

Design with All

Participatory Methods for Social Inclusion

Friday, June 13th, 2014, 9.30 – 17.00

The Royal Danish Academy of Fine Arts, School of Design
Fabrikmestervej 6, Building 90
Copenhagen, Denmark

We invite interested people from all backgrounds to explore new insights from research and practice on participatory design approaches, design for all strategies and universal design principles.

Differently-abled individuals are frequently the targets of design products and services but are seldom invited to contribute as engaged participants in the design processes that inform, critique and create these inclusive futures. The Design with All seminar aims to spark an interdisciplinary dialogue between the communities of Design for All, Universal Design and Participatory Design with the intention of building a richer practical and conceptual understanding of empathic involvement and codesign methods that promote inclusion.

Seminar Language:

English

Seminar Price and Registration:

Register here: <http://www.design-for-alle.dk/dokumenter/tilmeldingsformular>

400kr for professionals- morning snack, lunch and coffee/cake included

Free for students- morning snack, lunch and coffee/cake not included

Please register to attend no later than the 1st of June

Session 1 | Designing for All: Reflections from Practice

The first session of the seminar will allow practicing professionals and design educators that integrate Design for All strategies, Universal Design principles or inclusive approaches into their design projects to deeply reflect on their experiences applying them. Speakers will discuss the empathic methods, outcomes and challenges of involving a diversity of individuals at various stages of the design process.

Don't Tell It Show It! New Insight: Process with Stakeholders
Karin Bendixen, Bexcom and Design for All (DK)

Innovating Welfare through Expert and User Involvement
Annette Krath Poulsen, AKP Design (DK)

Session 2 | Universal Design meets Participatory Design

Universal design provides design principles to guide the creation of products and environments that are “aesthetic and usable to the greatest extent possible by everyone, regardless of their age, ability, or status in life” while participatory design focuses on the direct involvement of people in the co-design of meaningful concepts and social artifacts. This session will kindle conversations about the relationship between these two design disciplines and inspire future possibilities in research and practice at their crossroads.

Design For All: Inclusivity By Design
Patricia Moore, President MooreDesign Associates (US)

Design By All: On Universal Objects and Democratic Things
Pelle Ehn, Malmö University, School of Arts and Communication (SE)

Session 3 | Staging Inclusion: Accessible Tools for Participation and Performance

In order to make participation possible, accessible design tools, games and methods are needed to facilitate social inclusion and democratic decision making. This session will focus on the tools, activities, controversies, paradoxes and possibilities of setting the stage for social inclusion.

Including Various Individuals in the Design Process of Inclusive Packaging
Birgitte Gert Jensen, Aarhus School of Architecture (DK)

Co-designing New Service Models for Senior Citizens
Eva Brandt, The Royal Danish Academy of Fine Arts, School of Design (DK)

Is Social Design the Answer?
Yanki Lee, DESIS Lab for Social Design Research, Hong Kong Design Institute (HK)

Facilitators:

Joachim Halse – CoDesign Research Center (DK)

Kelton Minor – US-Denmark Fulbright Fellow '14

Co-Organizers:

CoDesign Research Cluster (CODE) of the Royal Danish Academy of Fine Arts, Schools of Architecture, Design and Conservation (KADK), Design for Alle Network (DfA) and DESIS Lab of the Hong Kong Design Institute (HKDI).

Please direct all questions to kelton.minor@gmail.com

Design with All Program:

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9:30 - 10:00 Registration and Morning Coffee

10:00 Welcome and Introduction

Kelton Minor, US-Denmark Fulbright Fellow, CoDesign Research Cluster

Session 1 | Designing for All: Reflections from Practice

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10:15 Don't Tell It Show It! New Insight: Process with Stakeholders

Karin Bendixen, Bexcom



Karin is the director of Bexcom and founder and chair of the network Design for All. Karin's research has focused on both political strategies and implementation as well as on Design for All as a process to get stakeholders to participate as a means for social inclusion. Karin will discuss recent insights from her design for all process working with stakeholders on the expansion of Musholm Bugt Feriecenter owned by the Muscular Dystrophy Foundation.

10:40 Innovating Welfare through Expert and User Involvement

Annette Krath Poulsen, AKP Design



Annette Krath Poulsen is the director of AKP Design in Copenhagen, a small business specialized in designing, developing and implementing welfare solutions for elderly people and people with disabilities. She will share her experience from public-private innovation blending technical skills and research knowledge together with individual involvement to build empathy and design for a diversity of people. Annette will reflect on her insights from working with industry, public institutions, students and communities in the design of inclusive products, services and welfare technologies.

