

## **EPIC Design Intern**

Up to 19 hours per week, starting immediately through June 2022  
\$20 per hour

Evans School of Public Policy and Governance is seeking an hourly student worker for the **Evans Policy Innovation Collaborative (EPIC)** with a passion for equity and social justice, collaborative design as a method of systems change, and public policy. The UW Evans School of Public Policy & Governance is the 4<sup>th</sup> ranked school of public policy & administration in the country, nationally recognized for our teaching, research, and community impact.

The Evans Policy Innovation Collaborative (EPIC) is a new initiative at the School. We seek to apply design methods to help improve policy innovation and implementation. The EPIC approach understands that implementation of public policy happens in a complex system, that often involves people and institutions from diverse points of view. Dialogue and design techniques are ways we use to reduce complexity and enable change, changes that keep the needs and perspectives of end-users at the forefront.

Under the direction of the Director of Innovation & Engagement, this position will support EPIC projects using design processes: exploring current contexts, generating and refining ideas, and prototyping and assessing potential ideas. This role will be asked to:

- Conducting research to explore what currently exists to shape the experiences of those affected? What might be opportunities to address some of these challenges?
- Participate in project meetings that convene diverse stakeholders and use creative and generative methods to consider 'what might be' and improving upon those sparks of promising ideas by recording ideation graphically.
- Support design charrette process.
- Support project actors in creating short, simple trials of potential ideas as prototypes. Magnify the promising approaches and support those in the project trying them at larger scale, adjusting based on what is learned.
- Work with Director for Marketing & Communications and Director of Innovation & Engagement to develop and prepare project harvest documents and share them with our wider community as open-source tools that are accessible to all.
- Produce on-brand graphic design for EPIC collateral including social media, flyers, and other outlets.
- Other projects as assigned.

### **MINIMUM REQUIREMENTS:**

Bachelor's Degree in design, human-centered design, or related field, or two to three years of professional experience in collaborative design.

### **DESIRED SKILLS/PROFICIENCIES:**

- Excellent written, verbal, and design communications skills
- Ability to tell stories in visual form, including in graphic representation (which we call harvesting).
- Experience with design projects
- A learner and solution-oriented mindset and strong interpersonal awareness.
- Demonstrated follow through on tasks, projects, and responsibilities.
- Adept at organizational proficiency and project management, including the ability to prioritize and juggle multiple projects simultaneously.
- Proficient in the use of Microsoft Office for the PC, and familiar working in the Adobe Creative Suite (includes InDesign, Photoshop, Acrobat, etc.), Canva, and email distribution systems.

Please send a sample of graphic / creative / visual work, cover letter, and resumé to [keala@uw.edu](mailto:keala@uw.edu).