

BOTSWANA (University of Botswana) - Burial Societies

Project	The objective of the case seeks to mitigate the high cost family members undergo during hard times such as death in the family. The contributions made assist the bereaved family to cover all the funeral expenses.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
It is very expensive to give the beloved ones a decent burial ceremony in Botswana. For the poor and unemployed families who live in rural areas and have limited sources of income, it becomes a challenge to bury their beloved ones. In an effort to mitigate this challenge, families in rural areas form Burial Societies and contribute a small token every month.	Co-create a system to enhance the operations of burial societies. It might be in terms of recording, subscription collection and payment. Cocreating communication tools to disseminate the value of burial societies to urban dwellers or other users.	The project assists people at semi-urban and rural areas to have an informal life insurance. The project is a grassroots initiative as formal life insurance policies are expensive. The societies are run by self-elected committees.	All active members participate freely and the committee then implements the agreed resolutions to foster change in the society. Decision making in this initiative is through the participatory approach by all members (consensus decision making).	Families at grassroots level have collaborated to solve the challenge they encounter when burying their beloved ones. They can't afford an insurance policy but burial societies are rural areas flexible, effective and affordable 'life policies'. The project bonds the community through collaboration sharing experiences and assisting each other. During meetings, members also share other matters of concern to them. Emeritus Bishop Desmond Tutu once said, <i>"My humanity is bound up in yours, for we can only be human together"</i> .
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
			In raising funds, some burial societies engage in such initiatives as purchasing, selling, and leasing any movable property e.g. tents, chairs, big pots to be used in big occasions and making grave stands. This brings services closer to the people.	Each member's monthly subscription is written in a booklet. There is a possibility of co-creating better service provision within the burial societies so that they are administered effectively and efficiently.

SOUTH AFRICA (University of Johannesburg) Izindaba Zokudla (Conversations About Food): Innovation in the Soweto Food System

Project	Context	Design process (1)	Design process (2)	
The City of Johannesburg (CoJ) is implementing an urban agriculture policy as part of a larger food security initiative (CoJ, 2014). This policy creates opportunities for multi-stakeholder engagement, and Izindaba Zokudla is aimed at creating space for such engagement between urban farmers, stakeholders and the city.	It draws on participatory research to build the capacity of farmers' organisations in Johannesburg, to facilitate engagement with food enterprises in the city, and to use design and technology development as a means to improve agricultural practices.	A process of multi-stakeholder workshops identified issues for the farmers in 2013: land tenure, training, marketing and technology. Each of these have become the focus of Izindaba Zokudla in 2014 and will be addressed in a variety of participatory design interventions.	The project focuses on training farmers through farmer's schools and through a co-designed online knowledge portal that will provide and share local, contextually relevant, farming knowledge. Additionally Industrial Design, Graphic Design, Multimedia and Development Studies students are all actively involved in service learning projects that feed into the broader aims of Izindaba Zokudla, this takes education out of the lab, into the ground.	
Governance policy making	Activism and participation	Social interactions /relations	Job creation	Storytelling/visualisation
Multistakeholder Engagement to encourage sustainability Izindaba Zokudla is actively engaged with government (CoP, GDARD, DoE), the farmers (RDFF), academic institutions (UJ, Wits) and civil society groups (The Food Gardens Foundation) to identify issues with current policy and encourage its improvement, as well as providing opportunities for better understanding of policy for farmers on a grassroots level.	Social change through empowerment Izindaba Zokudla has been facilitating the NPO (not for profit organisation) registration of the Region D Farmers' Forum (a collective of 32 farming sites and 300 dependents in Soweto). Though our engagement with them, a process of participatory workshops have enabled high level politicians and farmers to meet and discuss issues face to face.	Conversation as opposed to soliloquy Active regular interaction with farmers As the project's name suggests, Izindaba Zokudla is a conversation about how to change the current food system in Soweto, this has required active and regular interaction with farmers and other stakeholder	Urban farming as viable employment/Tecnology to increase productivity The participatory design methods, used to develop appropriate technology with farmers, provides the opportunity for sustainable intensification and potential increased profit for farmers. This in turn provides visible evidence of urban agriculture's feasibility for employment in the broader community and this can provide entrepreneurial opportunities for both farming and the manufacture of equipment.	Envisioning through co-design Storytelling and conversation provide the opportunity for visual concept ideation by both expert designers and farmers. This is then re-evaluated and refined through physical prototyping in multiple iterative stages to result in the most viable outcome for the specific context and issue at hand.

