

design is loaded with uncertainty.



One of the core abilities you will develop this quarter is how to **navigate ambiguity**. Ambiguity can arise within a project, a process, oneself, etc.

Designers must learn to recognize and stew in the discomfort of not knowing, and come up with tactics to leverage and embrace its possibilities.

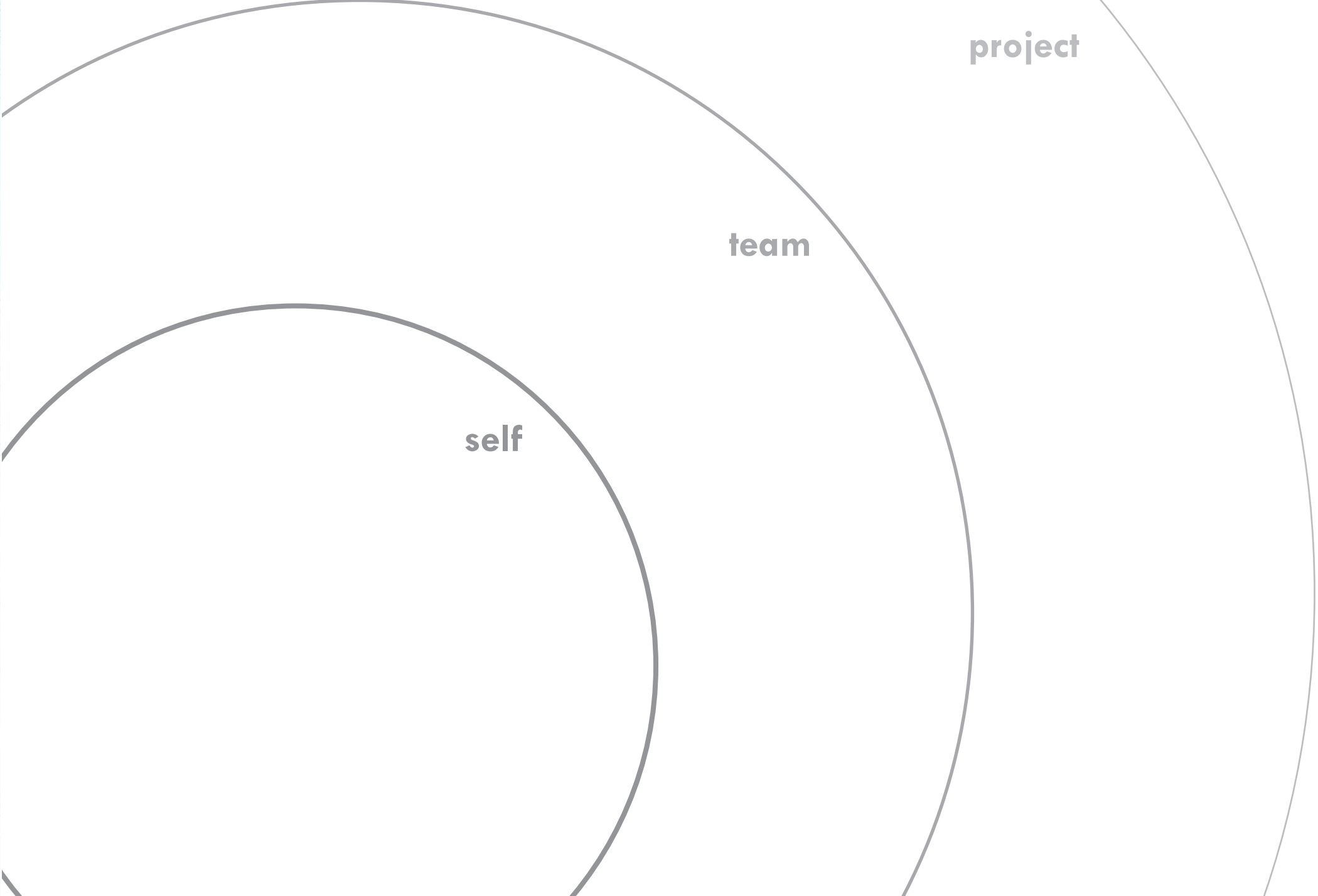
As you begin your journey as a designer, take this opportunity to reflect on your current **attitude towards ambiguity**, along with the **tools and approaches** you've already developed to navigate it.

1 reflect.

Think back on a time when you experienced ambiguity or uncertainty recently. This could have been a time when...

- > your next steps were unclear
- > you recognized multiple pathways/possibilities
- > you faced more questions than answers
- > your personal perception of a "right" outcome was challenged

Populate the map below with moments of ambiguity and uncertainty. How did you feel? How did you respond?



2

capture.

Based on your experiences, what metaphor captures your current attitude about ambiguity or uncertainty? Write that out in the space below.

- > check out the slides for inspiration!
- > think about the 5 senses... what does ambiguity look, feel, sound, smell, or taste like?

ambiguity is like...

(verb + object/context/situation)

because

(why you personally resonate with this metaphor)

3

take stock.

Up to this moment, what tools, methods, mindsets, or other things have you relied on when you faced an ambiguous situation? What's the composition of your ambiguity "oxygen tank"? What are the things that help you survive in ambiguity?

Write or sketch the top 3-5 things you count on, and then label them inside your tank.

