Enabling participation in codesign
Today

- Apply youth development principles and ethics to codesign methods.
Codesign Methods

- Interviewing
- Surveys
- Personal creative activities eg. vision board
- Group activities eg. World Cafe
Aroha
Tika
Pono
Concepts
Responsibility
Strengths Based
Expertise & Evidence
Accessible
1. What’s the hardest part about [problem context]?
2. Can you tell me about the last time that happened?
3. Why was that hard?
4. What, if anything, have you done to solve that problem?
5. What don’t you love about the solutions you’ve tried?

(Justin Wilcox)
Q.1 - Responsibility

What are your responsibilities to yourself, the people you serve and to your team and/or organisation within this prototype?
Q.2 - Strengths Based

How does your process acknowledge the various strengths and values of its intended audience? How can everybody benefit from this?
Interview script

1. What’s the hardest part about [problem context]?  
2. Can you tell me about the last time that happened?  
3. Why was that hard?  
4. What, if anything, have you done to solve that problem?  
5. What don’t you love about the solutions you’ve tried?
Q.3 - Expertise/Evidence

Who is considered the “expert”? What other experts/evidence bases might you plug in?
Mātauranga

Your lived experience

Others' lived experience

Organisational knowledge

Academic research
Interview script

1. What's the hardest part about [problem context]? 
2. Can you tell me about the last time that happened? 
3. Why was that hard? 
4. What, if anything, have you done to solve that problem? 
5. What don’t you love about the solutions you’ve tried?
Q.4 - Accessibility

How can you make this more accessible?
Consider: tikanga, environment, language, age/stage etc
Synthesis

Across the four areas take a piece of a4 and write out the process you might use to interview someone.
Resources

Hyperisland toolbox
Service Design toolkit
Ideo
Lifehack Resources & Drive
What do we mean by Wellbeing?