CHINA (Jiangnan University) Beanor. Bean sprout farming as a viable solution for IDPs.

Project	“BEANOR” is the latest ongoing project in “YiGongFang”, it’s the service design for IDPs who are in the service centers in Wuxi. It aims to provide the new lifestyle for IDPs by planting the bean sprout vegetables with a new business mode.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
<p>“YiGongFang” is a ongoing social innovation project for public welfare of IDP organized since October of 2012 in collaboration with local government and three IDP service centers in Wuxi. Many grown IDPs do the simple and repeated works in the IDP service center, they are lack of interpersonal, and difficult to integrate with the community.</p>	<p>March 18-30 2014. field research and analysis April 1-15 2014. concept development April 25 2014. activity and co-design April-May 2014. prototyping: continuous co-design and planting process May-ongoing 2014. Continuous networking with IDPs.</p>	<p>IDP service center Government endorsement</p> <p>“BEANOR” built in IDP service center, there are three rooms for IDP, One for working, one for resting, and the other for activity. We use the activity room to planting vegetables. Because this kind of plant needn’t soil to grow up.</p>	<p>Co-designed and managed with the IDP Service Center network with local residents</p> <p>At the beginning, we co-design with the administrators who works in the service center, because they know IDPs well, they tell us which IDP can do which part of planting process. Actually, IDPs are not always stay in service center everyday , when they are not there, the residents in the building (the shelter located) will help them to splash the sprout vegetables.</p>	<p>Connection between service centers and communities Collaboration between IDPs</p> <p>“BEANOR” makes it possible to enhance the social interaction in two aspects. Firstly, IDPs would be more confidence and happiness through the planting activity. Secondly, through the selling process IDP would get more opportunity to communicate with normal person in the community.</p>
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
<p>Even though “BEANOR” is just a planting activity in quasi interior space, it brings green and vitality to the IDP service center and changes the environment here.</p>	<p>Zero miles food system Organic food “BEANOR” is not only a service for IDPs, but also it is a service for urban agriculture. Residents can buy this kind of organic food from IDP service center directly or order it from “BEANOR” APP, and then “BEANOR” will send the fresh vegetables to your home at your convenience.</p>	<p>Volunteer coaching Co-design The design team redesign the planting process and co-design with the administrator according to the IDP’s capability, through the planting activity in the service center in the first time, we teach them how to plant and observe the difficulties they may encounter in the planting process, and then iteratively.</p>	<p>“BEANOR” brings new lifestyle to the IDP and people around them. Through selling the organic food to the residents they can earn money and improve their life quality.</p>	<p>Storytelling and visualisation are both good approach to communicate between designers and users. through these two tools, IDP and people around them can easily know what will changes after they do this kind of things before they do it, and after the prototyping, we can get feedback directly</p>

