

# LEGAL DESIGN DERBY 2022

Saturday, October 22, 2022

**Empathize**



**Define**



**Ideate**



**Prototype**



**Iterate**



**Present**



How might students and law schools  
prepare for future paradigm(s) of  
legal service delivery?

**THIS BOOK BELONGS TO:**

**GROUP #**

**GROUP MEMBERS**

# Mindset for Today

## Courageous Doing

At the Legal Design Derby, we don't get ready, we get started. This mindset is all about the willingness to try and the importance of pursuing progress over perfection.

## Exploring with Curiosity

When facing a challenge, it's important to practice a beginner's mindset and ask 'what if' instead of 'what is'. Reframe current thinking through new insights, connections, and questions.

## Reflective Self-Awareness

Take time to reflect, seek to understand yourself, and open up to vulnerability by letting go of ego and continuing to embrace your own creative potential.

## Additional Notes

**How might students and law schools  
prepare for future paradigm(s)  
of legal service delivery?**

Traditional Paradigm	Future Paradigm
One to One	One to Many
Retainer Fees + the Billable Hour	Fixed Fees + Limited Scope Representation
Evaluation of services based on satisfaction	Evaluation of services based on outcomes
Licensure of attorneys to practice law	Licensure of lawyers, paralegals, advocates, + other paraprofessionals to practice law
Self-regulation	Independent, non-profit regulation
Lawyer as primary Subject Matter Expert	Panel of Interdisciplinary Advisors

Reflections on the Challenge

Something I want to explore more:

# Suggested Readings



## **A FRAMEWORK FOR** Designing and Implementing Legal Regulation

Dr. Thomas Clarke and Lucy Ricca  
July 2022



# Podcasts On Legal Education

Duke Law Podcast, The Movement Lawyering Lab at Duke Law (2022)  
<https://law.duke.edu/video/duke-law-podcast-movement-lawyering-lab-duke-law>

Reimagining Justice: Applying art to law, and shifting mindsets with Stacy Butler, Director Innovation for Justice  
<https://reimaginingjustice.libsyn.com/applying-art-to-law-and-shifting-mindsets-for-leadership-with-stacy-butler>

State Bar of Michigan on Balance Podcast on Legal Talk Network, The Delta Model: Lawyer Readiness and Competency Post-Covid (2022)  
<https://legaltalknetwork.com/podcasts/state-bar-michigan-on-balance/2022/05/the-delta-model-lawyer-readiness-and-competency-post-covid/>

# Legal Regulatory Sandboxes

Law Society of British Columbia, Innovation Sandbox  
<https://www.lawsociety.bc.ca/our-initiatives/innovation-sandbox/>

IAALS Legal Regulation Knowledge Center  
<https://iaals.du.edu/knowledge-center>

Law Society of Ontario, Access to Innovation  
<https://lso.ca/about-lso/access-to-innovation>

Utah Office of Legal Services Innovation  
<https://utahinnovationoffice.org/>

## Notes

# Additional References

Traditional Paradigm	Future Paradigm
One to One	One to Many

Drew Simshaw, *Ethical Issues in Robo-Lawyering: The Need for Guidance on Developing and Using Artificial Intelligence in the Practice of Law*, 70 Hastings L.J.173 (2018)

<https://hastingslawjournal.org/wp-content/uploads/70.1-Simshaw.pdf>

Caroline Shipman, *Unauthorized Practice of Law Claims Against Legalzoom-Who Do These Lawsuits Protect, and Is the Rule Outdated?*, 32 Geo. J. Legal Ethics 939(2019)

<https://www.law.georgetown.edu/legal-ethics-journal/wp-content/uploads/sites/24/2019/11/GT-GJLE190045.pdf>

Deborah L. Rhode, *Professional Integrity and Professional Regulation: Nonlawyer Practice and Nonlawyer Investment in Law Firms*, 39 Hastings Int'l & Comp. L. Rev.111 (2016)

[https://repository.uchastings.edu/cgi/viewcontent.cgi?article=1804&context=hastings\\_international\\_comparative\\_law\\_review](https://repository.uchastings.edu/cgi/viewcontent.cgi?article=1804&context=hastings_international_comparative_law_review)

Traditional Paradigm	Future Paradigm
Retainer Fees + the Billable Hour	Fixed Fees + Limited Scope Representation

Deborah L. Rhode et. al., *Access to Justice Through Limited Legal Assistance*, 16 Nw. J. Hum Rts. 1(2018)

<https://scholarlycommons.law.northwestern.edu/cgi/viewcontent.cgi?article=1208&context=njihr>

