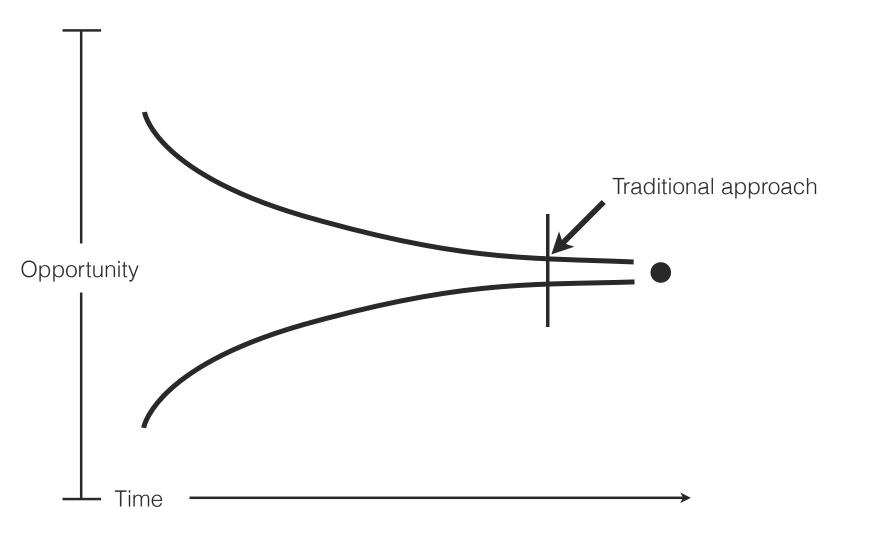


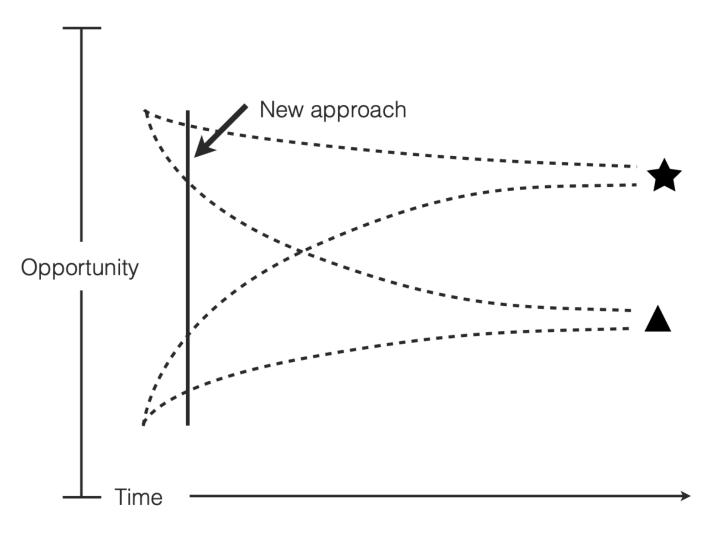
A?

Aalto University

Creative Sustainability



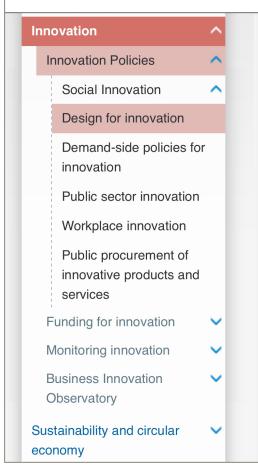












Design for innovation

Design is not just about the way things look, it is also about the way they work. Design creates value and contributes to competitiveness, prosperity, and well-being in Europe. The European Commission aims to accelerate the take-up of design in industrial and innovation activities at European, national, and regional level.

- the understanding of design impact on innovation
- the design-driven innovation in industry to strengthen competitiveness
- design as a means for renewal in the public sector.

The Action Plan is built on the report 'Design for Growth and Prosperity' produced by the European Leadership Board Report in 2012.

Design for Europe

<u>Design for Europe</u> implements the <u>Action Plan for Design-Driven Innovation</u> (92 kB).