CHINA (Tongji University) UPCYCLING

Project	Workshop in China's industry cluster districts to promote low carbonization of design, as well as recycling and utilizing of resources by using industry leftovers. A collaborating with local communities, 6 UK universities and 6 Chinese universities to find out unexplored synergies and unexpected results			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
	Smaller groups made by 1 Chinese student 1 English student and 1 professors worked for 2 weeks with given materials by exploring their design potentialities and by using a community centred approach.			DIY toolkit /tested outputs The products/service/ spatial solutions generated by the workshops have been tested by the people form the community. Most of the solutions included DIY toolkits to enable them to build the design output by themselves
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Liancheng Community is one of the best practices of the Hongqiao district in Shanghai, promoting green actions. It mirrors the tendency in China to develop new urban contexts through an environmental friendly approach.	Self production/ zero waste By using leftovers materials and by giving DIY toolkits, most of the products could be easily produced by the people of the community during some of their workshop. The object could work for internal use and for selling	PSSD Approach Upcycling Enabling Working teams were done by different design background members who developed several toolkit to upcycle leftovers by enabling people to do it by themselves according to their everyday life needs	From handicraft to mass (or local?) production Upcycling allow to use leftovers at zero cost to give them further possibilities to be put put in the market woth new functions, shapes and use. Most of the developed objects have this chances by connecting the Low Carbon	How storytelling and visualisation are used to describe the project: the stories design tells and the tools/formats it uses, the aims and the target of the communication.

CHINA (Tsinghua University) Lettuce House Sustainable Lifestyle Lab

Project	The project makes efforts in the aspects of the plan of sharing life concepts, the design and construction of container houses, utilization of clean energy, disposal of household garbage, application of reclaimed water facilities and methane system, and the promotion and product development of household organic farming techniques. It is dedicated to build a comprehensive experimental system of sustainable life and explore its possible application to the construction of a new sustainable community. Founder: Mr. Niu Jian from Participatory Community Center			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
With the acceleration of urbanization and over-consumption of material resources, people crave a natural and green lifestyle. They want to have a pastoral life, but do not want to leave cities. At present, China has not a community or a systematic experiment putting together the buildings, ecological systems, processes, business models and participation of people.		Government endorsement Available land Striving for More Policies for Social Innovation We expect to show a better community model and a sustainable lifestyle to NGO, government and whole society. But it is very hard to find the land for the lab construction without Government Endorsement. We are trying to get more support from the local government. This experiment is a good opportunity striving for more policies for social innovation.	Volunteers participation Potential Members of Participatory Community Except Mr. Niu Jian and his families, some volunteers had participated in the construction of the Lab. They help to install the plant lamps, fix the flowerpot, and also to raise new suggestions for ecological system. They are potentially the Participatory Community Members.	Over 5 million reposts in Wechat Visit and consult/inspiration With the dissemination in WeChat platform (with over 5 million reposts) , Mr. Niu and his container houses got famous in China. A lot of people come to visit and consult, including experts, designers, NGO, businessmen and community residents. The project inspired a group of people participate in the practice of new sustainable lifestyle.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
	Mr. Niu and his wife made the pickles by using their own planted organic vegetables. In fact, they have planted various kinds of vegetables and they can not eat so much. In the second phase of this project, they must have more production, but they do not want to sell, just for sharing with others neighbors.	Students and other citizens who yearn for the sustainable lifestyle are welcome to visit and communicate with Mr. Niu and Prof. Liu's team. There are also some design workshops and classes for people to learn how to establish a participatory community project. All the plans about designs, skills and techniques of the lab construction are free to share with the visitors and audients. We want the idea is widely spread and practiced.		Key tasks in this project are as follows: 1) to conceive basic functions, facilities and story plots for the sustainable lifestyle lab; 2) to conceive related ecological recycling technologies (the operation graph of lab system); 3) to design buildings, spaces and environments; 4) to design family plantation products. And others.....

