CS 51: CS + Social Good Studio
Building Social Impact Projects

Course Overview

Class Info:

When: Tuesdays and Thursdays from 7:30 - 8:50pm
Where: 160-317 (Wallenberg Hall)

Contact Info:

Instructor email: cssg-studio-team-1617@lists.stanford.edu
Studio email: cssg-studio-1617@lists.stanford.edu

Class Structure:

● Workshops:
  Most of Studio’s content will be delivered via hands-on workshops with the Studio team, experts from the d-school, or industry professionals.

● Speakers
  Over the course of the quarter we’ll be bringing in various speakers working in the social sector.

● Group work & feedback
  A significant portion of your time in Studio will be spent working with your teammates, as well as with other teams to help iterate and push each other’s ideas forward. We believe that it will take the entire Studio working with one another in order to find the juiciest insights and most meaningful solutions to your respective challenges. We’re aiming to structure the Studio group work sessions to facilitate this type of collaboration.

● Presentations
  Your team will present 3 times throughout the quarter. Your first presentation will summarize all of the needfinding data & insights you’ve gathered in your first three weeks. Your second presentation will summarize the formation of your solution. Your third presentation will be at the Studio showcase at the end of the quarter, where you will give an overview of your entire process as well as a demo of your team’s MVP.

● Fieldwork
  You get out of Studio as much as you put in. We emphasize authentic need-finding and building stakeholder relationships in the community, and that involves going off-campus and talking to real people.

Deliverables:

The goal is to think of each week’s deliverable as an iteration on your project. We’ve tried to structure each week’s deliverable as an extension of the previous week’s. We don’t like busy work, so we’ve done our best to distill only the essentials of what we think you’ll need to push your project forward each week.

Generally, deliverables will be due at 11.59pm the day before the next Studio (e.g. 11.59pm on Monday for a Tuesday class). Submissions will be via the Slack #deliverables channel. It will be important that you submit your deliverables on time, as we will be reviewing your submissions and using them to help guide the in class activities.

Attendance & Grading:

In order to receive credit for the course, you may miss no more than two Studio sessions. You’ll receive feedback on your deliverables each week from your team’s Studio point person, as well as a feedback from your partner organization at the end of the quarter.
Expectations:

We aren’t expecting you to design a perfect solution in 10 weeks. By the end of 10 weeks, you are expected to present a **Minimum Viable Product (MVP)** based upon critical insights from your needfinding, at a public showcase at Stanford. In the Spring, you will refine and figure out how to deploy your MVP in a way that works for your partner’s goals.

Creating meaningful impact is hard, and isn’t something that will happen overnight. We expect around 5 - 7 hours a week of time dedicated to Studio, but this will vary week to week; with some weeks potentially talking a lot more than that. That being said, it’s going to take consistent dedicated work to achieve our mission. We will expect you to come to Studio present, open minded, and fully prepared to engage with your teammates. Because of the collaborative nature of Studio, your enthusiasm and willingness to participate will dramatically shape the experience of your teammates, as well as the quality of your solutions. We’re all in Studio because we share a passion for social impact. We expect you to continually ask yourself the purpose of what you’re doing, and let that be driving force behind your work.

**Support Structure (per team):**

<table>
<thead>
<tr>
<th>Person</th>
<th>Role</th>
<th>Meeting Frequency</th>
</tr>
</thead>
<tbody>
<tr>
<td>Partner Point Person</td>
<td>Domain Knowledge Industry/Community/User Connections</td>
<td>1x / week</td>
</tr>
<tr>
<td>Human-Centered Design Mentor</td>
<td>Methodology Expertise</td>
<td>1x / week</td>
</tr>
<tr>
<td>Technical Mentor</td>
<td>Technology Expertise</td>
<td>1x / week</td>
</tr>
<tr>
<td>Studio Point Person</td>
<td>Mentor, mediator, catalyst</td>
<td>1x / week</td>
</tr>
<tr>
<td>General Mentors</td>
<td>Visual Design, Social Impact, etc.</td>
<td>Ad-hoc</td>
</tr>
</tbody>
</table>

**Keys for Success:**

1. ‘One team’ mindset
2. Constant communication with team members, partners, users, stakeholders
3. Open to trying new things
4. Push your comfort zone
5. Concise organized documentation
6. Test assumptions early and often

**Feedback:**

As a studio team, we’re focused on the sustainability, as well as the continual improvement of the program. In order to achieve this goal, we’ll need your help. Each week we’ll be asking for feedback on your experience in Studio. This information will be very valuable to help us fine tune the remaining weeks of Studio, as well as lay a solid foundation for next year’s program.

**Budget / Resources:**

Each team will receive:

- $TBD for travel costs (courtesy of Haas Center)
- $150 for software (courtesy of CS+SG Sponsors)
- Free Google Cloud Platform credits (courtesy of the CS Department)

Keep your receipts and submit them to your point person for reimbursement.

Using Haas Center’s Zipcar account:

- Students may use the Haas Center’s ZipCar account to rent cars for transportation to do their service. Other forms of travel (public transportation, mileage reimbursement, etc. will not be covered). Students must fill out the ZipCar Instructions and Guideline form, which will be distributed in class.