The difference between wanting work with purpose and creating a successful career that delivers it is DSI.
Social Design is working everywhere, on the things that matter, every day. Like what we eat, how healthy we are, whether we live with violence, suffer from injustice or discrimination, have money or don’t, have a nice place to live, or any home at all. And, of course, whether we protect the environment that supports us.

Social design is the design of relationships: with each other, with the earth, and with the machines and technology that have become such an integral part of our lives. It’s the design of innovative systems, models, communication, networks and programs that connect us with new ways of being and interacting — inspiring us to change our behavior — to become more empathetic, more aware of the ecosystems around us, more creative, more resourceful and, coincidently, less reliant on artifacts for meaning in our lives.

Social designers have the skills employers need to help them navigate what’s ahead. According to a study by the Institute for the Future, critical skills for the leaders of tomorrow include: Sense-Making, Novel and Adaptive Thinking, Social Intelligence, Transdisciplinarity, New Media Literacy, Virtual Collaboration, Cross Cultural Competency and oh, yes, Design Mindset. These are the skills with which our alums leave DSI and head out into the world. On the following pages, you’ll find insights into how some of our alums are putting social design to work in all types of jobs, all over the world.
Meghan Lazier ’15, 
Associate Director of Global Customer Strategy, 
Bridge International Academies

I’m putting social design to work in everything. DSI was a holistic experience: research and facilitation, synthesizing data, staying with a problem long enough to solve it. There is absolutely no way I would have this job without DSI. When I went to DSI this is exactly what I wanted to do but I couldn’t articulate it.
I’m putting social design into action through human-centered approaches in domains which often don’t consider them. In architecture, and in some regards in urban scale technology implementation, designers often think more about buildings, materials and technical specs than about people. We do qualitative research with oft-underrepresented stakeholders to consider their voices in the process.
Tanya Bhandari ‘14, 
Designer, 
Office of Innovation 
UNICEF

“I am using visual design and strategy in the scale-up of UNICEF’s innovation projects across the world. This means putting in place systems that allow for agile growth of our technology (and some non-technology) products in places where they are most effective for children and mothers.”
I'm putting social design to work to modernize the appeals process and create a new user centered designed site to help vets access their benefits, and get citizens to trust the government again. Even if we move the needle a little, it’ll have a huge impact.

Gina Kim ‘15, Design Service Expert, U.S. Department of Veterans Affairs
Sebastian Barrera ‘14, Designer, Dalberg Global Development Advisors

I’m using service design, rapid prototyping and systems thinking to foster innovative solutions to complex problems and increase social impact, developing design capacity in organizations that have not traditionally embraced these approaches.
I'm using social design to help the United States Citizenship and Immigration Services department understand what their customers need, then design tools that address them.

Laura Kadmus '15,
UX Designer,
Excella Consulting
Bruno Silva ‘16,
Senior Management Advisor / Interaction,
Arnhold Institute for Global Health

I’m using social design to improve health outcomes of global and local communities by creating new care models, process improvements and tools to support Mount Sinai Health System to deliver high value, low cost health care while exporting our learnings to our global sites in Africa and Latin America.
As a service designer, I use the design skills I learned at DSI to organize complex processes to better serve the people using them: constantly switching between the micro and the macro; zooming in to understand the pain points of a single user; stepping back to see how each part of a service flows into larger systems.

Emily Herrick ‘16, Service Designer, Reboot
As a DSI graduate, I see every human interaction as a system. As a college design professor, I want my students to see the possibilities for change that design has. It goes beyond the limits of a computer or a nice illustration, it has the power to change our reality.

Rodrigo Muñoz ‘16, Professor, Universidad San Francisco de Quito
Please join us.
You’ve never mattered more.

Apply now.

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