

Today

| | Mon 25 Apr |
|---------------------|----------------------------------------------------------------------------------|
| 09:15 - 10:00 | Introduction to Period V (Otakaari 1 U410b) |
| 10:15 - 12:00 | Guest lecture: Storytelling Tania Rodriguez (Otakaari 1 U410b) |
| | Lunch break |
| 13:15 - 15:00 | Exercise: Framing design interventions, peer-to-peer feedback (Otakaari 1 U410b) |
| | Break |
| 15:30 - 17:00 | Group tutorials (Group 1: Otakaari 1 U410b / Group 2: Otakaari 1 U409) |

Period IV

Reflections & Improvements

Keep up the good work!

Workload

- Use contact teaching to advance project work
- Reduce contact teaching hours on last weeks of the course
- Tutorials and assignment instructions for guiding "what's enough"
- Tips:
 - Work on low-fidelity, "copy" existing ideas and use examples to show the value, rather than production of final designs
 - Good ideas in DfG: More important to identify the right intervention than how it looks like
 - Plan engagements with stakeholders

Communication

- Announcements get lost
- Using MC as a habit
- Keep communicating errors

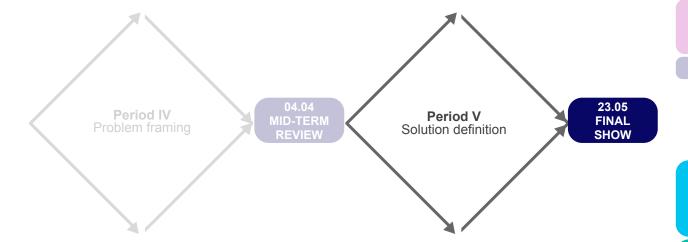
Budget & Reimbursement

≈100€ budget per group

DESIGN FOR GOVERNMEN

Period V

Course structure



Period IV

IUMAN-CENTERED PERSPECTIVE

SYSTEMS PERSPECTIVE

04.04 MID-TERM REVIEW

11.04 - 11.04 Period Break

Period V

18.04 Independent study week

DESIGN INTERVENTION

PROPOSALS

23.05 FINAL SHOW

Final report week

Design process in the solution space

1. Define your intervention:

What problem shall we solve? Analyse opportunities (leverage points) + Prioritise what to solve (today)

What can we design to make change happen? Choose the type of intervention (action); learning from stakeholders' instruments + inspiration from best examples

2. Develop your intervention:

Ideate: What actions/tools/interactions are needed?

Validate & Iterate: Learn about the solution by engaging key actors involved in using, delivering or creating your solution Visualise (based on type of intervention): How does it help address the problem? What roles are needed? (focus on the example rather than the object)

Contact teaching content

Methods for defining your design intervention:

| • | Theoretical framework (leverage points and design interventions) | W6 |
|---|------------------------------------------------------------------|----|
| • | Storyboarding and use case scenarios | W7 |
| • | Foresight scenarios | W8 |
| • | Behavioural-based interventions | W8 |
| • | Participatory ideation and validation | W9 |

Overview

| | | Contact teaching | Readings | Group assignments | Blogs |
|--|------------------------------|-------------------------------------------|---------------------------------------------------|-----------------------------------------------------|------------------------------------------|
| | 18.04 Week 7: | Independent study week | Meadows, D. (1999) 'Leverage points' | Identify your leverage points (places to intervene) | |
| | | Arrange a tutorial slot | Video lecture: Ramia Mazé | | |
| | | | | | |
| | 2002 22 1 | Storytelling and use cases | Video lecture: Markus Kanerva | Choose and define your design intervention | |
| | | Framing design interventions peer sharing | Thaler & Sunstein (2012) 'Choice Architecture' | Define your use case | |
| | • | | | Best practice examples | |
| | 0000000000 | Scenario-based design | | Visualise and develop your intervention | Blog III: Design intervention (DL 06.05) |
| | 02.05 Week 9: Ideation | Behavioral-based interventions | | Validate with stakeholders | Blog, peer feedback (DL 11.05) |
| | | Ideation session | | | |
| | 09.05 | Idea validation and iteration | | Design intervention, iteration and validation | |
| | Week 10: Development and | Peer feedback | | Prepare final presentation | |
| | validation | | | | |

