# OUTSIDE THE BOX: WHERE INNOVATION MEETS RESPONSIBILITY

WORKSHOP ON SUSTAINABLE PACKAGING DESIGN

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## OUR GOAL

Through the power of design, collaboratively frame and imagine Circular Economy solutions for products that address environmental impact, user experience, and Circular Economy principles.

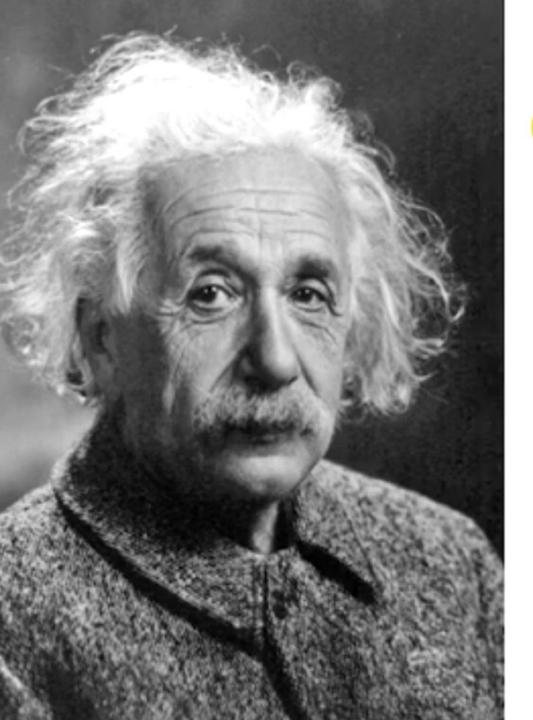








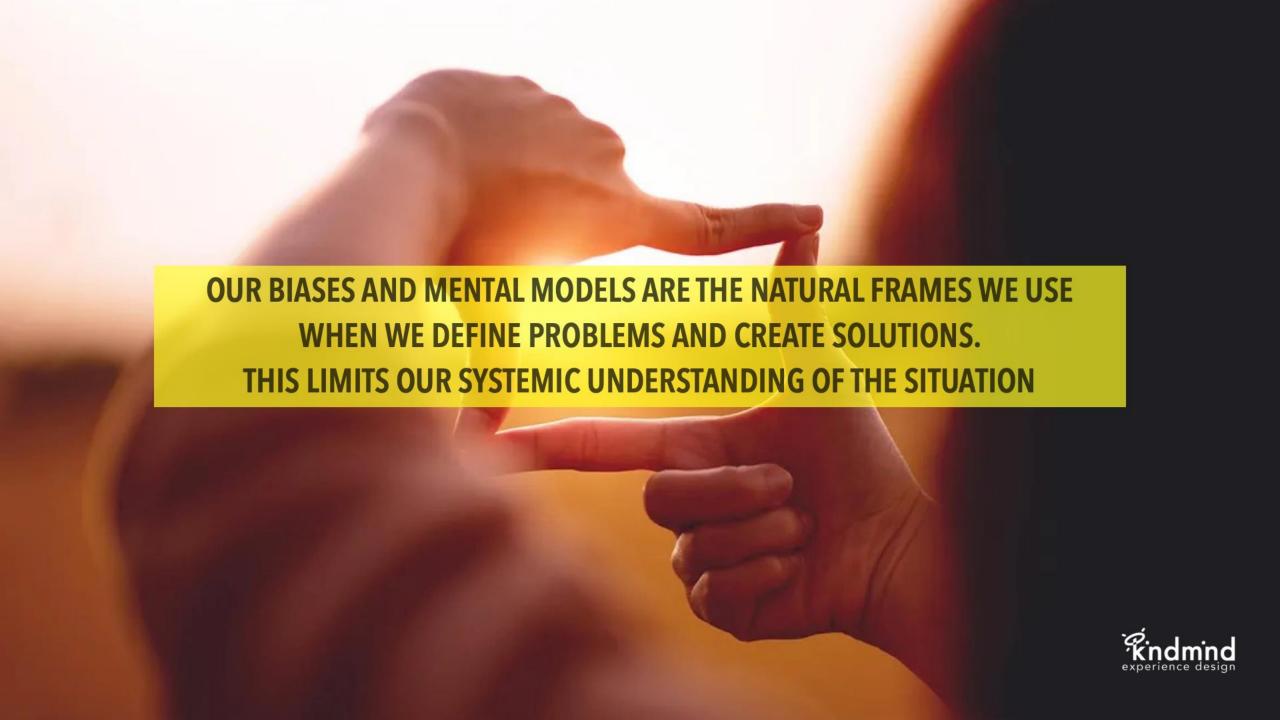


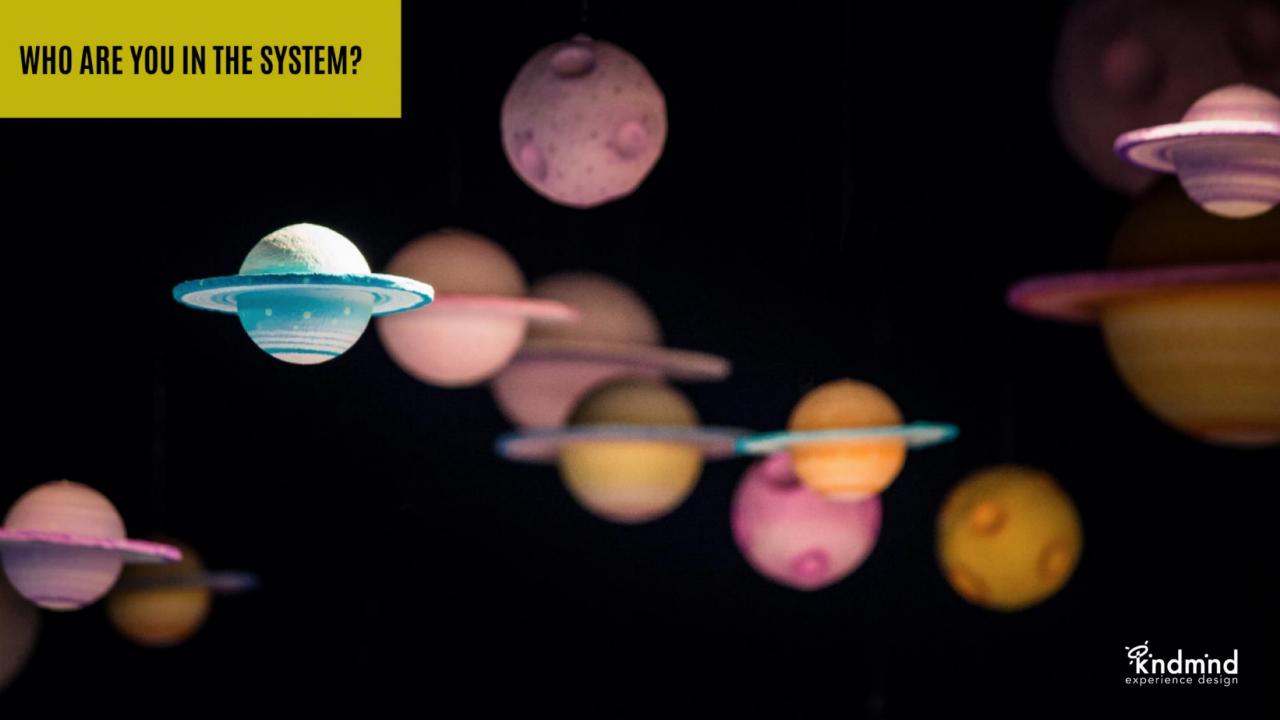




We can't solve problems by using the same kind of thinking we used when we created them