ABA Unbundling Resource Center

[https://www.americanbar.org/groups/delivery\\_legal\\_services/resources/](https://www.americanbar.org/groups/delivery_legal_services/resources/)

Traditional Paradigm	Future Paradigm
Evaluation of services based on satisfaction	Evaluation of services based on outcomes

Rebecca L. Sandefur, *Legal Advice from Nonlawyers: Consumer Demand, Provider Quality, and Public Harms*, 16 Stan. J. Civ. Rts. & Civ. Liberties 283 (2020)

<https://law.stanford.edu/publications/legal-advice-from-nonlawyers-consumer-demand-provider-quality-and-public-harms/>

Traditional Paradigm	Future Paradigm
Licensure of attorneys to practice law	Licensure of lawyers, paralegals, advocates, + other paraprofessionals to practice law

John M. Graecen, Legal Information vs. Legal Advice: A 25 Year Retrospective, 106 Judicature (2022)  
<https://judicature.duke.edu/articles/legal-information-vs-legal-advice-a-25-year-retrospective/>

Michael Houlberg, Arizona's Licensed Legal Advocates: Pilot Program Aims to Provide Needed Legal Help in Certain Cases, IAALS (2021)  
<https://iaals.du.edu/blog/arizona-s-licensed-legal-advocates-pilot-program-aims-provide-needed-legal-help-certain-cases>

Traditional Paradigm	Future Paradigm
Self-regulation	Independent, non-profit regulation

Renee Newman Knake, The Legal Monopoly, 93 Wash. L. Rev. 1293 (2018)  
<https://digitalcommons.law.uw.edu/wlr/vol93/iss3/5/>

Elizabeth Chambliss, Evidence-Based Lawyer Regulation, 97 Wash. U.L. Rev. 297(2019)  
[https://papers.ssrn.com/sol3/papers.cfm?abstract\\_id=3343786](https://papers.ssrn.com/sol3/papers.cfm?abstract_id=3343786)

Traditional Paradigm	Future Paradigm
Lawyer as primary Subject Matter Expert	Panel of Interdisciplinary Advisors

Andrew M. Perlman, Towards the Law of Legal Services, 37 Cardozo L. Rev. 50(2015)  
[https://papers.ssrn.com/sol3/papers.cfm?abstract\\_id=2561014](https://papers.ssrn.com/sol3/papers.cfm?abstract_id=2561014)



