Activities
What do <u>we</u> do?

Outputs
What do these activities <u>produce</u>?

Stakeholders
<u>Who</u> do these activities engage?

Takeaways
What do they take away in the process?

Outcomes
What do we hope they <u>do</u> next?

Impacts
How will that change the world?

Design new solutions: for, with, and by users

Support existing solutions

Solutions
[designs/prototypes/products/services/ventures]
that address a poverty challenges

Innovators

Entrepreneurs/Producers/Distributors

End-Users

in collaboration with...

Skills:
Design, Building, Participatory Approaches, Teamwork, Business, etc.

Innovators **create** new solutions and **improve** on existing solutions

Entrepreneurs, producers, and distributors **deliver** and **scale** solutions

End users **adopt** solutions

Better Solutions:
Better products and services reach the users who need them, improving their incomes/quality of life.

Teach approaches to inclusive design and development

Classes

Workshops & Trainings

Students

Community Members

Practitioners

Knowledge:
Principles of inclusive design and development

Context and content: social, economic, cultural

Alumni **pursue** further opportunities to engage in inclusive design and development

Produce findings and approaches to inclusive development

Gather and catalyze groups of people around these approaches and findings

Findings/Insights
(Papers & Cases)

Approaches/Methods
(Toolkits & Curricula)

Networks/Communities of Practice

Practitioners

Academics

Decisionmakers

Mindsets & Values:
Respect, Voice/Agency, Participation, Optimism, Adaptability, Resourcefulness, etc.

Relationships:
Within groups
Across groups

Actors **adopt and apply** findings and approaches in their own work.

Actors **spread** findings and approaches to others

Actors **collaborate** to support and **co-create** new solutions together

Better Development:
The [design, development, and business] sectors approach poverty challenges in more inclusive, responsive and effective ways.