



OPEN DESIGN FOR DEVELOPMENT AND YOUTH

WORKSHOP

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Abstract

The workshop calls for research projects that are working with open design for development and the youth. We are interested in sharing experiences, tools and methods for including the youth in the development. The workshop will showcase and utilise workshop methods developed and tested in Participatory Development with the Youth (PARTY) workshops with South African and Namibian San youth. The goal of the workshop is to share a vision about the methodologies used for including the youth in accountable democracy and designing their own services and call for methods that use inclusive and participatory processes to include the youth in discussion and development. These methods can utilise both low and high technological solutions. In the workshop we are asking what are the appropriate technologies that we can employ when including the youth in development. The workshop will embrace playfulness and visualization of information.

The workshop aims to open shared perspectives and experiences on how to design more effective methods and tools to foster development. The workshop goal is to share perspectives and experiences about how to co-design with marginalised youth by empowering them to take an active involvement in the development process. The workshop participants map the methods and tools for co-designing with youth. It will generate opportunities for future research dialogues with the participants interested in the PARTY project and tools for involving youth in the development processes. The workshop is organised by the PARTY research project funded by the Horizon 2020 research program.

Keywords

San youth; Service Design; Marginalisation.

Duration

2pm to 5pm

Expected number of participants

20-25 participants

Target audience

Academics, professionals and students

Project description

The workshop calls for research projects working with open design for development and the youth. We are interested in sharing experiences, tools and methods for including the youth in the development. The workshop will showcase and utilise workshop methods developed and tested in Participatory Development with the Youth (PARTY) workshops with South African and Namibian San youth. The challenge of developing sustainable solutions that involve the disadvantaged sections of the population highlights the need to understand these target groups thoroughly. The San groups constitute around 2% of Namibia's total population and 15% of the country's indigenous populace and are among the poorest of all the tribes. 80% of the San in Namibia have been dispossessed of their ancestral lands and resources and dislocated from environments that bred a knowledge system which sustained their livelihoods historically. The goal of the workshop is to share a vision about the methodologies used for including the youth in accountable democracy and enabling them to co-design their own services and future education, job and p opportunities. The workshop calls for methods that use inclusive and participatory practices for youth participation in development processes. Moreover it will be an opportunity to discuss and explore the use of low and high technological tools and solutions for youth development.

PARTY project aims to carry out international and inter-sectoral collaborations in the field of developmental cooperation through research, innovation staff exchanges and sharing of knowledge between researchers, the target group, local actors in Southern Africa and international aid organisations. The project advances service design approach in the field of developmental research and develops innovative, participatory methodology and tools for developmental cooperation.

The project builds on the background of service design prototyping, which offers new innovative methods and approaches that could facilitate change and capacity building with the young unemployed people in Southern Africa. The hypothesis of service design is that when the end-user participates in the design process, new ideas, service needs and different ways of utilising technology are encountered. Service design processes and methods can help in innovating human-centred service concepts (Miettinen, 2011). The research project focuses on the means and tools for enabling the San youth to participate in the service development in their own communities and recognising the stakeholders that can enable the transformational change and increased inclusion in decision-making in their communities.

The strong focus on participation and co-creation links a service design approach to user-centred design processes, where the theoretical background comes from human-centred design theory (Beyer and Holtzblatt, 1998) and cultural probes (Mattelmäki, 2006). The epistemological and methodological background of service design can be identified to be consistent with participatory action research (Reason, 1996; Selener, 1997; Smith, Willms,

and Johnson, 1997). The emphasis in these related approaches is on action and participation. McTaggart statement about the general goal of participatory action research (1997: 2): “it is participants’ own activities which are meant to be informed by the on-going inquiry” fits accurately with this project. Adapted versions of participatory action research into community-based co-design approaches have been established in past rural design projects in Namibia (Winschiers-Theophilus, Bidwell, and Blake, 2012) supporting fundamental principles of service design.

The workshop aims to open shared perspectives and experiences about how to design more effective methods and tools that foster/enhance (local) development. The workshop goal is to share perspectives and experiences about how to co-design with marginalised youth by empowering them to take an active involvement in the development process. The workshop participants will further map the methods and tools for co-designing with youth and experiment with two of the presented tools. Furthermore, it will generate opportunities for future research dialogues with the participants interested in the PARTY project and tools for involving youth in the development processes

This is a half a day (3 hours) workshop presenting to the participants some of the methods and tools used in fieldwork in PARTY research project with the youth, such as *Rich pictures*, *Enacting prototypes* and *Future me CV*, and enabling them to use these methods to contribute to the mapping of design methods used in participatory development with the youth. The workshop will be structured in 4 main phases:

- 1) Introduction to PARTY project and the methods used with youth on field (2-2:30 pm)
- 2) Team forming and use of the methods: each team experiments at least two of the proposed methods (2:30-3:30 pm)
- 3) Sharing of the results and open discussion (3:30-4 pm)
- 4) Collective visual mapping process as a result of the discussion (4-5 pm)

The takeaway for the participants will be information and experience about methods and tools used for working with the youth in open development context, visual and experiential workshops methods tested with the San youth and a shared understanding of the methods and their impact as well as the visualisation of the methodological field used by the workshop participants in their own open design and research work.

Preferred venue and equipment required

The room provided should allow participants to move easily in the space, to move tables and chairs according to their needs. The room should be provided of a *projector and speakers*, *chairs* (for 20/25 people) and *5 or 6 big tables* to enable the participants to work in teams (we expect to form 5 or 6 teams). Moreover each method requires different materials to be provided to the participants:

Rich pictures method: 6 or 8 large sheets of paper (A2 or 70x100 cm) and 25 markers (basic colours such as, black, blue, red)

Enacting Prototypes method:

Future CV method: 30/40 A4 papers, 25 pen

Collective visual mapping: post-it notes (a pack of 3/4 colours), markers and pen (see above), blue tack, a surface where to write on like a white board.

References and citations

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Biography

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