



Aalto University
School of Arts, Design
and Architecture

DASC

Session 7: Collaboratively doing Design and Sustainability

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02.02.2021

Agenda

09:15–9:30 Recap and questions

09:30–10:30 Philip: designing together

10:45–11:45 Meri Löyttyniemi: taking it into action

11:45–12:00 Next steps

Review of midterm presentations

General: great work, especially regarding the short timeline of our course. Presentations were mostly very appealing and well organized.

Content: Some teams have a clear concept that needs refinement, whereas others need to decide first which concept to follow.

→ Today: the difficulties of getting design/sustainability action done

Questions? Unclarities on how to proceed? Critique?

Designing together



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Brief intro to PD 1

Video → Pelle Ehn 2018: [Design, Democracy and Participation: Exploring the Scandinavian Participatory Design Tradition](#)

(for those who want to explore further, check the link in the uploaded presentation file)

70ies: Workplace - PDs original focus can be traced back to negotiations between workers unions and their management in Scandinavia (Karasti 2014)

Brief intro to PD 2

80ies: Work oriented design - can people also co-design technologies not just workplace.

The dawn of serious play and prototyping in product development.

90ies: Critical computing - formalizing of PD through advent of user-centred design, Human Computer Interaction, Silicon Valley



Brief intro to PD 3

2000s: Digital Bauhaus: Challenging the creative class hubris, reunite politics, arts and technology

2010s: Publics in the making - actors affected by issue coming together. Example from Malmö: Immigrant woman as service providers → co-creating infrastructures for fellow woman at the margins of society.



Co-design and co-creation

Mattelmäkki and Visser 2011: How are those terms used?

Co-design:

- design exploration and solution development with designers involved, giving voice and tools to those who were not traditionally part of design process
- about engagement of potential users but also about stakeholder collaboration.

Co-creation in design:

- creative mood/mindset and set of methods within co-design process and about exchange of ideas, experiences, expertise

Design when everyone designs

Manzini (2013) suggested that expert designers role in contemporary projects will be to facilitate between the co-designing citizens/actors/users.

His argument was that design is anyway often attached to different projects and stakeholders and so designers are used to translating between these, making them natural facilitators.

What do you think?



Co-design beyond facilitation

Reading: Getting Collaborative Design done (Botero et al. 2020)

How was the paper? What was difficult? What did you learn?

Getting Co-Design done

Mundane aspects: e.g. logistics, settings, intermediate designs:

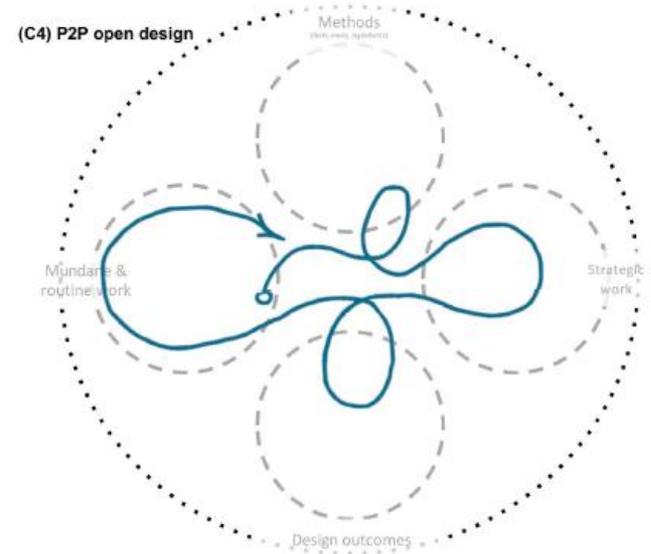
- Convincing planners about workshops, preparing and analysing them
- Finding and observing technicians keen to participate
- Small interventions/ prototyping to asses a possible long term collaboration
- To-do lists on whiteboards to support participants self-organization

Getting Co-Design done

Strategic aspects: power distribution, stakeholder alignment, organisational change

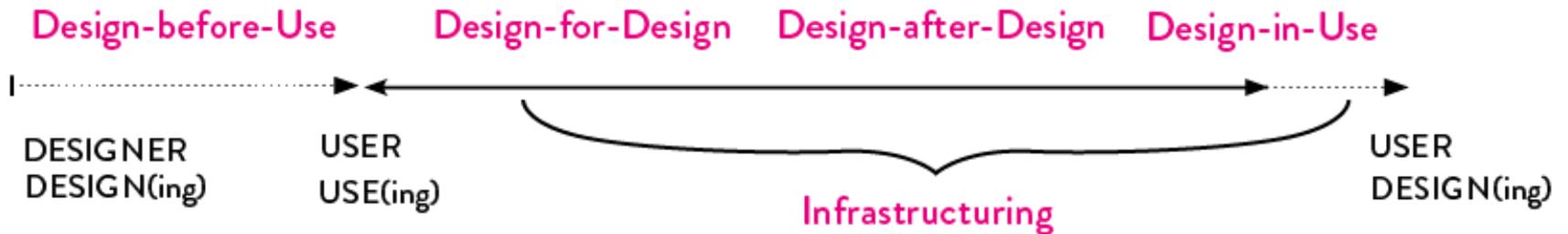
→ organisations own limits and interests might only emerge after a while and hinder or enable some design directions.

General: There are often no predefined ideas on how long and how many cycles the participatory design engagement takes; processes are continuous and open-ended.



Infrastructuring

What happens while a co-design project unfolds or even after the initiators and designers leave a project to the other stakeholders?



Different phases of design action (figure adapted from Hirscher 2020)

Exercise

In your project groups discuss the following for 20 mins:

1. What issues might emerge when you try to engage other actors in the design of your project?
2. What skills would be beneficial in the visioning and in the piloting phase?
3. What is needed to sustain the project after you leave?

→ Afterwards be prepared to share one insight per group with the class!

Exercise resumee

Please each group share one major insight you came across during your discussion!

Co-design in grassroots and institutions



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Example Test Site:

CS student-initiated project on campus.

Working with permaculture, low-tech products, sustainable dwellings, events:

“Are you fed up with the blah blah blah on climate change, and you just want to start doing something? Come join us and build a place for practical sustainability by getting our hands dirty!” (acs.aalto.fi)



Example Test Site:

The main challenges over the two years were to self-organise as a student group.

This included lot of **mundane aspects** like defining project teams, roles, communications channels and meeting routines, finding new members →

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Tuesday 12.03
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Example Test Site:

A further issue present here is to think how to **strategically** organise besides, within and against the university structures.

How to get support? What is possible within the structures?
How to be useful to the organisation? (e.g. being part of the Science Days to show Aalto's strategy as something real.)



Example Test Site:

What are small sustainability experiments worth?

Who gets to have a say what sustainability means?

Do grassroots experiments or co-designed interventions need to be continued or can they just phase out?

What happens to the knowledge generated?



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Session 7: Taking it into action

Meri Löyttyniemi

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