DESIGN FOR GOVERNMENT

Overview

| | Contact teaching | Readings | Group assignments | Blogs |
|---------------------------------|----------------------------------------|----------|----------------------------|---------------------------------------|
| | Final Presentation Rehearsal (Kela HQ) | | Prepare final presentation | |
| 16.05 Week 11: Rehearsals | Final presentation Peer feedback | | Finalise design proposal | |
| | | | | |
| | Final Show presentation | | Final Show | Final Report (DL 30.06) |
| 23.05 Week 12: Final Show | Feedback from partners | | Prenare tinal report | Blog IV: Systemic analysis (DL 27.05) |
| | | | 1 | Blog, peer feedback (DL 01.06) |

Evaluation

The final grade is calculated in the following way:

Active participation and contribution to group work: 25%

Blogs: 25%

Final presentation: 25%

Final report: 25%

Rubrics describe the assessment criteria. Please use this as a guidance for your learning and to support the quality of your work.

Please check on My Courses > Final Deliverables, for detailed information

This week

- Read 'Choice architecture' by Thaler & Sunstein
- Watch Markus Kanerva pre-recorded video lecture on Behavioural Insights
- Ideation prep: 3 min. story + Examples

Final show

DfG Friends & Family (+2)

Final Show: Pre-recorded video or live?

Pre-recorded 15 min.

Video & Slides ready by 20.05

Video adds time to prep (voice over slides)

No pressure for live presenting

Video material ready for portfolio

Live presenting 15 min.

Slides ready by 20.05

No added time to prepare the final presentation

'Pressure' for live presenting

Video of the live presentation can be edited for the portfolio

Program

08.30 Doors open, venue registration

08:55 Virtual event opens

09.00 Welcome

09.15 Future of sustainable nature recreation

10.30 Coffee Break

10.45 Employment services reform

12.00 Closing & Lunch

(Recap) Design interventions & Policy instruments

Defining design interventions in government (Recap)

- Leverage points Where in the system is change needed?
 "Leverage points are points of power places in the system where a small change could lead to a large shift in behavior." Meadows (2015)
- Levels of intervention At what level of the system do we need to intervene?

 Levels can refer to the level or degree of change of an intervention, from incremental to transformative, and the areas or domains of the system that it tackles.
 - Levels can also be used to locate the intervention within the policy-making process. Contextualising the intervention, and identifying the right level in the system or policy-making process, is the first step in choosing the right type of intervention.
- Types of design intervention What instruments are more effective?
 Traditional policy instruments, "regulations", "taxations", "subsidies" hierarchical top down;
 Design tools (Symbolic, spacial, interactive, networks) as everyday instruments of governance;
 Governance can happen without a policy, people can do this themselves nudging behaviour.

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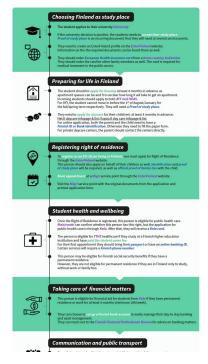
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DfG examples of interventions: Government as a system toolkit (Andrea Cooper, UK Policy Lab)



Life Event Pattern Aurora AI (DfG 2020) Hoai Van Chu, Nina Karisalmi, Christopher Gros, Nehal Jain. Eva Duran Sanchez

DESIGN FOR GOVERNMENT A Model for Regional Sustainable Circular Food (DfG 2017) Andrea Cuesta, Helén Marton, Anna-Mia Myllykangas, Ellinoora Rusthokarhu, Lindsay Simmonds









Consumer rights covered (DfG 2019)
David Martens, Jiyoung Son, Linh Duong, Tiina Alanko, Xuyang Zhang

[12] An example of a potential product label emphasizing durability and repairability of devices

