

C R O S S I N G D E S I G N B O R D E R S

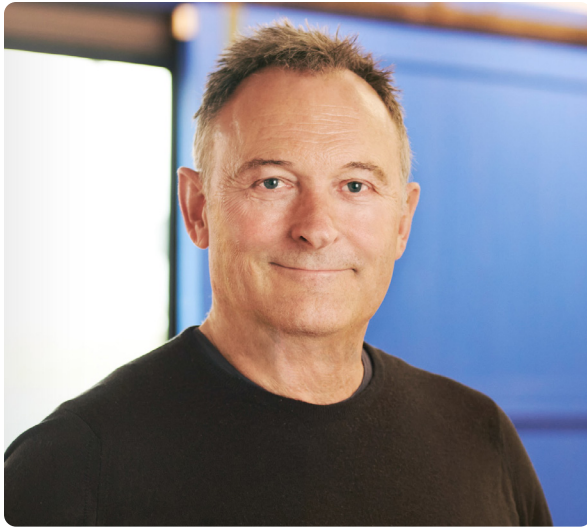


**Boundless Curiosity:
Unleashing the Potential of
Inclusive Design Thinking**
A Conversation with Mark Rios

Monday, October 16, 2023
7 p.m.
Bovard Auditorium

KNOW BEFORE YOU GO

- Mark Rios is an architect and landscape architect whose projects include Gloria Molina Grand Park in downtown L.A.
- Design thinking is a way of thinking and an approach to problem-solving and innovation that can be used in design and other fields.
- Inclusive design can be thought of as “design for diversity.”
- During the event, Rios will be interviewed by architecture and design journalist Frances Anderton.



Mark Rios

MARK RIOS

Mark Rios is an award-winning architect and landscape architect based in Los Angeles. His projects include Gloria Molina Grand Park, the California Endowment, and Nokia Plaza at L.A. Live. His firm, RIOS, is known for its focus on collaboration across design disciplines, including architecture, landscape architecture, interior architecture, experience design, environmental graphics, and product design. Mark Rios received his BS in architecture from USC, and Master of Architecture and Master of Landscape Architecture degrees from Harvard. He was chairman of landscape architecture at USC from 2001 to 2007 and has been on the faculty at UCLA.

Mark Rios received the USC Architectural Guild Lifetime Achievement Award in 2023.



Frances Anderton

FRANCES ANDERTON

Frances Anderton is the author of *Common Ground: Multifamily Housing in Los Angeles*, winner of a Gold Award for best Regional Nonfiction from Foreword Reviews. She writes a regular newsletter on design and architecture for KCRW public radio station, for which she previously hosted the show *DnA: Design and Architecture*, and produced the current affairs shows *Which Way, LA?* and *To The Point*. She has co-produced short films for the nonprofit housing developers Community Corporation of Santa Monica and Venice Community Housing. She teaches a seminar class on housing typologies at the USC School of Architecture. Honors include the Esther McCoy Award from the Architectural Guild of the USC School of Architecture for her work educating the public about architecture and urbanism.

DESIGN THINKING

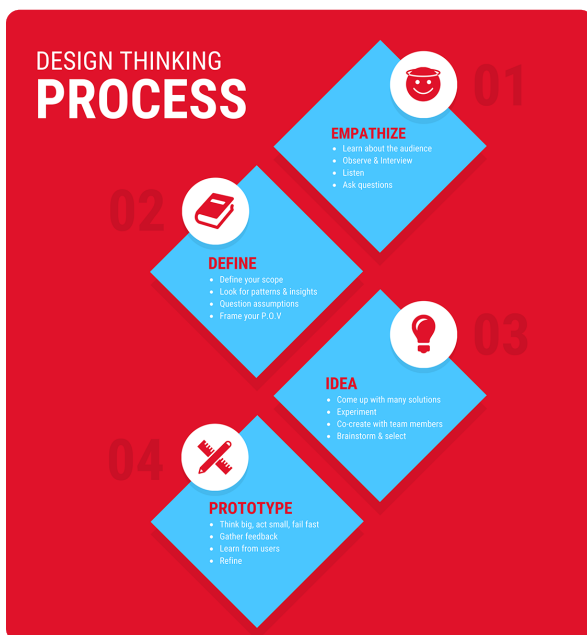
Design thinking is a problem-solving process that uses a set of design skills. Design thinking has been used by designers for many decades, and started being used in other fields after a 2008 talk at Harvard Business School by Tim Brown, chair of the design company IDEO, introduced design thinking to new audiences.