# **EMPATHY**

**THE AWARENESS OF THE  
FEELINGS OF OTHERS**

**BE GENUINELY  
CURIOUS  
ABOUT  
OTHERS**

**IMAGINE  
YOURSELF IN  
OTHERS' SHOES.**

**VALIDATE  
OTHERS'  
FEELINGS.**

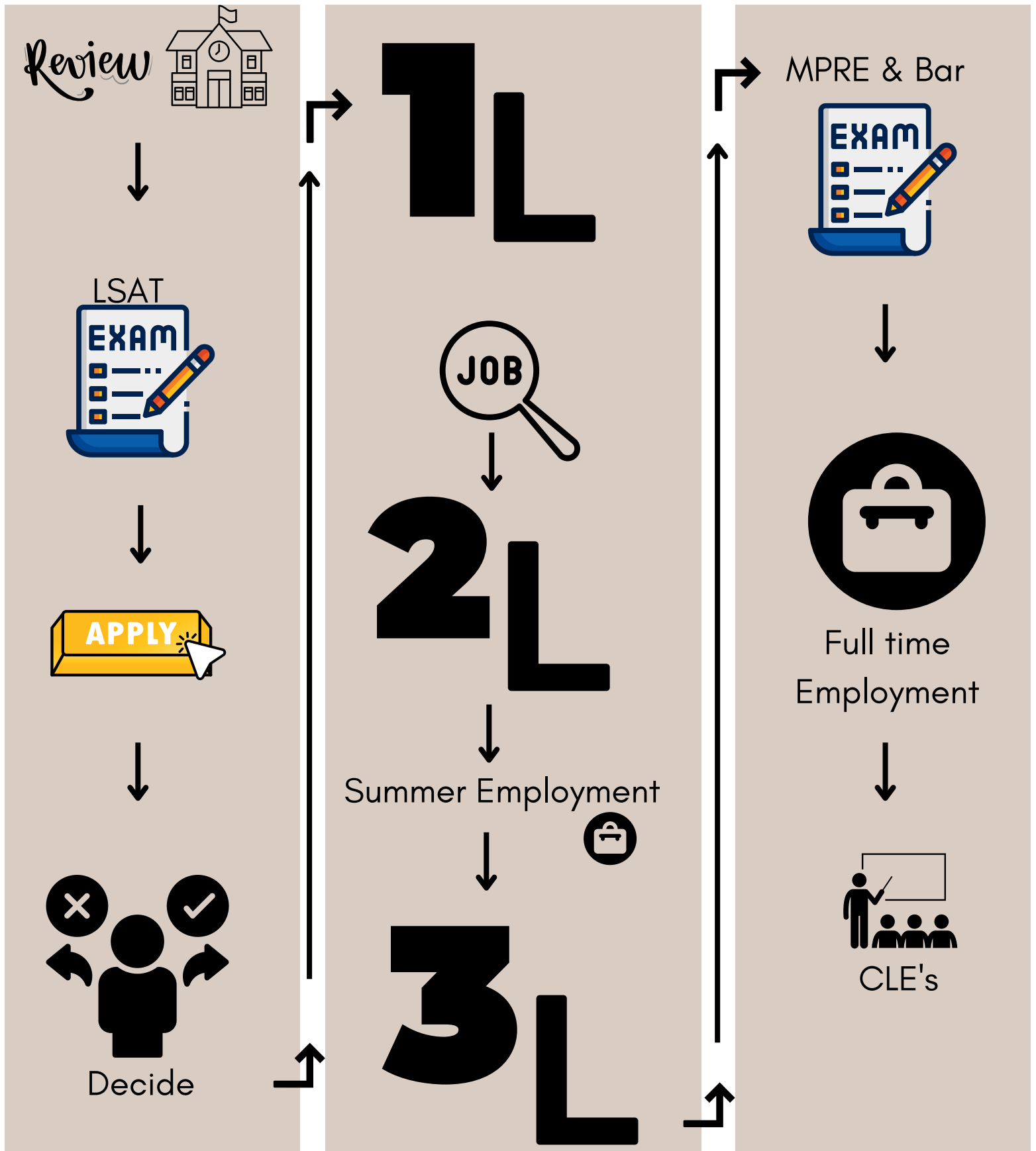
**SHARE WHO  
YOU ARE**

**BE AN  
ATTENTIVE  
LISTENER.**

**DISCOVER  
SIMILARITIES**



# Journey Mapping

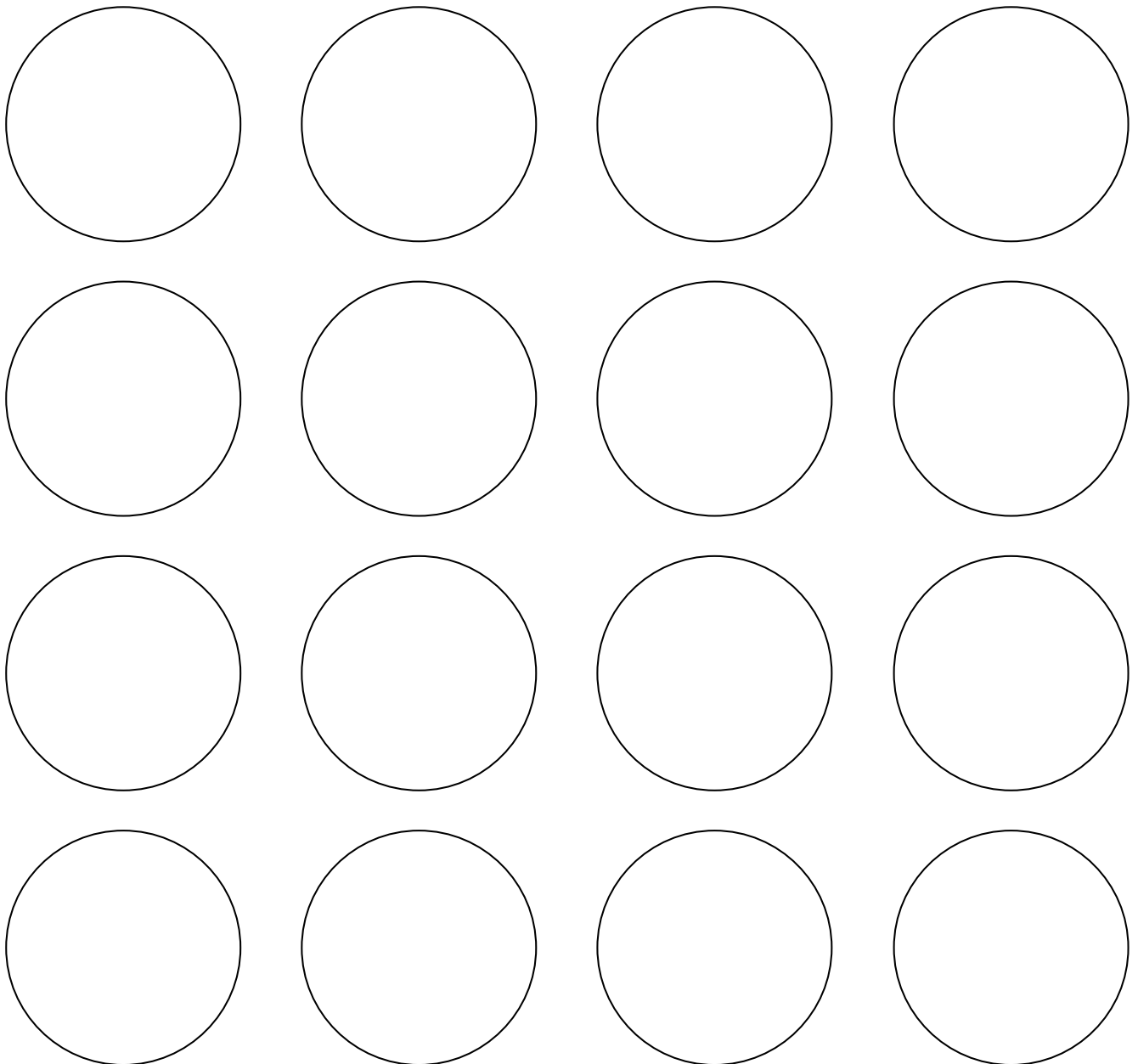


Where are the  pain points and opportunities?

# THINK OUTSIDE

*the box*

**Can you turn these circles into unique and recognizable pictures?**



# Rules of Brainstorming

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## Defer Judgment

Creative spaces are judgment-free zones—they let ideas flow so people can build from each other's great ideas.



## Encourage Wild Ideas

Embrace the most out-of-the-box notions. There's often not a whole lot of difference between outrageous and brilliant.



## Build on the Ideas of Others

Try to use "and" instead of "but," it encourages positivity and inclusivity and leads to tons of ideas.



## Stay Focused on the Topic

Try to keep the discussion on target. Divergence is good, but you still need to keep your eyes on the prize.