CHINA (Hunan University) Design IN Design OUT

Project	<p>Design IN Design OUT Design roles: During 15 days working on field research, field design, designers eager to generate and provide design solution to support and rise local villagers living, cross- disciplinary design team all play together by using design thinking and methods to enable a design driven social innovation: 1)From participants to data analysis: contextual inquiry, brief questionnaire, participatory observation, affinity diagramming and persona image scale; 2) Designers participated in a variety of community social innovation, making instrument, facilities for residential with local materials by design inspiration, and helping to promote sustainable and harmonious community as possible; 3) The design project also establish an international alliance of design innovation and web-based information platform.</p> <p>Keywords: Co-creating, Community, Multi-disciplinary, CSR, Sustainable Social Innovation; Local Immaterial Cultural Heritage Source: https://www.slideshare.net/DESIS_milano/desis-lab-hnuattachment3-12659280 (retrieved on 20 May 2017)</p>			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling

KOREA (Hongik University) Just Remove a Piece. Homeless People in Seoul.

Project	<p>The number of homeless on Seoul's streets is slowly decreasing, but the number of homeless who stay in dedicated centres is increasing. The total number of homeless is stagnant. The project targeted at providing a design solution to one of the many challenges homeless people in Seoul experience. (it is a campaign "Just Remove a Piece" - on- and offline awareness campaign)</p> <p>The team created a video that shows the key elements of the field research, as well as one possible solution to mitigate the problem of the homeless through social innovation, starting with people's individual perception. The final video can be accessed at: https://www.youtube.com/watch?v=HYAr15SaSU8</p>			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
The City of Seoul is home to over 10 million people, among which about 13,000 are homeless.	1) Social Problem Identification 2) Background Research 3) Field Research & Ethnography 4) Keyword Analysis 5) Brainstorming & Ideation 6) Concept Development 7) Design & Build 8) Test	Based on demographic and statistical background research the design team conducted field research in one of Seoul's centres for the homeless. The centre supported the team with valuable insight, real-live experience, and strategical consultation.	The team derived a large set of keywords from the field research and ethnography, analysed, grouped and interpreted keywords, and focussed on what seemed to be a key issue: stereotypes and lacking awareness. The team created an awareness campaign that was deployed on- and offline.	The campaign "Remove just a piece" was based on the key concepts interaction and participation with the aim to raise awareness of the issues of homeless people in Seoul.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
		The campaign took place on Hongik University's campus and the team had not only to utilise background/field research and keyword analysis, but also concept development, design, prototyping, testing, videography and visual storytelling, all combined in a team work effort.		Visualisation and storytelling were the main key aids for the design team to effectively communicate their project through the awareness campaign to a broader audience via internet and SNS.

CHINA Hong Kong Design Institute DesignAge HK Club. Possible Study of Ageing to explore ingenuity of daily living (The Ingenuity of Ageing)

Project	DesignAge HK club The club is attributed to the action research programme DesignAge led by Professor Roger Coleman in the 1990s at the Royal College of Art. The UK DesignAge was founded to inspire young designers to respond to the ageing of population, and thus to change the practice of business and design. DesignAge HK Club would like to engage with people, no matter in what age, <u>to think and learn about design for ageing population in a similar way.</u>			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
<p>“Ageing population” has become one of the most important issues in Hong Kong and global societies. However, discussions are largely focused on how to expand social security and senior citizen’s welfare, and seeing aged as the “burden” of the younger generation. Rarely are they associated with “ingenuity” and “asset for our society”. Actually, the problem of ageing should be able to resolve by the sense of creativity. And everyone can even create and design his or her own life in old age.</p>		How can new design ideas to challenge existing social practice and demonstrate possibilities for policy reform?	How can design actions enable people to have positive responses to their own life?	By simply creating an appropriate environment that allows older people to participate in the procedure of design, with the aim to stimulate and revitalise their imaginative and observatory capacities about ordinary life, as well as to release their potential ingenuity.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
		Taking an active step and folksy approach, the Lab led design students to conduct participatory process	How can new design service idea to inspire young designers to develop new business models for the silver market?	Daily living and Social Innovation: We curated three design exercises were conducted to get people to experience design before they join the club: “Bagging you! Design your bag” and “Foot-step: Design your Meal”, allowing participants to design bags and dinning methods of their own preferences and experience the pleasure of designing. One may also try to design your “Memorial diamonds” – diamonds produced from cremated remains and gaining popularity in overseas countries in recent years - in the “Open Diamonds Project: Design our dying Diamond” corner.

