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Thesis Project 1
Sep 29

I Changed it ...

with an interesting one.

AnonymousPlan

Anti - Work Overtime
in Tech Industry in China

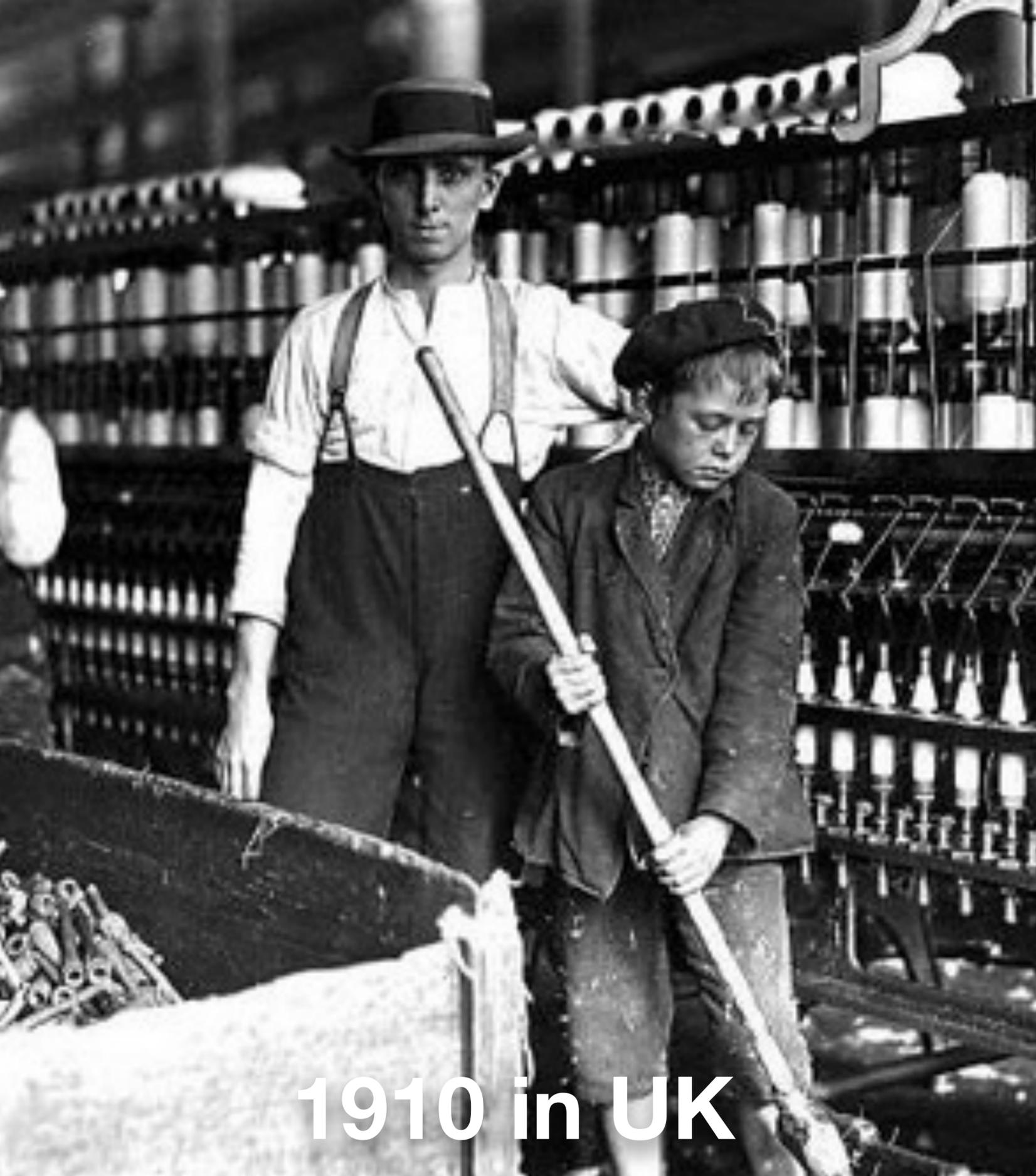


- Background
- Introduction
- Research Questions
- Project Goals
- Project Format
- Methodology
- Product Schedule
- Resource & Skill Requirements
- Challenges & Opportunities

