PRINCIPLES OF CO-DESIGN WHY WE DO IT, WHAT WE DO, HOW WE DO IT

APPLYING THE PRINCIPLES

FRAMING: WHO

PLANNING: WHY & WHAT

DESIGNING: HOW

METHODS

Co-design Workshop planning and design tools developed by Penny Hagen, (smallfire) with support from Natalie Rowland (Redrollers Research), Grant Young (Zumio) and Stephen McKernon (Supplejack).

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PRINCIPLES OF CO-DESIGN

Why we do it



Mutual Value Mutual Gain

What we do



Express
Generate
Empathise
Collaborate

How we do it



Visual Playful Tangible Open-ended

FRAMING Who

The relationship participants have with the topic shapes how the workshop is framed and influences the tools and activities that are used. Use the questions below to help think about how we might frame the workshop and topic so it is meaningful, relevant and accessible to participants.

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awareness and interest typical of participants.
High Interest
High Awareness

PLANNING

Why and What

To design a great workshop we first need to define what it is we are trying to achieve, what the workshop aims to enable, and with whom. Use the template below as a guide to asking key questions. Start by identifying the workshop's objectives with all stakeholders, and move on through the different topics prior to designing the workshop itself.

Objectives	Participants	Outcomes	Outputs	Knowns/Unknowns	Constraints
What are we trying to achieve? What is in scope? What is out of scope?	Who needs to participate or be involved? How do we enable them to participate successfully? (Use work from the Framing template to help answer these questions).	What will we be able to do as a result? What would a successful outcome look and feel like?	What form do the outputs need to take? Who will use them and for what purpose?	What existing know-how or decisions do we need to include in the workshop, such as to validate or develop it? What existing know-how or decisions can we leave out? What do we need to learn or create in the workshop? What will we not learn?	What constraints will impact on the workshop such as time frames, location and budget?

DESIGNING

DESIGNING

How

A co-design workshop balances what we want to gain against what participants need and what they might want to achieve. Co-design workshops build participant energy, engagement and results over a session and/or between sessions. Workshop process and activities must enable diverse participants to explore the topic, generate ideas and contribute fully. Use the structure below to think about building the overall process and as well as the specific activities that support it.

Sensitising

Sensitising activities help participants gain awareness of a topic and their related experiences. They are often carried out in context and prior to the workshop, and may include reviewing introductory material.

Introduction

An introductory activity, such as an icebreaker, builds rapport. It's important to hear from each participant, set expectations and generate group agreements. These activities can also help reveal agendas or perspectives relevant to the day.

Immersion

Immersion activities create a shared understanding and platform for the rest of the day. Activities may explore the topic, build shared views, and generate material for use later in the day.

Generation

Generative activities create new ideas, explore them and build new concepts. Activities can involve critique of existing ideas to evolve and synthesise new ones, and they may make use of materials developed earlier in the workshop.

Reflection

Reflecting is important for validating and finalising the results of the workshop and then looking a step or two ahead. This gives participants a sense of progress and makes the organisation accountable for results.

Examples: diaries, activity logs, collage, maps, letters, cultural probes.

Examples: Simple icebreaker exercises and games

Examples: Word games, collages, future casting, personas

Examples: scenarios, 3d Models, prototypes

Examples: prioritisation, high level road map or strategy, planning future activity

METHODS

 $There are many different visual, tangible, playful and open-ended \ methods \ and \ techniques \ that \ can be \ applied \ and \ adapted \ as \ tools \ for \ supporting \ co-design.$