JAPAN (Tokyo Zokei University) Spedagi Project: Social design and distributed production that exploits local natural materials

Project	TZU DESIS Lab joined the project (see in “context”). We developed bamboo bicycle and go around the village by it in order to find issues that the village is faced. We tackle issues related to agriculture, tourism, craft, and education in the village.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Spedagi is a coined word that combined morning with cycling in Indonesian. This project was initiated by Mr. Singgih Kartono in Java Island in Indonesia in order to revitalize his village through riding bamboo bicycle.				Cycling in community Conversation with locals Unique point of this bike is that its use and role have already determined. That is, the riders must perambulate local community in order to find issues and its solutions through observation and conversation with locals. This enhances social capitals.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
	Renewable natural material Distributed production Material used for bicycle is bamboo that grows naturally all over the country. This renewable natural material that grows quickly and is provided abundantly has been used traditionally for building materials and daily necessities. Spedagi bamboo bicycle has been adopted an industrial production method and developed the design that is possible for medium volume production.		Inviting visitors from outside the village stimulates job creation in the village, so that villagers do not have to go to city for finding jobs	

JAPAN (Tokyo Zokei University) Ajishima Project: Community Regeneration after the Great East Japan Earthquake in 2011

Project	This project tried to draw a desirable future of the island through the development of various ideas generated from field survey that studied what can do to attract people including migrants and tourists by exploiting existing resources in the area such as beautiful nature, abundant fishery products, and warm climate.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Ajishima is a small Island located in southwest of the Oshika Peninsula in Miyagi Prefecture. It once prospered in fishery, but in late years aging and the population decline advance. The tendency is further strengthened after the earthquake disaster, and population declined to 500 people. The problems of the island are common to all over Japan.			We listened to the locals as many as possible in order to develop the ideas. We analyzed those voices and draw the future of island. This is a sort of indirect public participation in the future planning of the island.	The project will enhance social interactions between the locals and visitors.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
			Enhancement of existing jobs Community-based tourism This project will stimulate existing jobs such as agriculture and fishery and create tourism-related jobs in order to cater for visitors.	We created the picture roll of 'Ajishima's future' in order to share the ideas with the locals and to promote the island to visitors.

SNU (Seoul National University) International Urban Media Exhibition & Workshop

Project	The International Urban Media Design Exhibition & Workshop aims to collaborate and incorporate research, planning, design and technology focused on developing Urban & Media & Applications for the advancement of the city of Beijing, Seoul, New York, Tokyo as a leading metropolis and a new center of innovation design and growth. Through exploring a newly opened cultural space Dongdaemoon Design Plaza in Seoul, students finds out problems of urban area, things lack in interaction with human and suggest solutions at the end of workshop program.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
The Urban Media Exhibition & Workshop is an interdisciplinary collaborative exhibition with themes of sustainability, urban, emotion, public, sensible, interaction, media, environment, service and social innovation.	Student exhibitors have the opportunity to continue working on projects, initiated in the spring semester, in the summer and to present outcomes in International Urban Media Exhibition in June and Beijing Design Week.			Communication with onsite users Hearing opinions from onsite users(visitors), and run around getting information from the people concerned in DDP.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
		Interdisciplinary approach Mentoring Professors and experts from multidisciplinary field of study participated during workshop session, continually directs and helps in idea development for students and lectures about creative methodologies and studies.	Discussion with the parts concerning Evaluation To evaluate projects, professionals from Dongdaemoon Design Plaza comes over to the final day of workshop and exhibition, discussed and feed their opinion back to students.	Creating Journey map, AEIOU map, business model canvas helps students to produce solid idea. Developed their idea into visual language or infographics.