"Catalog" of government types of intervention (or "styles of actions")

| POLICY A | 'Government as a system' cross-cutting styles of action | | | | | | |
|-----------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| | Influence | Engage | Design | Develop | Resource | Deliver | Control |
| 'Softer' powers often | Advising Advising citizens and signposting options to help them find support | Listening Creating platforms for citizens and stakeholders to protect vested rights and interests. | Connecting Encourage experts and citizens to co-create change. | Championing Building a case for change and retain alliances for action. | Charging Collecting charges for service for example prescriptions, passports or parking. | Nudging Applying behavioural science or encouraging voluntary codes. | Devolving Devolving decisions to frontline staff, other authorities or citizens. |
| shared with others | Lobbying Using existing networks and platforms to influence an issue or cause. | Informing Providing data, sharing knowledge. For example public information advice. | Engaging Engaging citizens, stakeholders and partners to deliberate on an issue of importance | Agreeing Formal agreements e.g. Memoranda of Understanding (MOU). | Incentivising Promoting behaviour change through grants, subsidies or other incentives. | Educating Providing materials so diffens know what's available to them. | Providing assurant Providing assurance / che and balance on powers |
| | Agenda setting Build awareness & confidence in new opportunities by providing thought leadership. | Consulting Consulting the public or stakeholders on an issue to understand needs and impact. | Analysing Analysing and interpreting data from local and international contexts. | Partnering Fstablishing formal partnerships on an issue of importance to parties. | Contracting Utilising public procurement to encourage supply chain innovation. | Building Making infrastructure investments & public commissions e.g. highways. | Licensing Providing licenses e.g. To bars & clubs, Traders i markets, and health & sa |
| Patterns of action across local, national and | Role modelling Role modelling culture or values through local, national or international presence. | Convening Drawing together expertise from across system. | Forecasting Foresight, horizon scanning and predictive analytics. | Planning Setting strategy and making plans e.g. Industrial Strategy. | Co-funding Co-funding activity and pooling budgets with domestic or international partners. | Providing Delivering services directly or indirectly through funding and target setting. | Regulating Frishing regulation ena the intended policy outco Also amending rules, stat instruments, and orde |
| international contexts | Auditing Auditing and reviewing activities to inform action. | Collaborating Collaborating with different actors from across the system to deliver outcomes. | Modelling Modelling different scenarios, shaping and deciding on delivery models. | Commissioning Commissioning services and outsourcing contracts. Also decommissioning as needed. | Targeting Utilising initiatives to influence on a particular issue e.g. Cultural programmes | Reforming Harnessing political will for change to improve outcomes. | Intervening Making an intervention correct or improve a magnification or social context e.g. correcting market failt |
| | Governing Establishing governance and setting up formal structures such as boards. | Negotiating Early engagement on a shared interest or issue including diplomacy. | Testing Testing, prototyping and learning to establish efficacy of a proposed intervention. | Interpreting Translating policies across different places and jurisdictions. | Investing Investing in various forms including Inward investment and foreign direct investment. | Safeguarding Oversees the welfare of vulnerable groups. | Enforcing Support enforcement a harmonise regulatory compliance environme |
| | Publishing Publishing plans, priorities, guidance and reviews. | Running elections Hunning democratic services and elections. | Piloting Small scale trails to learn lessons and establish an evidence base for change. | Codifying Publishing proposals for consultation and pre- legislative scrutiny e.g. drafting white papers and bills. | Funding Direct finance to stimulate markets or deliver positive outcomes. | Preventing Intervening early or investing in preventative measures e.g. Public health. | Sanctioning Putting in place sanctions embargoes and political t restrictions. |
| More 'formal' powers often associated with governments | Scrutinising Establishing scrutiny committees for example section 15 powers. | Setting standards Harmonising and setting standards for different stakeholders. | Evaluating Evaluating efficacy of activities or interventions to establish value for money and impact | Legislating (Primary and Secondary) Supporting a bill through parliament and enacting legislation. | Recovering Recovering debt and other actions to address fraud and error. | Protecting Protecting consumer rights and supply-chain. Upholding of standards. | Prosecuting Powers to investigate a prosecute criminal offer e.g. Local Gov Act 197 |