It provides:

• a series of events to boost the adoption of design in innovation policies and support creation of

Different modes of evidence gathering, producing new and different kinds of insight:

"as a technique it was really successful in getting a group...into thinking about the future. It structured the responses they gave, so it made what they said more structured and more usable."

Reordering the hierarchy of evidence:

"There are multiple considerations and it added more power and authority to some. It gives them a status they might not otherwise have. Like some of the softer things around user experience."

| Enabling more open thinking:

"the people who normally would start by saying 'that'll never happen' – it swept that out the way."

Engendering collaboration and buy-in:

"Although I probably could have predicted the outcomes we arrived at, the process was vital for getting buy-in from a larger group of stakeholders."

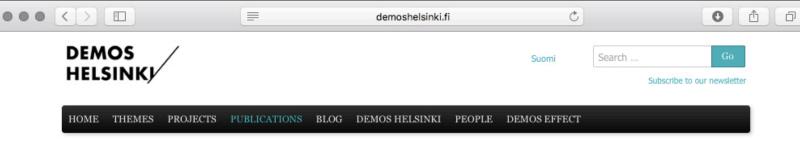
Reconfiguring relationships between people:

"The primary impact is that senior people are now engaging with each other on a list of solutions... whilst there are still multiple hurdles to achieving policy change, there is now a very clear conversation going on."

Translating evidence and insight into ideas (for policies):

"They came out with some very basic stuff that just would never have occurred to me... the ideas are not complex but they're coming from an angle completely different to mine."

Bailey, Jocelyn, and Lloyd, Peter (2016) 'The Introductin of Design to Policymaking: Policy Lab and the UK Government', in Proceedings of the Design Research Society Conference, Brighton, UK, p.5.



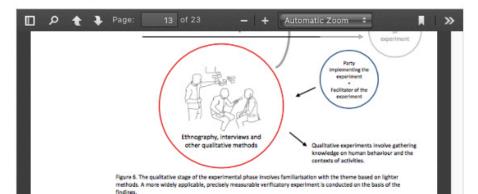
Design for Government: Humancentric governance through experiments



▲ Design-for-Government-

The report for the Design for Government project published in June 2015 proposed a new, quick-toimplement model for including experiments and behavioural approaches into Finnish policy design. The use of behavioural approaches as part of governmental steering has been shown to make policy more user-orientated, targeted and efficient.

The English introduction presented below includes the chapter 3 of the original report. It has inspired the commitment in current government's programme to culture of experimentation. Further, it is used to plan the experiments undertaken, such as the basic income experiment in 2017 by the Social Insurance Institution of Finland, and the implementation of the programme for supporting experimental culture in national and local government.



10-ECTS advanced studio course with project briefs commissioned by the Finnish government.

Each course, 15-20 students work in teams to address project briefs Since 2014, 105 students from 24 countries, multiple disciplines and universities

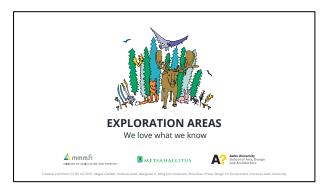
2019 teaching team: Professor Ramia Mazé, Professor Núria Solsana, Taneli Heinonen, Seungho Lee, TA Riina Ruus-Prato (DfG'18) and guests

1-3 projects per year:

2018 'Future of Finland's Hiking Areas'
Ministry of Agriculture and Forestry
with Metsähallitus

2017 'Regional Sustainable Food'
Ministry of Agriculture and Forestry,
Ministry of the Environment
with SITRA and Motiva

'Future Work of Civil Servants'
Ministry of Finance, Ministry of
Economic Affairs and Employment,
Prime Minister's Office, Ministry of
Transport and Communications







Student projects documented as videos, slides and reports at http://dfg-course.aalto.fi

2016 **'Mobility as service'**Ministry of Transport and Communications

'Preventing Electronic Waste' 'Sustainable Maintenance of Housing'Ministry of the Environment

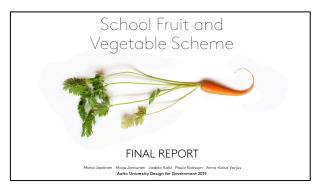
2015 'Farmer's Notifications'
'School Fruits and Vegetables'
Ministry of Agriculture and Forestry

'Supporting R&D and Innovation' Prime Minister's Office

2014 'Accessibility of Buildings' 'Reducing Plastic Bag Usage' Ministry of the Environment







Student projects documented as videos, slides and reports at http://dfg-course.aalto.fi

We apply empathic approaches to identify stakeholder needs, systems approaches to analyze the wider context of policies, and behavioural insight to identify and design relevant solutions.