## One Conversation at a Time

This can be difficult—especially with lots of creative people in a single room—but always think about the challenge topic and how to stay on track.



## Be Visual

Use colored markers and Post-its. Stick your ideas on the wall so others can visualize them.



## Go for Quantity

Crank your ideas out quickly. For any 60-minute session, you should try to generate 100 ideas.

# Converge on your top 3 ideas.

**1** **Vote**

**2** **Cluster**

**3** **Discuss**

**4** **Decide**

**THEMES**

**IDEA 1**

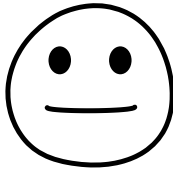
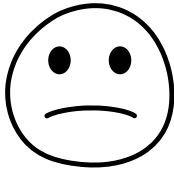
**IDEA 2**

**IDEA 3**

# MID-DAY Reflection

I'm learning...

How I feel right now:



Reason for my rating

I'm contributing...

I'm curious about...

I still have questions about...



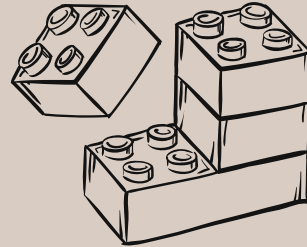
# PROTOTYPING

is creating... *anything* that helps you convey core ideas in a way that allows for feedback

Draw

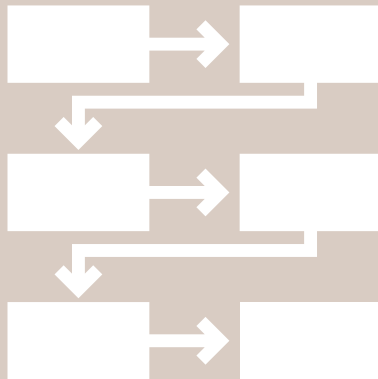


Write

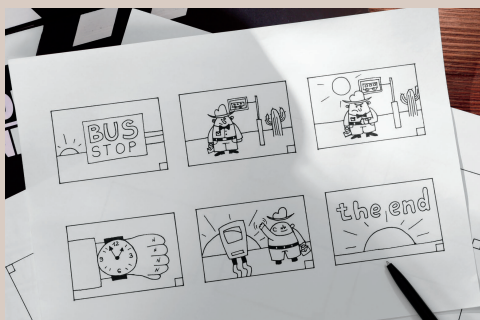
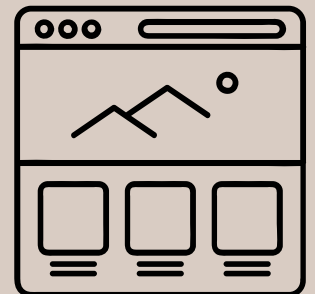
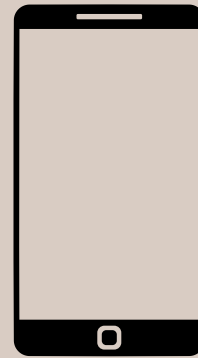


