WELCOME!
d.school virtual tour
What we do

The d.school is a place for people curious about design.

We build on methods from across the field of design to create learning experiences that help people unlock their creative potential and apply it to the world.
Who is part of the community?

Stanford students from all 7 Stanford schools take our classes as electives. The teaching teams also come together from various disciplines within Stanford as well as designers or topic experts in industry.
Climb into the bus!
We believe that the environment affects our behaviors. In these spaces, you'll see examples of what we practice—radical collaboration, creative confidence, real-world projects, and first-hand stories from students.
This open space is where students go to work on their projects and they're often shared with other student groups.

The maker's space is also located here. You will find low-fidelity prototyping supplies and tools.
"The Bay Studio is a great place for my team to brainstorm solutions or hash out prototypes. A lot of time was spent outside of the d.school (field visits, interviews, etc), but the d.school was valuable as a space to regroup afterwards."

Jessica H.
d.school Student & TA
d.school Class Experience

"In Design Thinking Studio, we designed a solution for improving school lunches by using color as a visual tool to educate and excite students about healthy school lunches. In Pediatric Feeding Challenges, we wanted to help mothers struggling to produce breastmilk by prototyping an assistive compression bra.

For each project, I got to work with amazing teammates from different schools and backgrounds to come up with game-changing insights and meaningful solutions. I also really valued the opportunities to meet and learn from people we are designing for, whether we directly interviewed stakeholders, observed experts, or asked potential users to test a prototype.

As a TA, I was inspired by how each student has absorbed the content and design thinking to synthesize their own insights and ideas. Organizing a parent expert panel so students could hear and see families’ experiences firsthand was a major highlight."

Jessica H.
d.school Student & TA
STUDIO 1

We don't have traditional classrooms. While there are tables and chairs, we try to tune the physical posture of the team to the type of activity. Standing or an upright sitting posture is a good combination for lively team interactions.
"[Designing for Digital Agency] integrated design critically and practically. It changed the surroundings of the students and built new realities for us."

Renato R.
d.school Student in Virtual Class
"[Designing for Digital Agency] was my first d.school course and I always heard that there was not much theory and a lot of hands-on work. But those readings had such a (positive) influence on my capstone project and on how I see technology education. Somehow ironically, at a d-school course I got in touch with readings that populated the "references" section of my final report.

Renato R.

d.school Student (virtual class)
Designing for Social Systems Coaches 2019
We encourage using vertical spaces like these sliding whiteboards and portable drawing boards so everybody can see the notes and sketches together.

The room can be readily modified to fit the activity using tables and couches with wheels bolted to the bottom.
STUDIO 3

This is an example of what Studio 3 might look like right before an event. The chairs and stools are lightweight, stackable, and can be stored away to the side for the next users.
The most important part of successful collaboration for me is the "yes, and" mentality during brainstorming. One seemingly far-fetched or impossible idea could spark a whole bunch of viable and innovative ideas, but only if you make space for that wild idea.

McKinley M.
d.school Extreme Student
Studio C is one of the smaller rooms on the first floor. It provides an intimate space for up to 25 people and is often used as a gallery space for its unique lighting.

This display is curated by instructors during artifact week.
"I remember in *Unlocking Innovation in Prison*, we were doing an exercise where our team wasn’t allowed to turn in any of our first 100 ideas.

It was incredible, and incredibly difficult. We got about 50 just by spitballing, but then we started really pushing ourselves, introducing all sorts of artificial constraints to try to find a new direction, imagining we had a million dollars, then zero, then looking at the whiteboard upside-down, and swapping whiteboards with other teams, and even calling upon anyone who walked by the door of Studio C to 10 second brainstorm with us.

It was awesome, and we landed on an insight we totally wouldn’t have gotten to just by tackling it head-on."

McKinley M.
d.school Extreme Student
Each quarter offers newly curated core, boost, and pop-out classes. Workshops are also held throughout the year from our other programs—K12 Lab, Executive Education, Designing for Social Systems, and University Innovation Fellows.
The Atrium is the building's common area shared with the mechanical engineering department. It's a versatile space that is used for presentations, workshops, project displays, student prototypes, dance parties, and art exhibits.
Executive Education Bootcamp Sculptures 2019
K12 Lab's
Future's Fest
2019
Entrance & Exit

Trust (2019)
Artwork by d.school student
Purin Phanichphant
This concludes our tour! Thank you for joining us and if you would like to learn more about the d.school...

Ways to get involved

Reading list

QUESTIONS OR FEEDBACK?
Info@dschool.stanford.edu
Credits:
Amanda Tiet
Patrick Beaudouin
Hannah Joy Root
Vicky Chung
Jessica Hsueh
McKinley McQuaide
Renato Russo