DESIGN FOR GOVERNMENT

GOVERNMENT

CIVIL SOCIETY
Design as form of activism

Design for Government,
Location: U405a Otakaari 1

Designing for Urban Governance and Services
Location: U406b, Otakaari 1
(except when noted otherwise)

2	Tues 5 Mar		Tues 5 Mar
09:15 - 10:30	Location: U405a 09:15-09:30 Intro "Designers and design roles in governance", 09:30 Workshop facilitation tips for 'frontstagers'		Location: U405a Intro and groupwork "Designers and design roles in governance"
10:45 - 12:00	Independent work preparing for workshop	10:45 - 12:00	Essay topic and standpoint mapping workshop
13:00 - 14:15	Stakeholder workshop with ministries	13:00 - 14:15	Independent reading, writing and group work
14:30 - 15:30		14:30 - 15:30	Reading Circle 2: Design for governance
15:30 - ...	Debrief in small groups ; Startup: Research Plans		

Note: Blog 1 due Fri 8 Mar (3pm) ; send Project Plan (research part) draft to Taneli latest 11 Mar (5pm)

Designers and design roles in government

Designed instruments of governance
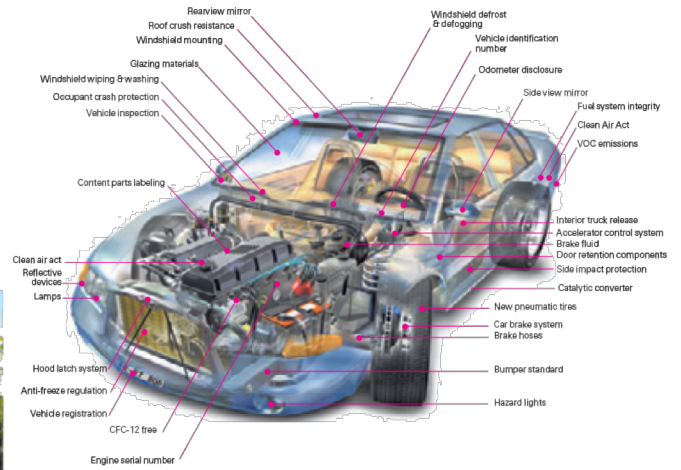
Design…
1. Symbolic: Signs, graphics, sounds, instructions, etc.
2. Spatial: Plans, routes, boundaries, objects, tools, etc.
3. Interaction: Services, transactions, interfaces, etc.
4. Systems: Networks, connections, programs, rules, logics, etc.

Adapted 4 orders of design, see Richard Buchanan (1999) Design Research and New Learning, Design Issues 17 (14).
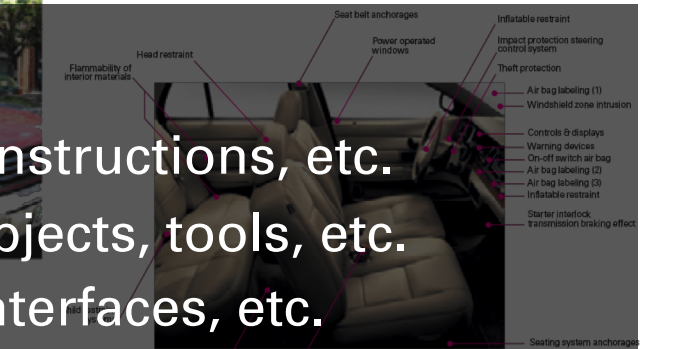
Traditional government

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

Design…

1. Symbolic: Signs, graphics, sounds, instructions, etc.
2. Spatial: Plans, routes, boundaries, objects, tools, etc.
3. Interaction: Services, transactions, interfaces, etc.
4. Systems: Networks, connections, programs, rules, logics, etc.

population ↓

people ↓

Traditional government

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

Design…

1. Symbolic: Signs, graphics, sounds, instructions, etc.
2. Spatial: Plans, routes, boundaries, objects, tools, etc.
3. Interaction: Services, transactions, interfaces, etc.
4. Systems: Networks, connections, programs, rules, logics, etc.