Background



7 billion netizens



1910 in UK



2017 in China

996

Anonymously

Introduce My Project

China is on a highway to economic prosperity while the country's tech industry plays the key driver role. Seeing the whopping price of tech companies' stock value, there are tons of accompanying issues underneath. The phenomenon of employees working overtime in China's tech industry has been existed and discovered for years. The employees are strugglingly depressing under the companies' radical pressure while the government chose to be indulgent. Economy first, human second.

As a citizen who concerns the life quality and happiness of employees in the tech industry in China. I initiate AnonymousPlan, a project of an online platform which gathering the employees to anonymously publish the companies' actual working overtime status in the platform's system. The realistic data will damage the reputation of the unappreciated companies even make them difficult to hire staff; also, the data blessing the valuable companies and appreciate a healthy working culture. Hopefully, this project can regulate the social atmosphere in China's tech industry and awaken people's critical consciousness.



Frame My Research Questions

- How can Design Thinking as a methodology address social issues?
- How can a digital product/service defend human rights?
- How can an anonymous online platform influence industry, stakeholders, society even government department?



Set My Project Goals

- Establish an anonymous online platform which gathers employees in tech industry in China.
- Integrate with a database of China's tech companies profiles. (or alternative solution)
- Encourage people to join the platform and participate the movement anonymously.
- Increase the project's credibility and influence by gathering more users and data.