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empathic

systems

behavioural

A1 HUMAN PERSPECTIVE 3 weeks

A2
SYSTEMS PERSPECTIVE
2 weeks

2.4. MID REVIEW

A3
INTERVENTION PERSPECTIVE

3 weeks

A4
PROPOSALS PERSPECTIVE

3 weeks

21.5. FINAL SHOW

FINAL REPORT DUE BY 4.6

SCHEDULE

Detailed on MyCourses page https://mycourses.aalto.fi/course/view.php?id=22177

Note – a modified schedule for those students taking both DfG and Gov



A1
HUMAN PERSPECTIVE
3 weeks

A2
SYSTEMS PERSPECTIVE
2 weeks

2.4. MID REVIEW

A3
INTERVENTION PERSPECTIVE

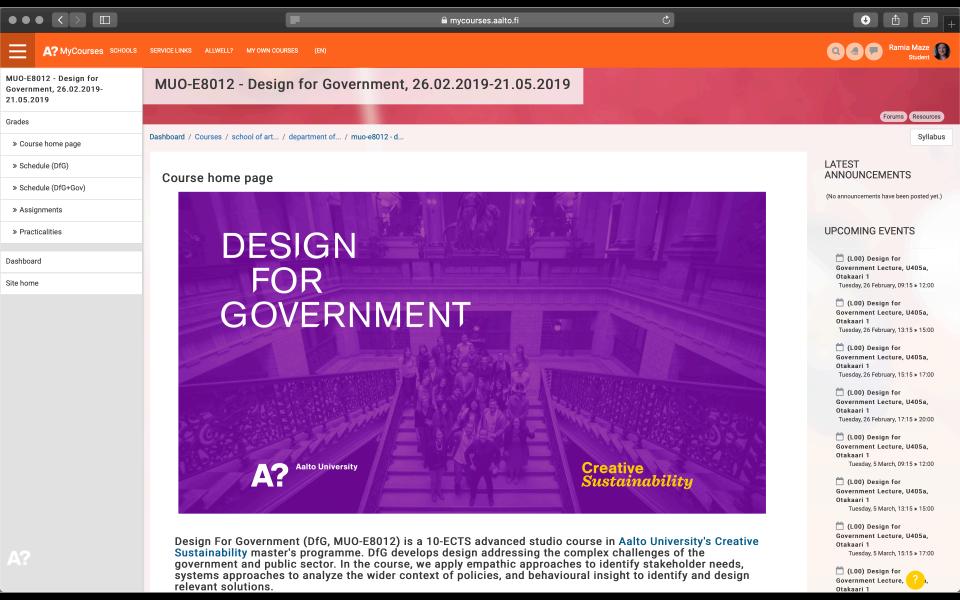
3 weeks

PROPOSALS PERSPECTIVE

3 weeks

21.5. FINAL SHOW

FINAL REPORT DUE BY 4.6.



MUO-E8012 - Design for Government, 26.02.2019-21.05.2019

Grades

- » Course home page » Schedule (DfG)
- » Schedule (DfG+Gov) » Assignments
- » Practicalities

Dashboard

Site home

Schedule (DfG) MUO-E8012



09:15 Course introduction ASSIGNMENT 1 STARTS - HUMAN PERSPECTIVE 10:00 Location: U405a 10:15 Lecture "Governmentality," Ramia Mazé 11:00 11:15 Lecture: "Finnish government," Taneli Heinonen

12:00 13:00 Startup: "Stakeholder engagement"

14:15 14:30 Supergroup groupwork 15:30

16:00 Supergroup tutorials and groupwork Note: Ministry of Finance's AuroraAl preliminary study will be

09:15 Panel: "Designers and design roles in governance," DfG alumni 10:30

10:45 Workshop facilitation tips Independent work preparing for workshop 12:00 13:00 Stakeholder workshop with ministries