Tim Brown describes design thinking as “a human-centered approach to innovation that draws from the designer’s toolkit to integrate the needs of people, the possibilities of technology, and the requirements for business success.”

IDEO notes that there is no single definition of design thinking. There is also not one definitive process—a quick Google search will show you several different design thinking processes. Across the various definitions and processes, design thinking is characterized by being focused on solutions, user-centric, non-linear, and iterative. Design thinking offers ways to find creative solutions to challenging problems.

INCLUSIVE, ACCESSIBLE, AND UNIVERSAL DESIGN

Inclusive design aims to make products, services, and environments that are usable by as many different users as possible. This includes making spaces accessible for people with physical disabilities as well as considering other things





Gloria Molina Grand Park



RIOS



Inclusive Design Research Centre (IDRC)

that affect how people can use products, services, and spaces, such as age, language, culture, gender, and other aspects of human difference. As the Inclusive Design Research Centre puts it, “Inclusive design is design that considers the full range of human diversity with respect to ability, language, culture, gender, age and other forms of human difference.” Some call inclusive design “designing for diversity.”

Accessible design focuses on specific accommodations and outcomes to ensure access for people with disabilities. It is often based on compliance with guidelines such as those in the Americans with Disabilities Act.

Universal design is meant to be design for everyone. A universal design can be used fully, without adaptations, by a large number of users with a wide range of abilities. However, because universal design focuses on a single solution that will be usable for many people without specific accommodations, it may not address every single individual user’s needs.

CROSSING DESIGN BORDERS

Crossing Design Borders is a new annual speaker series presented by the USC School of Architecture in partnership with USC Visions and Voices.

FOR FURTHER REFLECTION

- How is design thinking different from other problem-solving or creative processes you’ve encountered?
- What is the role of curiosity in design thinking?
- What makes design thinking “human-centered”?
- Are there environments, products, or services in your life that are not as accessible or inclusive as they could be? What could be done to make them more accessible and inclusive?
- How would you define “inclusive innovation”?