Project Format

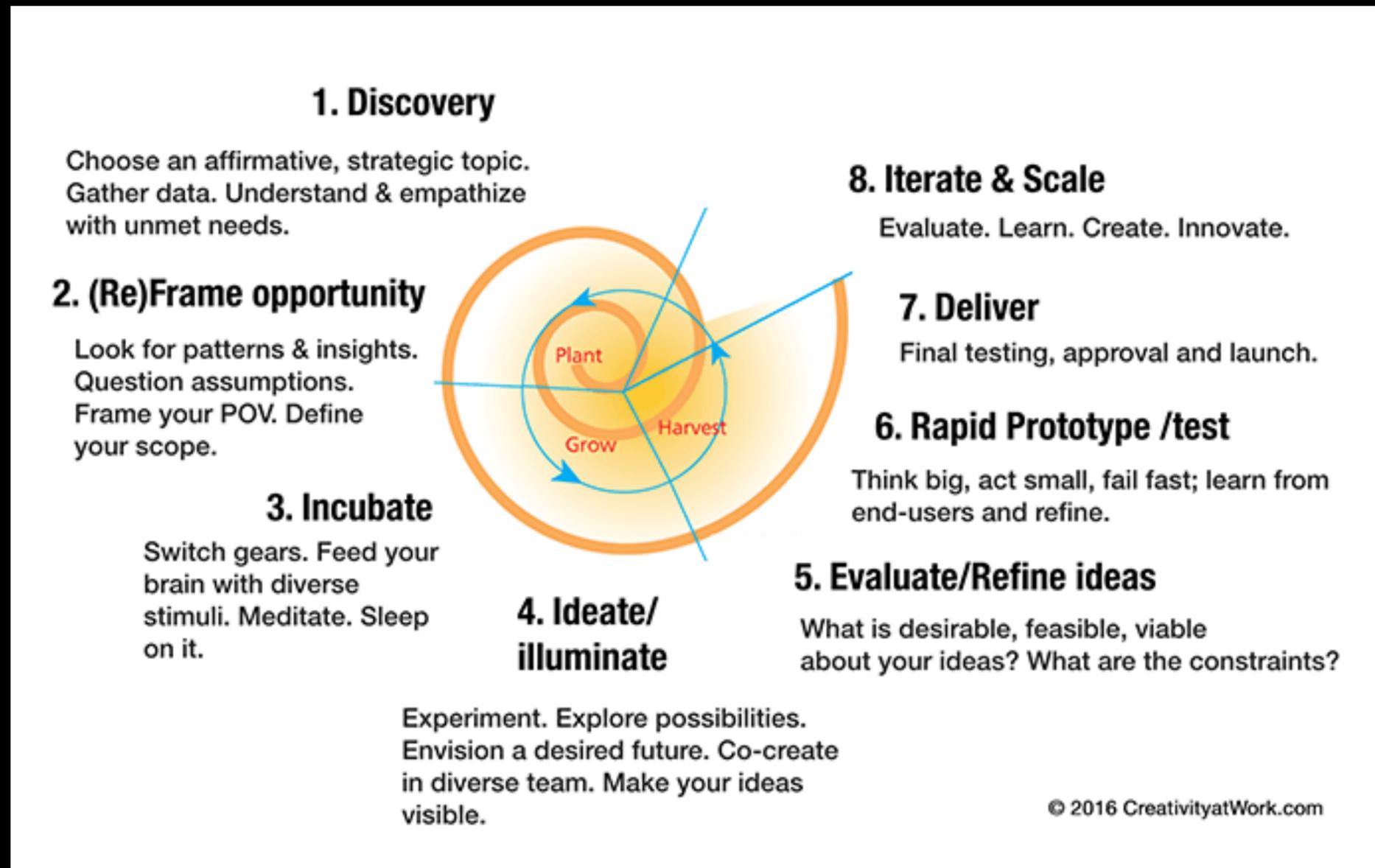
Body of Work

- AnonymousPlan Website (Mobile)
- Data on the Platform

Project Report

- Abstract
- Background
- Introduction
- Process
 - Research: Social, Industrial and Technical
 - Prototyping and Iterations
 - Promoting
- Result and Influence
- Valuation

Methodology: Design Thinking



Compared to the scientific method, which begins by stating a hypothesis and then, via a feedback mechanism, continues iteratively to form a model or theory, Design thinking is a method for practical, creative resolution of problems. It is a form of solution-based thinking with the intent of producing a constructive future result.

Dorst, Kees; Cross, Nigel (2001).

Production Schedule

	W5 Oct6	Mainly research for the project's social, industrial, user and technical aspects.
	W6 Oct13	Build the early prototype: Site Map / Flowchart / Page Layout.
▲	W7 Oct20	Prepare literature review based on research; Finalize and prepare to show the early prototype; Prepare 10 Slides Presentation.
	W8 Oct27	Start prototyping for Website Framework/Skelton programatically in web browser.
	W9 Nov3	Keep prototyping and work on written thesis.
▲	W10 Nov10	Finalize the second-iteration prototype and prepare to show. Prepare 10 slide presentation, 500 words summary and revised schedule.
	W11 Nov17	Start prototyping for Website's essential functions.
	W12 Nov24	Keep prototyping and improve written thesis.
▲	W13 Dec1	Finalize the third-iteration prototype and prepare to show on final critic.

Resources and Skill Requirements

Resources

- Design Thinking Toolkit
- Programming Online Training
- Website Framework
- Contacts in China

Skills

- Research
- Design Thinking
- Programming (or alternative)
- Promoting
- Analysis and Visualization
- Writing



Challenges and Opportunities

Challenges

- Remotely
- System Design
 - (Publishing/Privacy/Fake Users)
- Programming



Opportunities

- Create Social Impact
- Help People
- Inspire People



Dorst, Kees; Cross, Nigel (2001). "Creativity in the design process: Co-evolution of problem-solution". *Design Studies*. 22 (5): 425–437.

Rowe, G. Peter (1987). *Design Thinking*. Cambridge: The MIT Press. ISBN 978-0-262-68067-7.

Tim Brown. *Design Thinking*. Harvard Business Review, June 2008.

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