

Case studies for Design Informatics 1

Tutorial 6: Designing Co-Design Workshops

In this tutorial, we will discuss some of the key considerations for designing and running co-design workshops.

Co-design is an important approach to designing new technologies, where those who use, live with and are affected by new systems are involved throughout the design and development process. This tutorial builds on the readings and presentations from Week 10, where you were asked to read a popular paper by Liz Sanders and Pieter Jan Stappers on co-creation.

In this tutorial, we want you to imagine you are creating a co-design workshop to engage participants in a fictional future project related to the case study you select. You are trying to engage them in Say, Do and Make – to find out about their lives, what they do, and to generate ideas and things with them.

As always, the session will start by taking attendance. The Tutor will then ask a simple question: Why is co-design a useful approach to designing new technologies?

Then we will work through some small group activities. As usual, for these activities, we would like you all to use this [Miro canvas](#). For these activities, work in small groups, preferably the same groups as last week.

Activity 1: Things to be considered when running a co-design workshop (20 mins)

For the first activity, the Tutor will first talk through some different ways of structuring a co-design workshop. They will quickly present to you three examples of co-design workshop structures. What is wrong with the last (third) one?

After this, the Tutor will guide you through a further set of prompts to get you thinking about the “key practical considerations” for running a co-design workshop. They will focus on “who”, “what” and “where”.

The tutor will then ask you this question: if you were running a co-design workshop for a project exploring the design of new IoT technologies for residential care facilities:

- (a) who needs to be at the workshop,
- (b) what might you need to run activities, and
- (c) where would you hold the workshop?

Activity 2: Choosing your case study and goals for a co-design workshop (10 minutes)

For Activity 2, we ask you to work in a small group and start to explore in more detail how you would design and run a co-design workshop.

First of all, in your group, discuss what “case study” you will focus on for this tutorial. Like last week, try to choose a case study that is connected to one of your coursework assignments – e.g., choose a case study from one of your CW1.2 assignments (which should be progressing now) or your initial ideas for what you will do for CW2.1.

Like last week, consider:

- What technology you are focusing on.
- What application domains you are interested in

After discussing these for a few minutes, choose one of your case study technologies and application domains to focus on more for the rest of the tutorial. Make a note of your selection in the Miro board.

Activity 3: Designing a structure for a co-design workshop (30 minutes)

A first step to thinking about running a co-design workshop is to have some goals in mind for the workshop (i.e., what you would like to learn from it, what outcomes you expect) and then a clear structure for a workshop to achieve those goals.

So ... go to the [Miro canvas](#) and start to design the structure of your workshop.

Start by outlining the goal of the workshop – what are you trying to find out? What do you hope the outcome will be?

Then, outline the key practical details – Where will the workshop be? How long will it be? How many participants will you have?

After this, start to design the workshop structure. Think of this activity as designing an “agenda” or “timetable” for the workshop. Think about how long your workshop is planned to be, and how you would start to split it into different component parts and activities.

When designing your activities, think about breaking them down into activities that follow the logic of SAY, DO and MAKE.

Make sure to take some time at the start of this activity to look for inspiration for activities you might include, and to think beyond the most obvious activities. As a starting point,

- take a look at the [Design Methods Finder](#) website, which has a list of lots of different techniques that can be used in design processes. Be careful though, as not all of these are appropriate for a co-design workshop with users.
- Also, look at the scanned copy of **Chapter 3 of Convivial Toolbox** which is in the CDI1 Learn site.

Activity 4: Giving feedback to another group (15 minutes)

In the next activity you will swap your materials with another group – your Tutor will advise you on how to do this. Now you will work on their structure.

Look at what has been shared with you, and ask yourself the following questions:

- Does the structure look sensible to you?
- Does the choice of activities make sense for the topic of the project?
- What problems can you foresee?

- Is there anything they have done well?

Add comments to the structure they have developed via the “comment” function on the Miro board.

To finish the activity, complete the feedback box underneath the structure. Here give feedback on three things – 1) tell the team something that works well in their workshop design, and which they should KEEP; 2) tell the team something that does not work well at all, and which they should LOSE; and 3) tell them something that could work well if they CHANGE the contents of the structure a little bit.

To close

To close the tutorial, think about how you might refine your ideas here to design a co-design workshop for your fictional project for the final assignment of CDI1.