Adapted 4 orders of design, see Richard Buchanan (1999) Design Research and New Learning, Design Issues 17 (14).

population

people

time

Traditional 'design' (1, 2, 3, 4)
(downstream) Materializing policy decisions at the human or community scale

population

people

time

Design for policy

(upstream) Framing public 'problems' and policies alongside policymakers

Service design (3)

Determining, instrumentalizing and designing public services

Traditional 'design' (1, 2, 3, 4)

(downstream) Materializing policy decisions at the human or community scale

population

people

time

Design for policy

(upstream) Framing public 'problems' and policies alongside policymakers

Service design (3)

Determining, instrumentalizing and designing public services

Traditional 'design' (1, 2, 3, 4)

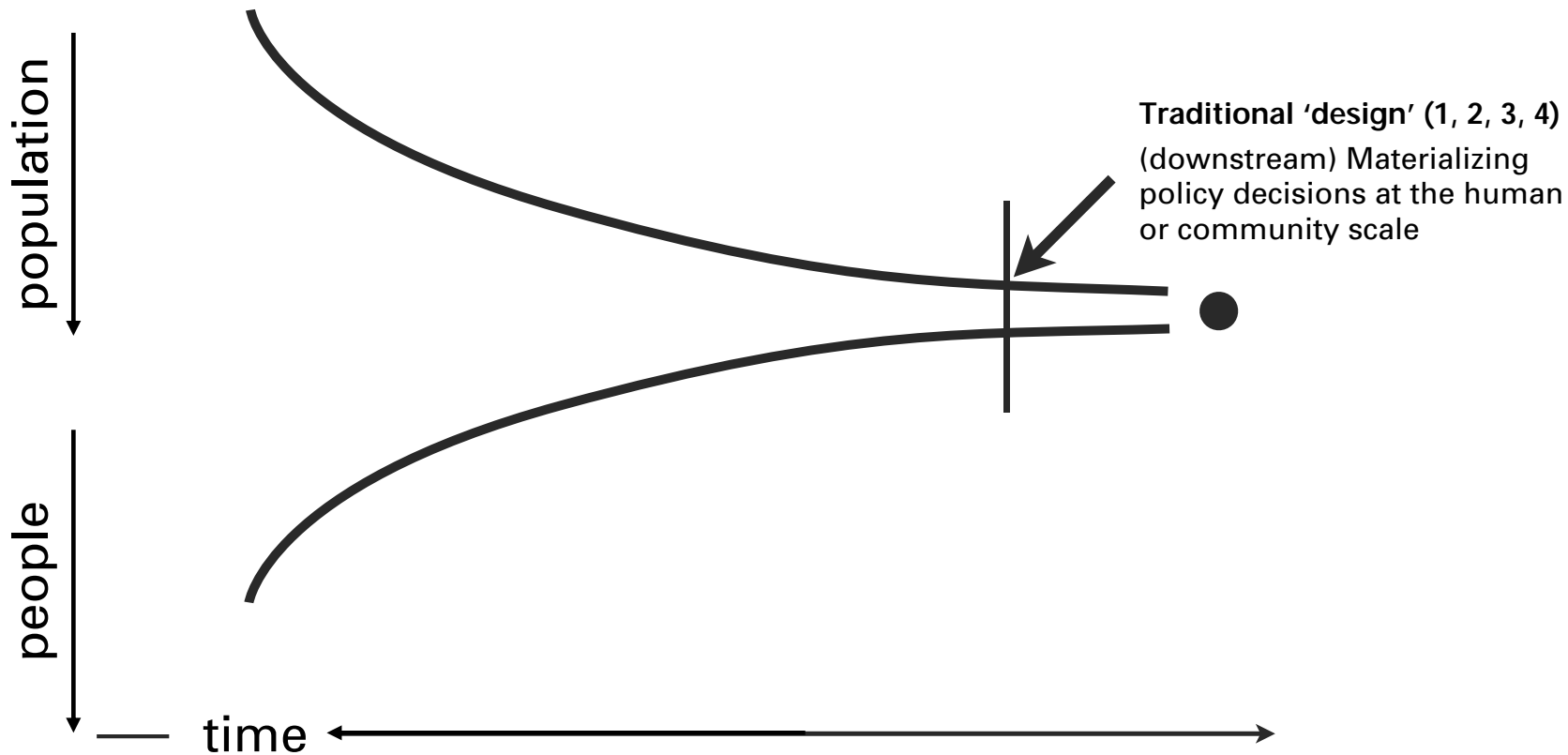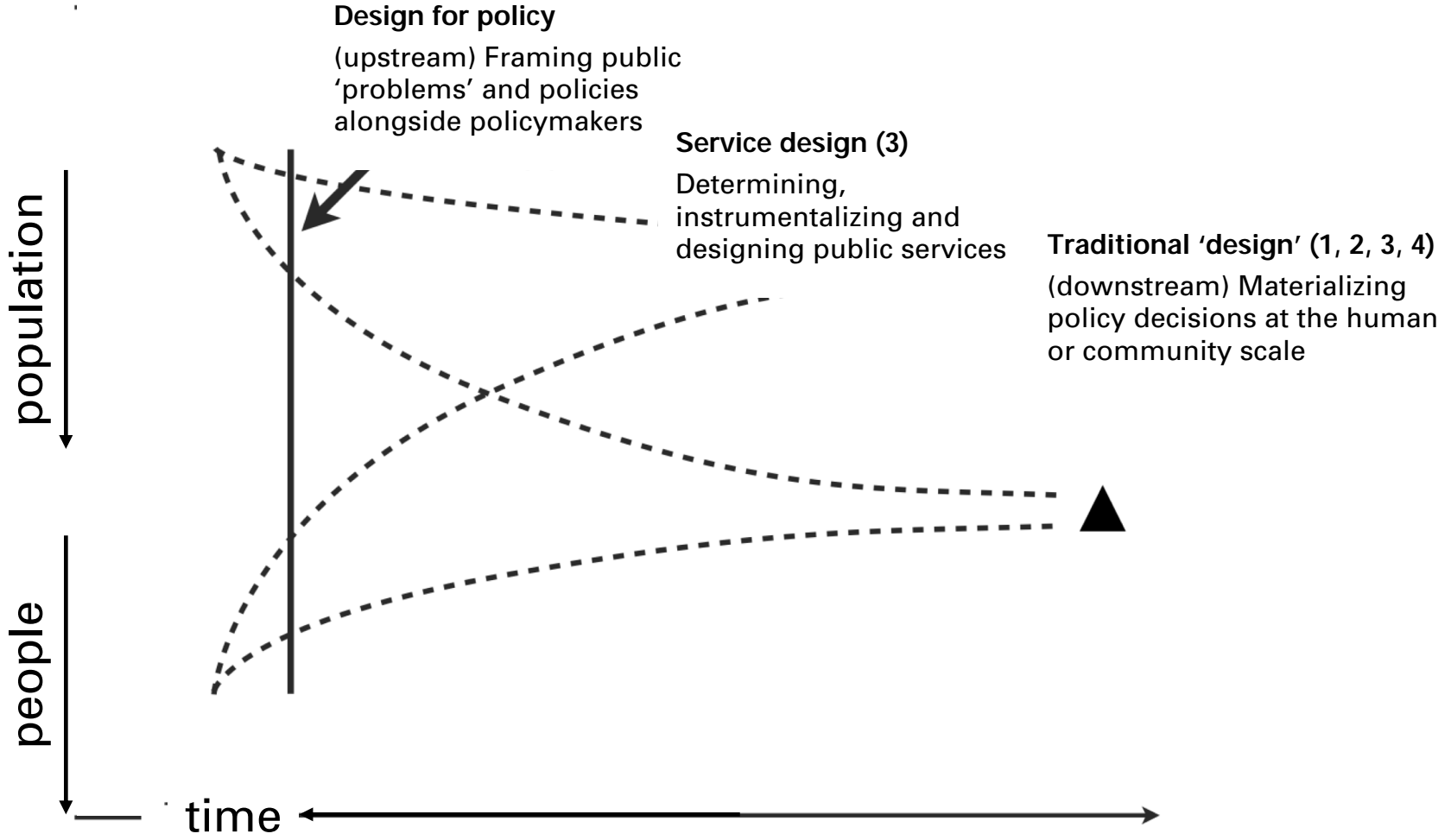(downstream) Materializing policy decisions at the human or community scale
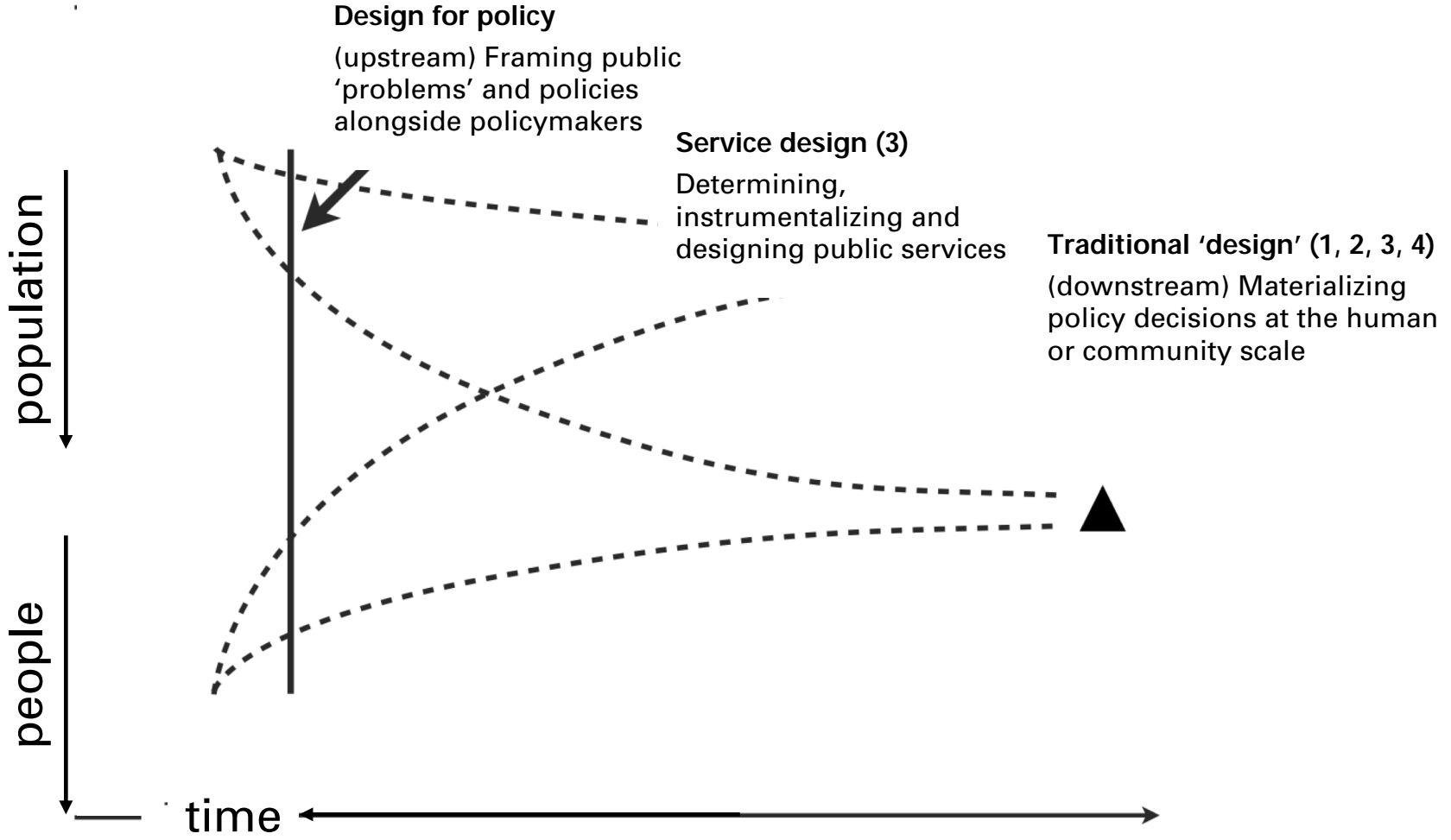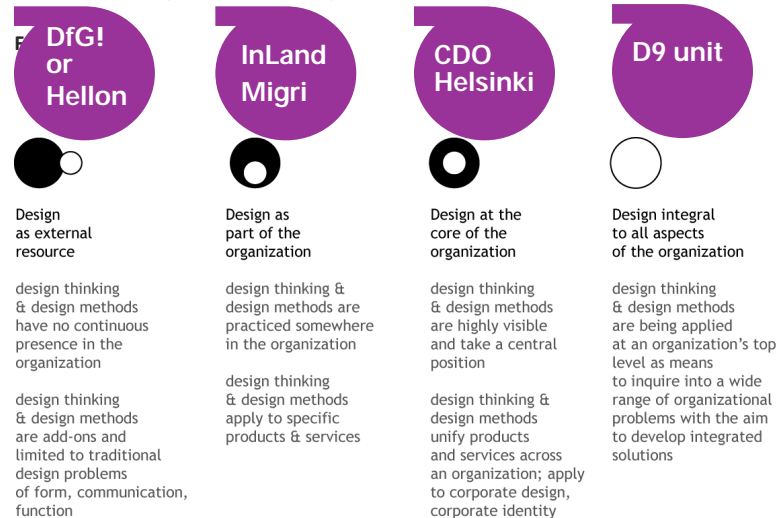
population