Build

Flow chart



Mock Up



Animate



Comic Strip

Act Out



# The Feedback Tango

It takes two to tango when it comes to feedback.

## Lead — GIVING FEEDBACK

### 1 How to Show Up

#### GATHER CONTEXT

You need to know some backstory of the work. Who's the intended audience for the deck you're looking at? Or what's the designer of the prototype trying to achieve? Once you know this, you can ground your feedback in something solid. You might ask, "Will the tone of your piece create maximum impact with your intended audience?" Or, "I think tweaking the design just a little in this way will help you achieve your goal."

#### CALIBRATE YOUR FEEDBACK

Tune into the needs of the person you are helping. That means you want to take a little stroll in their shoes and practice empathy. What's their timeline? What type of feedback will best serve them in their work? What should you be looking for? What should you not be looking for?

### 2 The Deed

#### EMBRACE RADICAL CANDOR

We often joke at IDEO that when giving feedback we exist in the land of Ruinous Empathy. We confuse caring with not giving constructive, candid feedback. Your feedback is in service of the receiver of feedback and their work. It's possible to give constructive feedback and be caring at the same time.

#### BE SPECIFIC

There's nothing worse than hearing "I just don't like your idea." It's important to point out specific moments that may or may not have worked. Ground your feedback in examples.

### 3 After the Fact

#### PRACTICE

Giving feedback can be awkward. But the good news is, if you practice it enough, you'll get better at it (and it will get less awkward).

#### CREATE SPACE FOR REFLECTION

Feedback elevates self-awareness. If you tune into the body language and attitude of the receiver of feedback, you can learn a lot about your impact and delivery. Learn and grow. To do that, you need to carve out time for it.

## Follow — RECEIVING FEEDBACK

#### DESIGN TIME/SPACE TO RECEIVE FEEDBACK

Don't wait until two hours before your assignment is due. Invite feedback early and often. Ask more than one person, and at different times. Different people bring different perspectives. Different moments along a journey bring unique learnings. We like to say, "All of us are smarter than any of us."

#### EXPLAIN WHAT YOU'RE AFTER

Be clear about where you're at and what you need. Is your work at an early stage? If so, ask for high-level, structural feedback (e.g. Does the flow make sense? Is the narrative sound?). Or, are you late in the game and just need one more sets of eyes before turning in a project? If so, maybe you want that fine-tooth-lens for feedback (e.g. Did you find anything glaring? What can I improve upon in the next few hours?)

#### ASK SPECIFIC QUESTIONS

Give guidance to the giver of feedback. That's an alliterative mouthful. At IDEO, we use variations of three simple questions:

1. What was memorable/What resonated?
2. What's missing/What didn't work?
3. How could you build upon my work/How could you push it further up the mountain top?

#### BE BRAVE/DON'T TAKE IT PERSONALLY

Feedback can sting a little. But when receiving feedback, divorce your ego from the work. Your work isn't you. It's okay if it gets diced and sliced a bit on the chopping block. Repeat a few simple words: "This is in service of the work."

#### LOOK FOR PATTERNS

It's common to receive conflicting feedback, so your job is to find patterns. Then, improve those "hot spot" areas. Remember, it's okay to disagree. Sometimes you have to trust your intuition.

#### ALWAYS CREATE SPACE FOR REFLECTION

Let feedback breathe. Don't go hacking away at your presentation right after you receive feedback. That's reactive. Sleep on it and then return to it. A night's sleep can make all the difference in the world.



# FEEDBACK SESSIONS

1

SHARE your current design.

**QUESTIONS &  
CLARIFICATIONS**

**STRENGTHS TO  
CELEBRATE**

**SUGGESTIONS FOR  
IMPROVEMENT**

2

IDENTIFY action items for your team to iterate your next prototype.

IDEAS

ACTION ITEM

POINT PERSON

# PITCHING

## Elevator Pitch

As a [target customer] who want(s) to [customer need] ,  
[process/feature/service] will [key benefit] .

## The Solutions Showcase

Keep it simple  
Tell a story  
Present clearly



## Notes