14:15 14:30

15:30

Debrief in small groups : Startup: Research Plans

Schedule (DfG+Gov)

Course introduction

Reading Groups

09:15 U405a DfG 10:00 10:15 U405a 11:00 DfG 12:00 U406b Course introduction USP 14:15

U406b Reading Circle 1: Governmentality 14:30 15:30 16:00 Supergroup tutorials and groupwork

09:15 U405a

all 10:45 U406b

12:00

10:30

14:30

Tues 5 Mar Location: U405a Panel: "Designers and design roles in governance," DfG alumni Essay topic and standpoint mapping Workshop with examples USP U405a Stakeholder workshop with ministries DfG Debrief in small groups; Startup: Research Plans

Tues 26 Feb

Location: U405a

Lecture "Governmentality," Ramia Mazé

ASSIGNMENT 1 STARTS - HUMAN PERSPECTIVE

Lecture: "Finnish government," Taneli Heinonen

Essay and Reading Group guidelines

<u>A1</u>

HUMAN

PERSPECTIVE

Design for Government,

25 Feb, Period IV starts Tues 26 Feb

lunch

presented 28 Feb 13:30-15:30 (in Finnish). Tues 5 Mar

Location: U405a

14:15

15:30 15:30



MUO-E8012 - Design for Government, 26.02.2019-21.05.2019

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Norkload ...you! with lunch and first activity Assignment 1 —— A1 with Taneli Heinonen and Núria Solsona **HUMAN PERSPECTIVE** 3 weeks Assignment 2 with Ramia Mazé and Núria Solsona SYSTEMS PERSPECTIVE 2 weeks 2.4. MID REVIEW Assignment 3 – **A3** with Seungho Lee, Taneli Heinonen INTERVENTION PERSPECTIVE Núria Solsona and Ramia Mazé 3 weeks Assignment 3 — **A4** with Ramia Mazé and Taneli Heinonen PROPOSALS PERSPECTIVE 3 weeks 21.5. FINAL SHOW ... and guests!

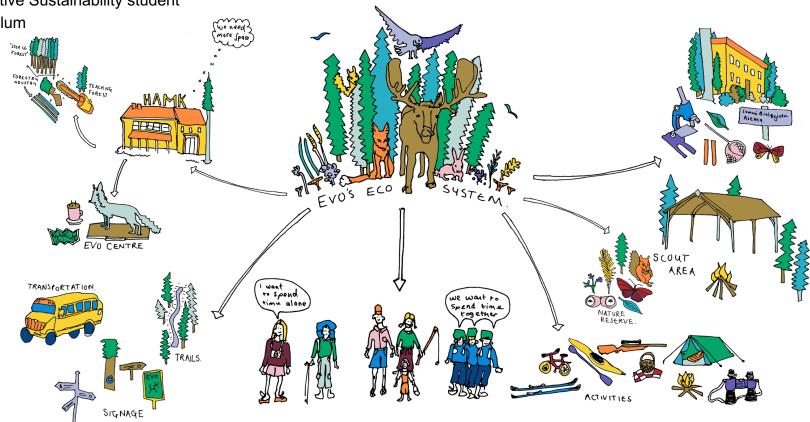




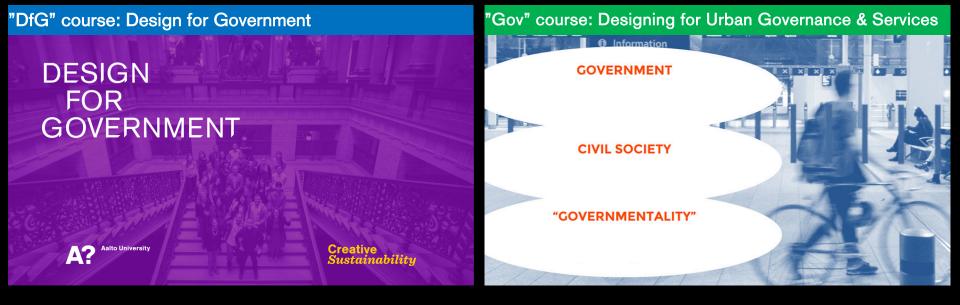


Riina Ruus-Prato

DfG 2019 Teaching Assistant (TA)
MA Creative Sustainability student
DfG'18 alum







Welcome!

