Democracy is a design problem

Design to make government work better.

Look beyond the immediate problem.

Try things out. Don't just talk.

Redefine risk.

Research to solve real world problems.

Understand why, not just what.

Ask basic, bigger questions.

Conduct research in the field, not in the lab.

Listen to people who are carrying the heaviest burden.

Work in the open.

Expose the process, don't just do the project.

Make the right thing the easiest thing.

Share best practices.

Recognize and celebrate success.

Raise the design IQ of our partners.

Get everyone involved.

Do projects with our partners not for them.

Teach our partners, their friends, and everyone else.