

DASC 2023: Case work & themes



Aalto University
School of Arts, Design
and Architecture

Case work

Besides lectures, the course includes a case assignment in which the students work in 5-6 person teams

Teams work independently but in contact with tutors, and produce design concept ideas that are communicated in presentations, a concept poster, and a more detailed project report

Teams formed for Thursday (12.1.) based on your preference of theme/topic, voting today!

Form to add your theme preferences: <https://forms.gle/nXrkupa4RhuCp2xu5>

Fill up after the first session!

Case work 'client' – ORSI project

Climate change challenges welfare states, such as Finland, to change their practices. How to steer that transition? The **ORSI project** investigates fair and robust methods to make Finland environmentally sustainable.*

The project invites key decision **makers, citizens and businesses around the same table to develop solutions.**

What we want to find for the ORSI project:

- Practical, applicable, fair, and just design solutions **for reducing the CO2 emissions of food**
- The ideas must work in the everyday life of the Finns and be sustainable also from the food production and retail point of view

Case themes /topics

Food system sustainability – How to develop design solutions to improve sustainability in food production, consumption and retail?

- 1 Rules** – Rules (laws, regulations, recommendations, commitments) can govern citizens', producers', and retailers' activities
- 2 Money** – Monetary incentives (both carrots and sticks) can be used for governing choices
- 3 Information** – Information can help citizens in making sustainable choices
- 4 Selection** – Innovations in the production, availability, and retail can lower co2 emissions
- 5 Nudging** – Nudging is about fostering a voluntary change: making the preferred choices easier and the non-preferred more difficult with design solutions

Groups are structured around the interest themes and topics!

Theme 1

Rules

Rules (laws, regulations, recommendations, self-made commitments) can govern citizens', producers', and retailers' activities



Bans: smoking is prohibited by law in workplaces and in public spaces



Restrictions: speed limitations can be used for both safety and sustainability



Self-made commitments:
Companies commit to reducing the number of plastic bags / citizens commit to meatless Mondays



Regulations: waste management legislation says how waste is to be sorted and handles

Theme 2

Money

Monetary incentives (both carrots and sticks) can be used for governing choices



Tax rewards: in Sweden, you pay less tax for repairing services



Rewards: the CityCap system in Lahti gave rewards for favoring sustainable transport options



Environmental tax: several countries have introduced a flight tax



Economic aid for the change: The government has granted monetary support for households updating their heating systems

Theme 3

Information

Information can help citizens in making sustainable choices



Carbon footprint calculators, such as the one from Sitra, can provide an overview of emissions and give hints for making changes



Education can build sustainable habits from early on, such as the climate education in the schools of Helsinki



Counselling: Tampere has a energy, water use, and waste management counselling service for citizens



Eco-labelling: EU directive has made the energy labelling mandatory for household appliances

Theme 4

Selection

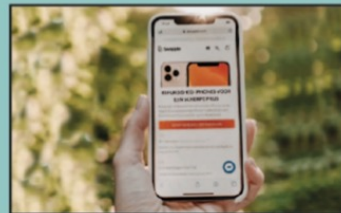
Innovations in the production, availability, and retail can lower co2 emissions



Assortment of product options:
LED lamps for all purposes



Low carbon production R&D
and energy efficiency
agreements between the
producers and the state



E-commerce platforms for
green products such as second
hand clothing and donations



Public procurement
innovations, such as sourcing
used furniture for the offices in
Malmö city, Sweden

Theme 5

Nudging

Nudging is about fostering a voluntary change: making the preferred choices easier and the non-preferred more difficult with design solutions



Revise infrastructure to support the low carbon options, such as with cycling and public transport



Placement: make the low carbon options salient and visible, with easy access, such as replacing car parking with bicycle parking and bus stops



Bonuses for green choices and coupons: rewarding for the preferred options



Accessibility: making the low carbon options easily accessible such as placing the flea markets and recycling facilities in shopping centres

Course and case work schedule

Working days	Tuesdays (13-17)	Thursdays (9:15-12)
Week 1 (10. & 12.1.)	Introduction to course; DfS introduction (F101)	Case introduction: Food system sustainability (Q201)
Week 2 (17. & 19.1.)	Systemic (PSS) design and circular economy (Q201)	Design for sufficiency (Q201)
Week 3 (24. & 26.1.)	Presenting case work ideas (F101)	Assessing and communicating sustainability impacts (Q201)
Week 4 (31.1. & 2.2.)	Scaling-up: socio-technical experimentation(Q201)	Changing consumption and production patterns (Q201)
Week 5 (7. & 9.2.)	One planet game session (L1–241, Puunjalostustekniikka 1)	Case work tutoring (Q101) <i>Concept poster by Friday!</i>
Week 6 (14. & 16.2.)	Final presentations (F101)	Summary discussion (Q101)