"DfG" course: Design for Government

DESIGN FOR GOVERNMENT

"Boosting Consumer Rights for Finnish Business"

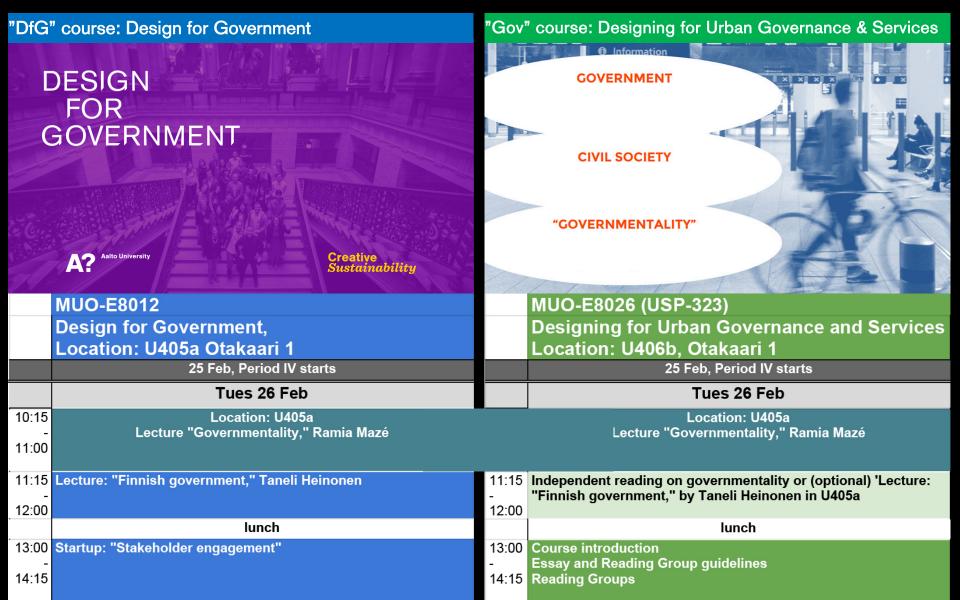
a project brief from the
Finnish Competition and
Consumer Authority with
Ministry of Economic Affairs
and Employment

"Empowering Citizens through Artificial Intelligence"

a project brief from the Ministry of Finance

"Gov" course: Designing for Urban Governance & Services







This color in the schedule = joint sessions with both courses!
Including 2 Apr : mid-review for DfG and final mini-conference for Gov

GOVERNMENTALITY

Ramia Mazé

PhD, Professor of Practice, New Frontiers in Design Department of Design, School of Arts, Design and Architecture Aalto University



GOVERMENTALITY





Traditional government

- 'governing at a distance'
- Mentalities: top-down and "command-and-control"
- Instruments: regulation, taxation, subsidies

Design...





564

Design...





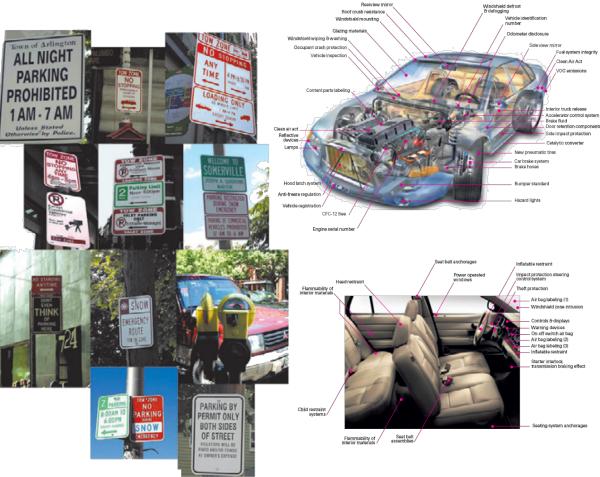


Susan Silbey and Ayn Cavicchi "The Common Place of Law." In Making Things Public: Atmospheres of Democracy, edited by Bruno Latour and Peter Weibel, 556-563. Cambridge, MA: MIT Press, 2005.

