



The Program

The optional semester-long Design Challenge is a local, in person opportunity for students to identify and propose solutions to a local problem related to food justice. Design Challenges are in seminar format, emphasizing design thinking, creativity, critical thinking, and collaboration on solutions to issues attached to food justice. Understanding the inter-relationships and complexities of what are termed “wicked problems” (i.e., issues so inter-related that a singular solution may lead to further problems unless they are tackled at a systemic, structural level) is central to each design challenge.

In the optional Hackathons, student problem solvers from multiple institutions will form working teams and develop innovative solutions for a food justice challenge, concluding the event with solutions presented and evaluated based on workability, feasibility, and usability. The top three teams in each hackathon will receive a \$500 award.

A seven-day in-person optional Field Course experience will immerse students into a deep exploration of food justice within Stillwater, Oklahoma and surrounding communities. Students will experience real-world constraints, opportunities, and realities of food justice from the expertise of field course coordinators and the lived expertise of local communities. The curriculum will be packed with local community visits, team building, problem solving, and culminating projects.

The annual program ends in a Culminating Conference for all participants to reflect on their learning and to provide a forum for cooperative learning among students from their signature experiences. Student participants will create an e-portfolio.



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Students will be offered, but not required to enroll for credit at participating institutions.

Workshop and Colloquium:
2 credits total
Design Challenge: 3 credits
Hackathon: 1 credit
Field Course: 3 credits

