

Designing A Co-Design Workshop

Understanding Co Design Principles



Co-design is an approach for businesses, NGOs and public organisations to innovate while actively involving all stakeholders including the community. Recent research suggests that designers create more innovative concepts and ideas when working within a co-design environment with others than they do when creating ideas on their own.



Target/Purpose

Target: A good workshop methodology
Purpose: to understand the principles of co-design and ensure that these are well integrated into the workshop content



Requirements

Laptop, Internet Connection, Projector, Workshop Facilitator



Output

By the end of the activity, participants will understand co-design principles and the benefit in applying them



Time

1.5 hours

Step 1

INTRODUCTION: A brief activity which will enable the participants to get to know each other and understanding who the co-designers of the workshop will be. A short but great way to break the ice and get the creative juices flowing!

Step 2

WHY WE CO DESIGN: an activity aimed at ensuring that participants understand the benefits of co-design and why this approach is being adopted.

Step 3

WHAT HAPPENS DURING A CO-DESIGN SESSION: this step is aimed at illustrating the way in which co-design enables participants to develop ideas and proposals notwithstanding the fact that they would not have had any prior experience in such processes.

Step 4

PARTICIPANTS: Determine who should be involved and the best ways to ensure that these persons/groups participate in this process.

Step 5

HOW CO-DESIGN IS CARRIED OUT: this final step presents different methodologies which can be implemented to guide participants during the co-design process. Choose the methods which are best suited to the needs and wants of the participants that you have identified. These may include interviews, workshops, online communities and observations. It is also important to determine where and when to engage with people (ex. homes, schools, workplaces, clubs, coffee shops) and how to go about recruiting participants (ex. existing clubs, groups, social media, other existing programmes).

Step 6

OUTCOMES: Establish the intended end result...what is it that we seek to learn or find out through this process and what will we be able to do as a result?

Step 7

OUTPUTS: Establish the expected form of the results of the activity, based on the persons who will be making use of

Step 8

KNOWN/UNKNOWN: Determine the already existing knowledge which needs to be included in the workshop, and the information that is still missing and that needs to be sought during this activity.

Step 9

CONSTRAINTS: Identify and acknowledge or missing information which will not be achieved from the co-design workshop

Resources:

<https://www.dropbox.com/s/34mvwfyga53nsx4/UXNZ%20CodesignWorkshop2013.pdf?dl=0>

Successful cases:

<https://wellington.govt.nz/-/media/your-council/projects/files/upper-stebbing-valley/upper-stebbing-workshop-1-report.pdf?la=en>