Design...





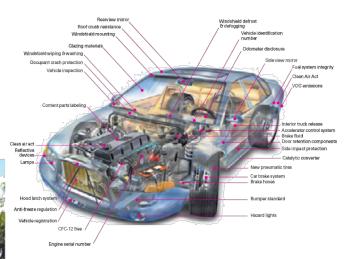


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Design...







Design...

- 1. Symbolic: Signs, graphics, sounds, instructions, etc.
- 2. Spatial: Plans, routes, boundaries, objects, tools, etc.
- 3. Interaction: Services, transactions, interfaces, etc.

nability of Seat belt



Traditional government

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- 4. Systems: Networks, connections, programs, rules, logics, etc.



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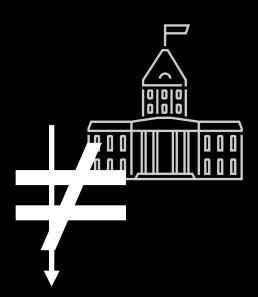
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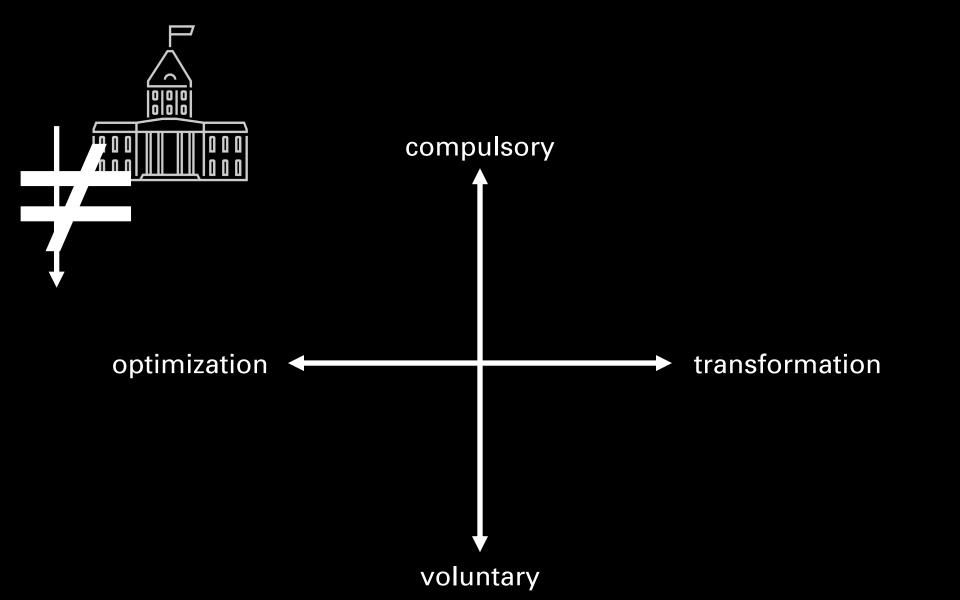
3. Interaction: Servic

