Today

13:15 - 14:00 Reading discussion: Design for policy

14:15 - 15:00 Facilitation & Communication

15:15 - 16:00 Supergroup tutorials



01.03 Design for Policy







PUBLIC SECTOR INNOVATION

In many countries, following the 2008 economic crisis, funding cuts to the public sector have stirred up interest in the use of design to reconfigure their services. Through this, new ways of designing that foreground the user experience have developed. To what extent do these developements reproduce commercial orthodoxes? Or does this allow for new thinking about civic participation in public life? Chapter 8 investigates changing approaches to governance and the different roles that design practice has there.

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Focus

Understand the context and the discourses; different fields, backgrounds, interests, expectations and ideas (policy studies, public administration, public innovation, design)

Guiding questions

- What do you understand by 'design in the public sector' or 'design for policy'?
- What kind of challenges and potentials are mentioned in the video and literature?



Design for policy Jocelyn Bailey



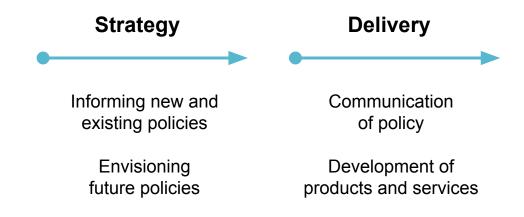


Process model of policy cycle

Agenda setting	Formulation (Policy analysis)	Decision-making	Implementation	Evaluation

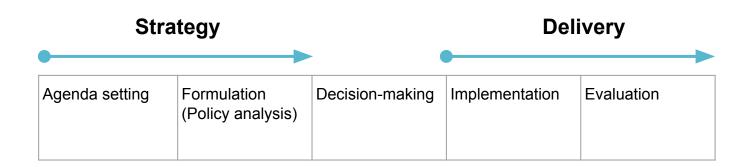
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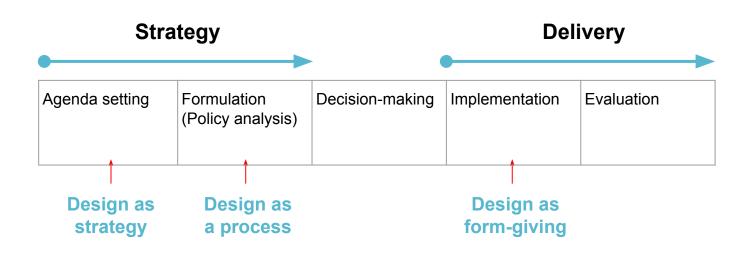
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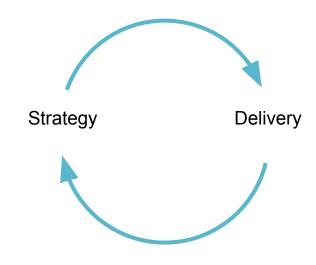
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Public Sector Innovation



- Changes in government, shift in design practice from design objects (output) to objects of design (process)
- Marketisation of public services, "Users as consumers"
- New public management shift in public services, and new outcome oriented models (e.g. healthier citizens)
- Challenges to new public management
- Networked governance "we live in a shared power world"
- Challenges in Designing in networked governance
- Examples: "Circle", (Kazuki Little work?) "Kolding: we design for life" treating citizens as social or humans who participate not as passive consumers (Kazuki Sagae project?)



When design meets power



- Compassion between DT and policy process
- Challenges and benefits to both approaches
- Logics, foundation and basis to speak truth to power
- PSI as design for policy entrepreneurs

Table 1: Three approaches to policy

	Rational	Participatory	Design thinking
Logic	Soundness (deduction, induction, objectivity, analysis)	Inclusion (consultation, argumentation, collaboration)	Innovation (humanity, intuition, Abduction-2)
Foundation	Evidence	Discussion	Imagination
Speak truth to power on the basis of:	Technical expertise	Democratic principles	Creative ideas



Concepts

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