people

time

organization–either as a part or a whole. The four places might be read sequentially. For example, many of the current shifts in design thinking and design practice within organizations tend to be shifts from the left to the right. This is the case when an organization aims to develop its design capability and shifts from using an external design consultancy (at the organizational periphery) to an in-house design team, part of one of its functional divisions. At the same time, there is evidence that the sequence could start at the very right (design throughout the organizational life). This would be the case, for example, in a small start-up company where a small team develops their organization around one emerging product. Here the increasing complexities that come with the growing success tend to compartmentalize and separate design activities from other organizational activities over time. The picture is complicated by the possibility that any one organization might assign design thinking more than one place at any one time—that is work with external designers while maintaining an in-house design team.

FIGURE 1

Design as external resource	Design as part of the organization	Design at the core of the organization	Design integral to all aspects of the organization
design thinking & design methods have no continuous presence in the organization	design thinking & design methods are practiced somewhere in the organization	design thinking & design methods are highly visible and take a central position	design thinking & design methods are being applied at an organization's top level as means to inquire into a wide range of organizational problems with the aim to develop integrated solutions
design thinking & design methods are add-ons and limited to traditional design problems of form, communication, function	design thinking & design methods apply to specific products & services	design thinking & design methods unify products and services across an organization; apply to corporate design, corporate identity	

organization–either as a part or a whole. The four places might be read sequentially. For example, many of the current shifts in design thinking and design practice within organizations tend to be shifts from the left to the right. This is the case when an organization aims to develop its design capability and shifts from using an external design consultancy (at the organizational periphery) to an in-house design team, part of one of its functional divisions. At the same time, there is evidence that the sequence could start at the very right (design throughout the organizational life). This would be the case, for example, in a small start-up company where a small team develops their organization around one emerging product. Here the increasing complexities that come with the growing success tend to compartmentalize and separate design activities from other organizational activities over time. The picture is complicated by the possibility that any one organization might assign design thinking more than one place at any one time—that is work with external designers while maintaining an in-house design team.

DfG! or Hellon	InLand Migri	CDO Helsinki	D9 unit
Design as external resource	Design as part of the organization	Design at the core of the organization	Design integral to all aspects of the organization
design thinking & design methods have no continuous presence in the organization	design thinking & design methods are practiced somewhere in the organization	design thinking & design methods are highly visible and take a central position	design thinking & design methods are being applied at an organization's top level as means to inquire into a wide range of organizational problems with the aim to develop integrated solutions
design thinking & design methods are add-ons and limited to traditional design problems of form, communication, function	design thinking & design methods apply to specific products & services	design thinking & design methods unify products and services across an organization; apply to corporate design, corporate identity	

"DfG" course: Design for Government

DESIGN FOR GOVERNMENT

Design for Government,
Location: U405a Otakaari 1

2	Tues 5 Mar
09:15 - 10:30	Location: U405a 09:15-09:30 Intro ... s in governance", 09:30 Wom... stagers'
10:45 - 12:00	Independent work ...
13:00 - 14:15	Stakeholder work...
14:30 - 15:30	
15:30 - ...	Debrief in small groups ; Startup: Research Plans

Note: Blog 1 due Fri 8 Mar (3pm) ; send Project Plan (research part) draft to Taneli latest 11 Mar (5pm)

DfG 'Frontstagers', Worskhop facilitations tips here in 5 min – prepare for workshop on your own until 13:00!

"Gov" course: Designing for Urban Governance & Services

GOVERNMENT

CIVIL SOCIETY
Design as form of activism

Designing for Urban Governance and Services
Location: U406b, Otakaari 1
(except when noted otherwise)

|	Tues 5 Mar
	Location: U405... Intro and groupwork "D... ...governance"
10:45 - 12:00	Essay topic and standpo...
13:00 - 14:15	Independent reading, w...
14:30 - 15:30	Reading Circle 2: Desig...

Gov and Gov+DfGers, Meet in your reading group. 1. discuss what is interesting for you about the role(s) of design in government. 2. watch one of the videos 40-45min ; 3. discuss within your group in relation to your interests (1.)

11:00 to U406b

Assignment 1 -------------------------------

Project brief

Project plan
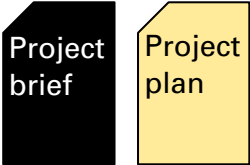
A1
HUMAN PERSPECTIVE
3 weeks

blog

A2
SYSTEMS PERSPECTIVE
2 weeks

blog

2.4. MID REVIEW

A3
INTERVENTION PERSPECTIVE
3 weeks

blog

A4
PROPOSALS PERSPECTIVE
3 weeks

21.5. FINAL SHOW

FINAL REPORT + + =