THE **HUMANITARIAN** DESIGN *CHALLENGE*

Kenya Red Cross + CROIX-ROUGE FRANÇAISE

Rethinking Sanitation
Restoring Dignity

Why this *challenge?*

Sanitation is a matter of health, dignity, and gender equality.

➜ Millions live in overcrowded camps

➜ Current latrines are often:

◆ expensive

◆ non-durable

◆ undignified

➜ High population pressure at Kakuma

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Expected *impact*

Human, environmental, and social impact.

- Improve dignity, user safety and accessibility (gender)

- Transform waste into useful resources to reduce environmental impact

- Provide open, replicable solutions

The design *challenge*

A latrine as a user experience

- You are NOT redesigning the toilet bowl

- Focus on:
  - walls
  - structure
  - usage
  - experience

- Privacy, light, ventilation, safety, heat, waste (hygiene products)

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Understanding *the camp context*

Design for real context, not abstract

- Over 300,000 people
- 20+ nationalities, 300+ tribes
- Latrines shared by up to 15 people
- Cultural, religious, and gender considerations

Details in the annex 5 of the Brief_and_Specifications document

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WASH &
dignity

Design can improve daily life

- Sanitation = health + dignity
- Long queues, hygiene, safety issues
- Critical for women and children
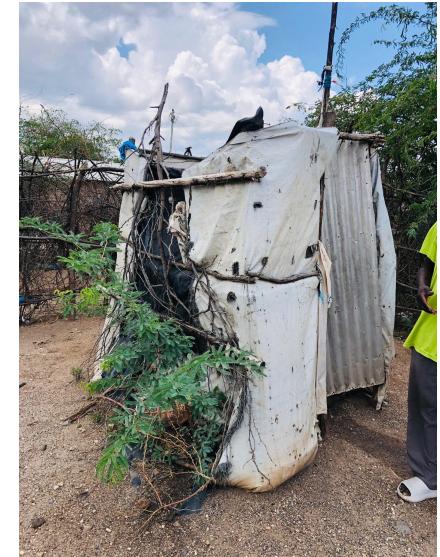
Materials & *resources*

Design with existing resources

- Available waste:
  - plastics (PET, HDPE, PP)
  - textiles
  - wood

- Fabrication possible via local FabLab in Mombasa
- https://www.iome.ke/

Details in the annex 2 & 3 of the Brief_and_Specifications document

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Standards &
constraints

Responsible and realistic design

- Follow humanitarian standards (Sphere standards)

- Hygiene, safety, accessibility

- Non-toxic, durable materials

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Evaluation *criteria*

The jury is not looking for perfect projects

➔ **Humanitarian relevance**
Does it really improve safety, privacy and dignity in camp settings?

➔ **Creativity & originality**
Is the idea innovative, clever, and meaningful?

➔ **Sustainability & circular thinking**
Does it reduce waste and reuse available materials?

➔ **Feasibility & cost-efficiency**
Can it realistically be built, maintained and scaled?
User experience & cultural sensitivity
Is it accessible, inclusive and respectful of local norms?

➔ **User Experience & Comfort /** Is the design accessible, comfortable, and culturally sensitive?

➔ **Adaptability**
Can the solution be reused or adapted to other contexts?

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Requirements & *call to action*

Design for dignity
Design for impact

- Students, designers, engineers, makers

- Deliverables: concept, visuals, material sheet, optional prototype (any scale)

- **Deadline: February 28, 2026**

INFOPACK

Humanitarian Design Challenge

03 février 2026

**CROIX-ROUGE
FRANÇAISE**

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What is
an emergency situation ?

Common features:

Urgency + duration

Health crises

Uncertainty

Cultural and social complexity

Natural disasters

Armed conflicts

Forced displacement

Long-lasting crises
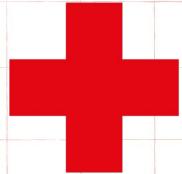
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An operational actor working directly with affected populations

➜ Part of the International Red Cross and Red Crescent Movement

➜ Humanitarian organization acting in France and internationally

➜ **Core missions:**

◆ Emergency response

◆ Health & autonomy

◆ Social inclusion

Our role
in humanitarian response

Every decision has real human consequences

➔ Act fast, often in unstable and uncertain contexts

➔ Respond to basic needs: water, sanitation, shelter, health, protection

➔ Work with strong constraints:

◆ limited time

◆ limited resources

◆ complex logistics

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very short

Global context

of the humanitarian sector

Crises are becoming more complex and unpredictable

Standardized solutions often reach their limits

What design can do in
emergency situations ?

What design can do in
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➔ put people at the center
➔ optimize scarce resources
➔ adapt solutions to context

What design can do in emergency situations ?

➔   put people at the center
➔   optimize scarce resources
➔   adapt solutions to context

What is emergency design ?

➔   a human-centered and co-design approach
➔   focused on simple, robust, contextual solutions
➔   responding to vital needs during crises

Key principles:

➔   frugal innovation (do more with less)
➔   fast deployment and replicability
➔   local adaptability (resist real-life use)

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What design
can change ?

Simple ideas, real life impact