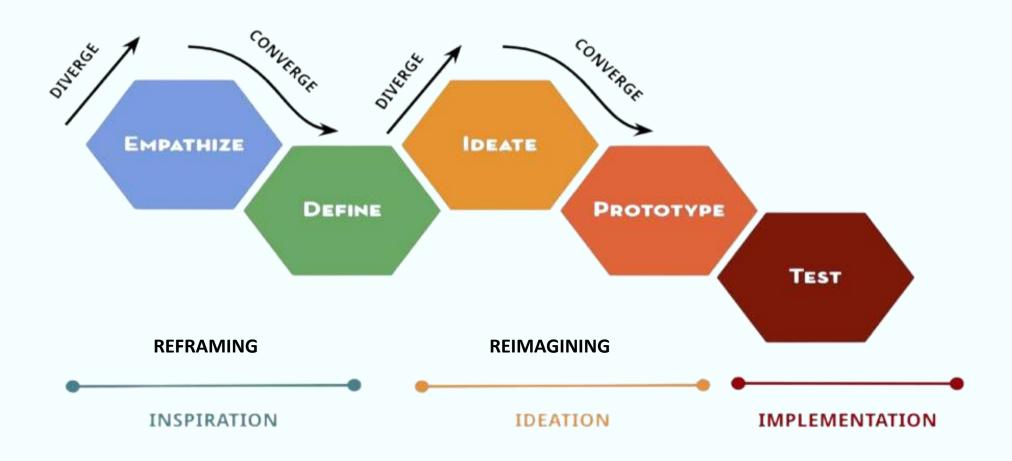








## **OUR PROCESS**



## **OUR KIND WAY OF WORKING**



## Reflect & Imagine

Pause & think deeply



## Curiosity & Conversation

Curiosity
allows us to
connect in a
deeper way



### Active Listening

Be fully present in listening and generate insights



## Sharing & Storytelling

Generously walk us through your thoughts, ideas, and experiences



## Collaborate & Co-Create

Step outside our silos of thinking and working.

## **EMPATHIZE**



- Choose a persona (e.g., an eco-conscious consumer, a waste management worker, or a business owner
- Map the pain points of the current product system for this persona.
  - Example questions:
    - What challenges do they face with the product design, manufacturing, packaging, and delivery?
    - How does the product impact the environment or user experience?
- Map the gains or what makes this packaging valuegiving and helpful to the persona?



WHEN WE UNDERSTAND THE JOURNEY, WE CAN IDENTIFY THE TWISTS AND TURNS AND THE PAIN POINTS.



AND WHEN WE UNDERSTAND THE PAIN POINTS, THEN WE CAN DEFINE THE PROBLEM(S)... **AND DESIGN** SOLUTIONS TO FIX THEM!





## Group summarize findings in a problem statement

"How might we design packaging that is environmentally friendly while enhancing user convenience for [persona]?"



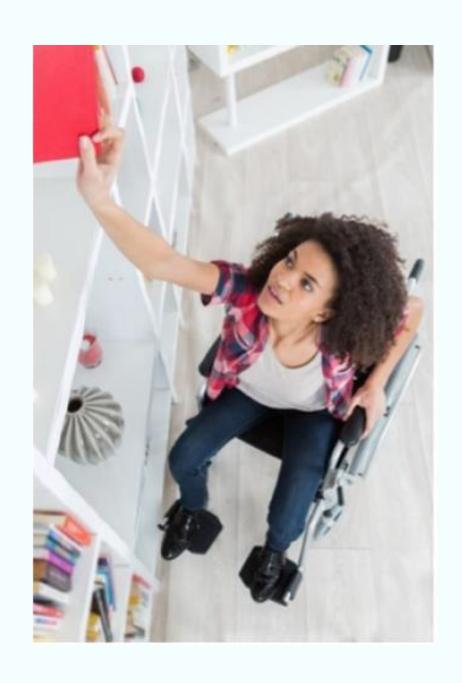
## **DEFINE**

### WHAT DOES THE GIRL NEED?

The girl needs a ladder.

### REFRAME THE PROBLEM

What are the ways an unassisted little girl can reach the books?



