Design Thinking:

This course will cover the fundamentals and uses of the methodology known as design thinking. Design thinking is an action oriented, human centered way to bring the creative process alive. The approach and its surrounding language are used by businesses and schools alike to formalize creative thinking. During this three week intensive course deep-divide research, divergent thinking, idea generation, user empathy and needs, prototyping, feedback, iterations and collaboration will be explored. Students will have hands-on design thinking experiences in pairs and teams before applying the method to a self-selected challenge. The process will be discussed as a curriculum design tool that can be embedded in lesson planning for kindergarteners all the way to PhD students.



“Design thinking for STEAM” (2014) Campbell Union USD, Los Gatos

These workshops are designed to introduce K-8 educators to design thinking within the context of their district’s rising awareness of preparing students in science, technology, engineering, arts and math (STEAM). The workshops emphasize the overlaps between the scientific method, engineering practices and design thinking and how design thinking can easily be used in and between all the STEAM disciplines.

“Creativity is a Life Skill” (2013) Saklan School, Moraga

This talk/workshop is designed to help parents think broadly about the conditions and mindsets that promote creativity in all aspects of life. Using hands-on design thinking exercises, a short lecture and Q&A, parents will leave with new vocabulary (deep-dive, user needs, user empathy, divergent thinking) and a new excitement for what is possible when creative thinking and doing emerge as habits of a happy life filled with problem solving and self-expression.

“Design Thinking for K-8 Educators and Administrators” (2013) Children’s Day School, San Francisco

This 3 hour workshop is divided into two parts. The first provides participants with hands-on design thinking experience using paired interviewing and low resolution prototypes for a chair design. The second allows participants to pick a current challenge and apply the design thinking framework in three phases: exploration, idea generation and prototyping.

"Design is Design is Design: Curriculum Design Principles" (2013) CAIS - California Association of Independent Schools Conference

This seminar discusses curriculum design in the context of broader design principles such as balance, repetition, variety and unity and design process itself (trial and error, taking feedback as information for revision). A combination of freedoms and constraints to optimize student creativity is proposed for win/win curriculum design.

"Design Thinking: An Introduction" (2013) CAIS Conference

This seminar introduces the design thinking methodology through hands-on work as well as discussion of the realms of exploration (deep-dive research), idea generation and prototyping. Participants learn approaches to brainstorming, the value of taking feedback as information and the usefulness of examining analogous situations for problem solving.

“Inspire, Enrich & Transform” (2013) Drew School, San Francisco

Designed and lead this conference for 45 Bay Area Arts Educators. Mini conference included workshops on design thinking, meta-cognition, printmaking, 21st century publishing, fundamentals and home-made pigments. Five fellow educators led two consecutive half hour workshops.

“Research, Envision, Design, Build” (2012) Clarendon Elementary School San Francisco

This activity for Kindergarteners used “Ideal Flowers and Monsters” as inspiration to introduce students to the design thinking process. Students learned to listen to their partners’ needs and wants and to use quick sketches to test out ideas and get feedback. Finally students considered what they would need to build a model from their sketches.

“Creative Thinking in Every Classroom” (2011) CAIS Conference

This seminar explores how any discipline can be deconstructed into elements and principles which can be used together to create meaningful opportunities for creativity, play and learning. This workshop is heavy on theory but delivers a “formula” for creativity that is reliable and easy to apply once digested.

“Evidence: Student Stories with Found Imagery” (2011) CAIS Conference

This seminar explores how found imagery can be used to activate the imagination, spark meaningful dialogue and help participants think deeply about arranging and juxtaposing images to create complex narratives. This workshop is inspired by Larry Sultan’s photographic book: Evidence.

“Slow Color for a Fast world” (2009) CAIS Conference

This seminar focuses on the mixing of complex flesh and earth tones from the primary colors. Participants enjoy the nuances of full spectrum color, while sensitizing their ability to perceive subtle changes in color to match a variety of flesh tones. A discussion of the fast pace of everything ensues as participants consider the value of building color from scratch.

“Art and Cognition” (2003) CAIS Conference

This seminar discusses how the very act of distinguishing form from content invites a heightened cognitive engagement with the arts. Focusing on basic Art theory, participants learn how to critique the how and what of art making before discussing works holistically.

Published Articles by Lisa Bostwick: National Association of Independent Schools (NAIS) 2012-2013

"Design Thinking: an Introduction" Independent Teacher Magazine Fall 2012 (Top 5 Most Popular on NAIS website Oct '12- Jan '13) <http://www.nais.org/Magazines-Newsletters/ITMagazine/Pages/Design-Thinking-An-Introduction.aspx>

"I Tech, Therefore I Think" Independent School Magazine Summer 2013
<http://www.nais.org/Magazines-Newsletters/ISMagazine/Pages/I-Tech,-Therefore-I-Think.aspx>

Resources:

The Creativity Crisis

<http://www.thedailybeast.com/newsweek/2010/07/10/the-creativity-crisis.html>

Pink, Daniel *A Whole New Mind* New York: Riverhead 2006

Csikszentmihalyi, Mihaly. *Creativity: Flow and the Psychology of Discovery and Invention*. New York: HarperCollinsPublishers, 1996

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