11:00 - 11:30 Discussion

11:30 - 12:30 Lunch Break

Session 2 | Universal Design Meets Participatory Design

Universal design provides design principles to guide the creation of products and environments that are “aesthetic and usable to the greatest extent possible by everyone, regardless of their age, ability, or status in life” while participatory design focuses on the direct involvement of people in the co-design of meaningful concepts and social artifacts. This session will kindle conversations about the relationship between these two design disciplines and inspire future possibilities in research and practice at their crossroads.

12:30 Design For All: Inclusivity By Design
Patricia Moore, President MooreDesign Associates



Patricia Moore is an internationally renowned gerontologist and designer, serving as a leading authority on consumer lifespan behaviors and requirements. In 2000, she was selected by a consortium of news editors and organizations, as one of the 100 Most Important Women in America. ID Magazine named Moore as one of The 40 Most Socially Conscious Designers in the world. ABC World News featured Moore as one of 50 Americans Defining the New Millennium. In 2012 Syracuse University selected Moore for an Honorary Doctorate for serving as a “guiding force for a more humane and livable world, blazing a path for inclusiveness, as a true leader in the movement of Universal Design.” Creating for our comfort, providing for our existence, responding to the daily challenges that impact our lives, is a matter of design. There has never been a more exciting or vital time for the presence of design, and the need for “humanism” in design has never been more crucial to our future.

13:15 Design By All: On Universal Objects and Democratic Things
Pelle Ehn, Malmö University, School of Arts and Communication



Professor Ehn has been involved in the research field of participatory design and in bridging design and information technology for four decades. Research projects include DEMOS from the seventies on information technology and work place democracy, UTOPIA from the eighties on user participation and skill based design, ATELIER from the last decade on architecture and technology for creative environments, and during the last years Malmö Living Labs, on open design environments for social innovation. His publications include Computers and Democracy (1987), Manifesto for a Digital Bauhaus (1998), and as one of the voices of A.Telier Design Things (2011). Later publications include Agonistic participatory design (CoDesign), Design Matters in Participatory Design (International handbook on Participatory Design), Design Things versus Design Thinking (Design Issues), Utopian Design (Design and Anthropology), What is the object of design (CHI), and Making Futures (forthcoming). Pelle asks: What is good design? Can designers do good? Who is a designer anyway?

14:00 - 14:40 Discussion

14:40 - 15:00 Afternoon Coffee/Cake

Session 3 | Staging Inclusion: Accessible Tools for Participation and Performance

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15:00 Including Various Individuals in the Design Process of Inclusive Packaging
Birgitte Gert Jensen, Aarhus School of Architecture



Birgitte Geert Jensen is associate professor in Design at Aarhus School of Architecture, Denmark. She has been principal investigator for two research projects in inclusive design, Public toilets for disabled people and User-driven guidelines for the industry: Accessible packaging for the elderly and disabled people. Birgitte will talk about the tools and methods used in the research project "User Friendly Packaging."

15:20 Co-designing New Service Models for Senior Citizens
Eva Brandt, The Royal Danish Academy of Fine Arts, School of Design



Eva Brandt is Associate Professor at The Royal Danish Academy of Fine Arts, School of Design. She is part of the co-design research center engaging in open design collaborations and participatory design in the context of e.g. sustainability and social innovation. Eva will give examples from and reflect on the Senior Interaction project, where a public care unit, university researchers, industrial partners, and senior citizens collaborated in order to codesign concepts that can strengthen social interaction among seniors in a specific urban environment.

15:40 Is Social Design the Answer?
Yanki Lee, DESIS Lab for Social Design Research, Hong Kong Design Institute



Yanki Lee is a social designer, design researcher and activist who designs creative participation for social inclusion and innovation. Recently, she set up the HKDI DESIS Lab for Social Design Research at the Hong Kong Design Institute to direct possible studies to explore social issues through creative design encounters. How does it work when Participatory Design meets Inclusive Design methodology? As a social design research lab, we employ action research methods by conducting possible studies for different learning situations and researching the social role of designers, design schools and the design education system as a whole. We investigate areas that enable designers to engage social reality with different age and ability actors: identifying the public, democratizing design process, solution focused design practice, etc.

16:10 - 17:00 Round Table Discussion

17:00 Closing

