



# 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.