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



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.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

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Q.3 - Expertise/Evidence

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



Your lived experience

Others' lived experience

Mātauranga

Organisational knowledge

Academic research



Interview script

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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

<u>Ideo</u>

Lifehack Resources & Drive