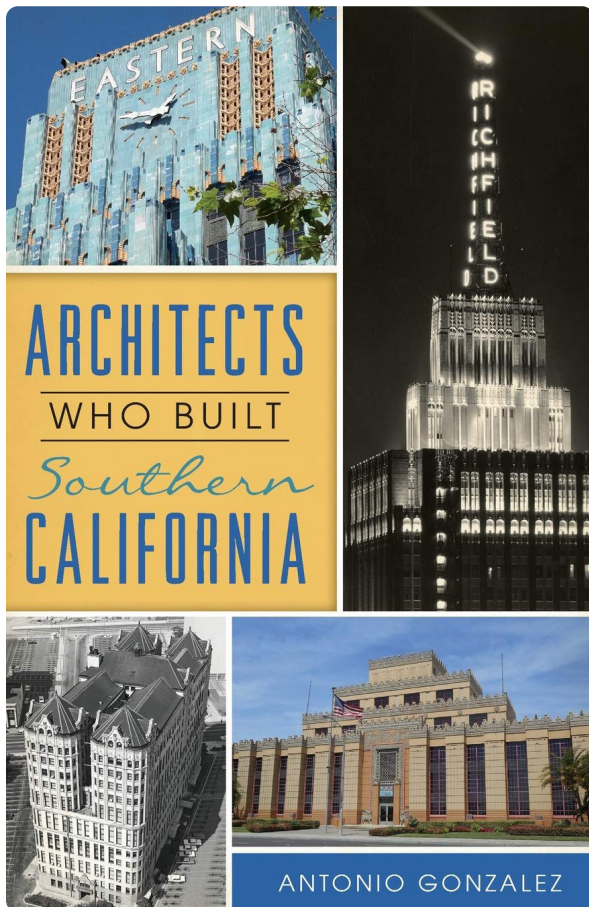
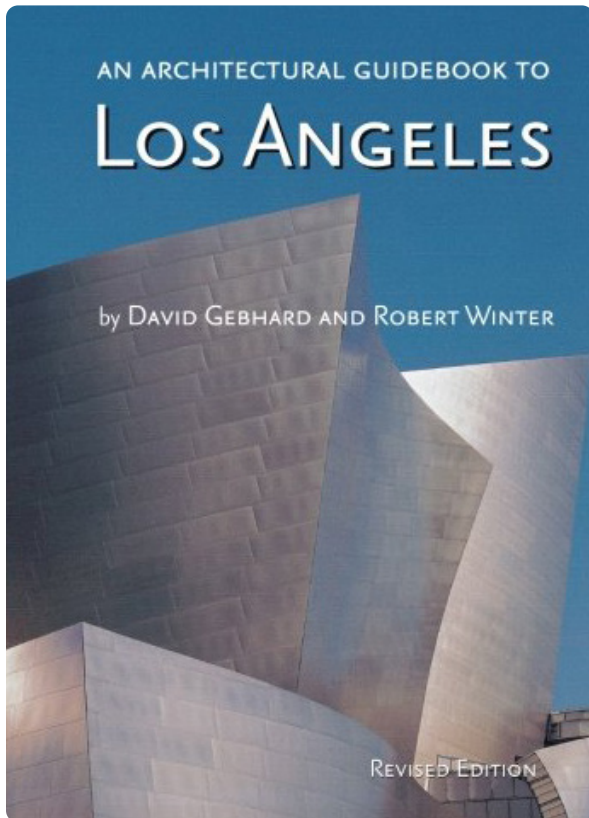
IF YOU LIKED THIS EVENT, YOU MIGHT WANT TO CHECK OUT:

- Gloria Molina Grand Park
200 N. Grand Ave., Los Angeles, 90012
grandparkla.org
- Classes and events at the USC School of Architecture
arch.usc.edu
- RIOS
rios.com
- Inclusive Design Research Centre
idrc.ocadu.ca
- Design Justice Network
designjustice.org
- Upcoming Visions and Voices Events
10/19/23 Ephrat Asherie Dance: *UNDERScoreD*
10/24/23 Let’s Talk about George Floyd: Systemic Racism in the United States Today



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10/27/23 [Rebecca Gomperts Discusses Art, Activism, and Reproductive Rights](#)

11/2/23 [Graphic Medicine: Comics as Tools for Advocacy and Self-Reflection – An Afternoon with Shirlene Obuobi](#)

12/2/23 [The Upcycled Self: An Evening with Black Thought from The Roots](#)

DISCOVER MORE AT THE USC LIBRARIES

CHRISTINA SNIDER of the USC Libraries selected the following resources to help you learn more about design thinking. Electronic resources are accessible through the search bar on the USC Libraries homepage at libraries.usc.edu but may require the user to log in using their USC credentials.

BOOKS

- Eric Benson and Yvette Perullo, [Design to Renourish: Sustainable Graphic Design in Practice](#) (Boca Raton: CRC Press, 2017).
- Antonio González, [The Architects Who Built Southern California](#) (Charleston: History Press, 2019).
- David Gebhard and Robert Winter, [An Architectural Guidebook to Los Angeles](#) (Salt Lake City: Gibbs Smith, 2003).

DATABASES

- [Art and Architecture Archive](#)
- [Art and Architecture ePortal](#)
- [Art, Design & Architecture Collection](#)
- [Avery Index to Architectural Periodicals](#)
- [EBSCOhost Art & Architecture Source](#)

JOURNALS

- [Architectural Digest](#)
- [ArchitectureWeek](#)
- [Journal of Landscape Architecture \(JoLA\)](#)
- [Landscape Architecture](#)