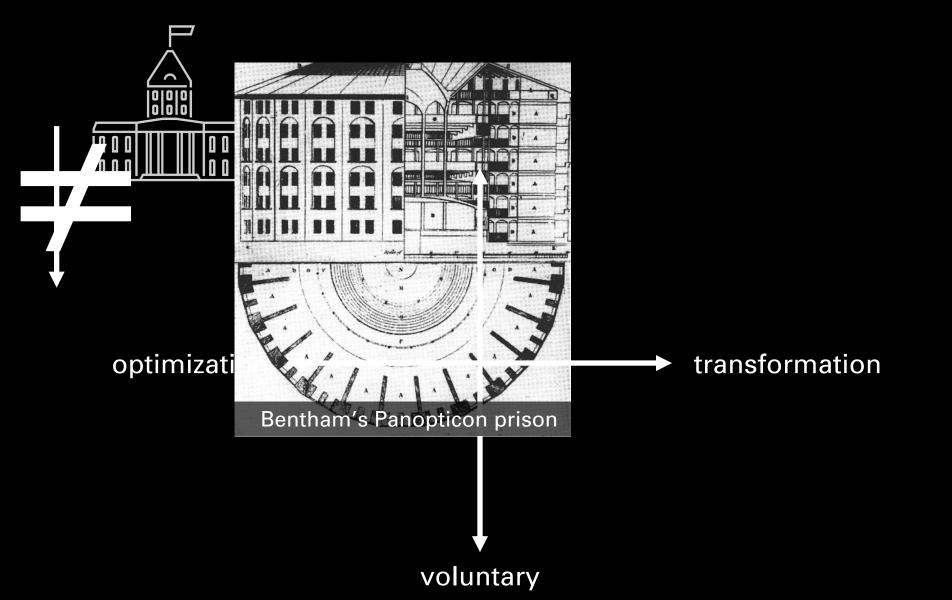
4. Systems: Network



Pearl Eliadis, Margaret Hill, Michael Howlett (Eds.) (2005) Designing Government. Quebec: McGill/Queens Univ Press. Andrew Barry (2001) Political Machines, London: Athlone Press.









Traditional government 'rows' and 'steers' with "instruments", and design is/has always been among the instruments of government.

Considerations

- Instrument mix and sequence
- Spectrum of 'design criteria'
- Embedded ideologies and values
- Legitimacy and 'sustainability'



Traditional government

Rapid change in concepts and practices of governance



Traditional government

Rapid change* in concepts and practices of governance

- *in European and OECD countries
- Due to neo-liberalization, New Public Management, etc.
- From vertical/hierarchical instruments to 'network' governance
- 'Innovative' instruments, ie. indirect, horizontal, interactive, distributed, cross-sector, etc.

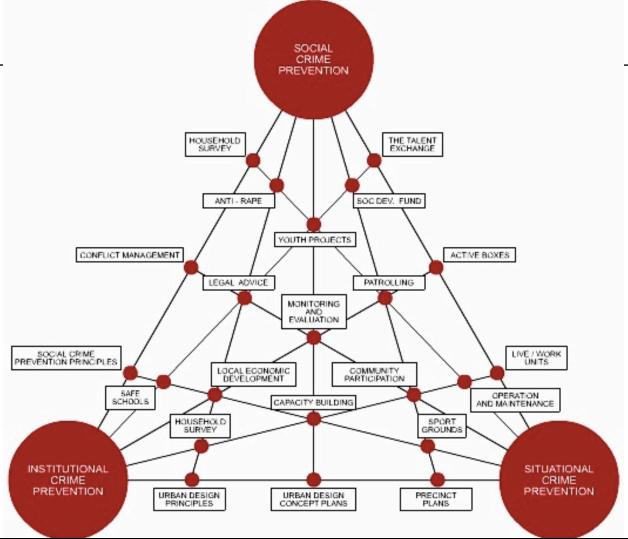


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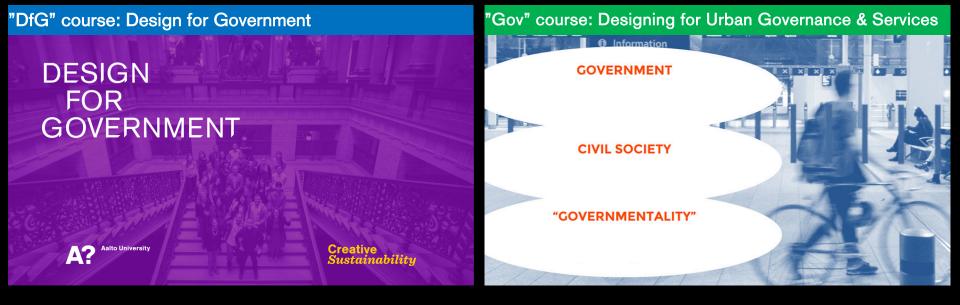


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- From vertical/hierarchical instruments to 'network' governance
- 'Innovative' instruments, ie. indirect, horizontal, interactive, distributed, cross-sector, etc.
 - Considerations
 - Distribution of costs and complexity
 - Transparency and accountability
 - Actors and human factors





'governance' as "the sum of the many ways individuals and institutions, public and private, manage their common affairs"



Welcome!