### **DEFINE**

#### WHAT DOES THE GIRL NEED?

The girl needs to reach

REFRAME THE PROBLEM
What are the ways an
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## 10:00



## **DEFINE**

#### WHAT DOES THE GIRL NEED?

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REFRAME THE PROBLEM
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## **IDEATION**



### Identify your differentiators or design principles.

Think of the adjectives as characteristics that will differentiate
you from your competition or similar offerings.

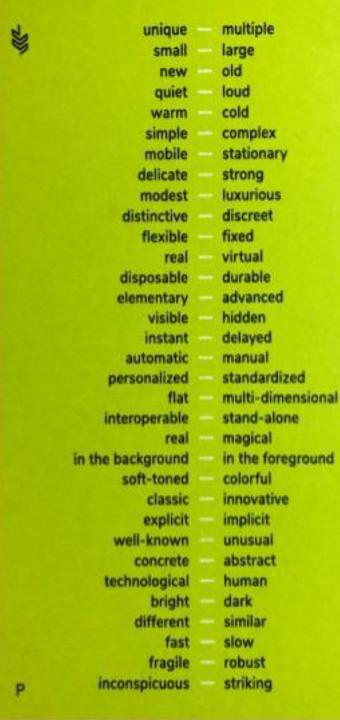
What are the ways an unassisted little girl can reach the books?

SAFE HOMELY





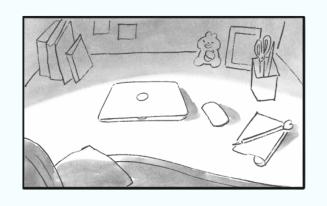
creative analytical accessible tough obvious concealed safe risky typical extraordinary serious cheerful intuitive learnable active restful youthful mature harmonious impetuous controlled wild stimulating calm reflective enthusiastic organized unpredictable random trustworthy quiet energetic involved impartial modern traditional relaxing activating challenging effortless predictable surprising implicit convincing absorbing unintrusive direct mysterious unique multiple patient impulsive special everyday bold careful emotional logical time-saving time-consuming fantastical realistic closed open consistent diverse





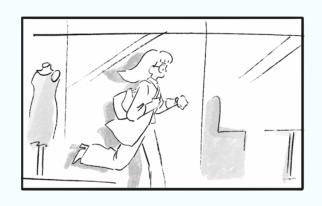
## **IDEATION**

## Individually, imagine a design solution guided by your design adjectives. Do this in a storyboard format.

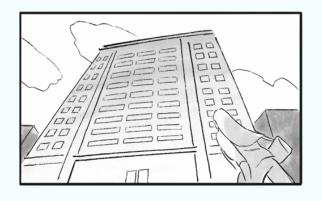












## **IDEATION**

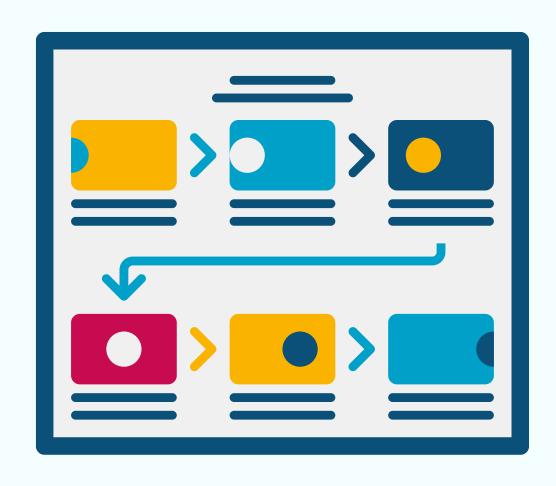
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## **PROTOTYPE**



Share your ideas with your group and build one design solution.



## PROTOTYPE MIN



Share your ideas with your group and build one design solution.

# 

### **TEST**

Share your group's design solution with the rest to get feedback.



### THE END!

## THANK YOU FOR YOUR CREATIVE SOLUTIONS!



BROWN SUGAR