NID National Institute Design - Crafting Confidence. A craft Development for Katwalia, Netrang, Gujarat

Project	The objective of the intervention was to bring back the confidence among the young Katwalia generation to own their craft profession and create a sustainable socio economic, socio cultural environment which is crucial to their living.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
The Kotwalia Community in Gujarat had a limited scope of development in their socio economic fabric because , the lack of confidence in their age old craft profession and it effects their socio cultural fabric too.	June 2010 Ethnographic study of the community and economic opportunity July 2010 Product developement In codesign sessions Aug 2011 on-going - co-creation and production of design with Local community. Aug 2013 continuous networking with local players and effective impact.	Common Faciliti Center and brand building Aga Khan endorsment VINAN brand and shop supported with the Aga khan foundation taken over few design to produce in their common facility center and Marketing team support to build the brand further in rural and urban market to get the potential market for the products. At present Brand VINAN is self governed by the community support by Aga khan foundation and Gujarat bamboo mission.	Designed and managed by the community Networking with Local player Brand VINAN is self governed by the community guided by Aga khan foundation and Gujarat bamboo mission. The quality and craftsmanship has reflected the passion for craft over the period of time. Openness for learning and generating ideas from every thing around them showing a hope for heights of creativity ownership to the bamboo craft.	Rise of community in Socia Hierarchy Innovating craft bring change in the material culture across the community of the village. There is a social acceptance of <u>untouchables</u> by the other community across the village - because of their change in economic status. Change in social cohesion by partnering the village development
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Bamboo products in local Market Rubbing shoulder with competing materials Design process had considered the complex material culture In the locality and possibility of acceptance of materials through out the year .Evidence of accepting bamboo in their life bring a business opportunity in local market.	VINAN gives opportunity of production, distribution and consumption of bamboo products: The local market is being visualized a requirement of Bamboo toys as part of the social play where near by urban market has a demand of furniture, office accessories as new age sustainable lifestyle .The acceptance of machines to produce products in volume and meet the demand both urban and rural bring sustainability to the Katwalia community .	Confidnace and trust for own profession Appriciate craft/ Bridging Practice Vs Need Project served as an important platform for learning - the students are exposed to Crafts sector of India ,working with traditional technique and craftsman skills and appreciate the constraint where the craft is existing. Artisans oriented towards the present day need of the demand and supply brought a new skill set to their advantage .The Project benefited the Artisan with confidence and trust for their own profession .The craft workshop bridged the gap between traditional crafts practices and contemporary needs.	Pacipation of both Gender Cross polination of expertise The Design process envisioned to created a new job opportunities and social orientated business. The design, production considered participation of both gender, mix of materials ,fulfill the local demand and economic opportunity in local market .	envisioning in co-design sessions / ideas sharing storytelling and visualization of the product displayed in exhibition with an ambiance .A complete demonstration to viewer with branding and visual communication. The co creation methods helps the artisan going beyond just product development .

SOUTH KOREA UNIST (Ulsan National Institute of Science and Technology - Co-designing collaborative services to promote sustainable food production and consumption in Ulsan

Project	The project aimed at designing sustainable community enterprise models to support sustainable food production and consumption in Ulsan.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
<p>•Ulsan is a representative urban-rural integrated city in Korea with relatively high income level and consumers with interest and needs towards ecofriendly food. Launching of organic school-meal business stimulated the need for vitalization of local food and its infrastructure. Demand for food processing industry such as restaurants, farm restaurants, packed meal and school meals is increasing. Ulsan's main ecological resources are agriculture and fishery.</p>	Literature study Domestic and foreign case-study Stakeholder interview Producer and consumer Co-creation workshop	Government-private collaborative business Facilitated by designers, stakeholders actively participated in decision making - from defining the design problem to developing solutions. The project was carried out under the government policy to support community-driven startups, and the end result, business models, was incubated by the government and the local district.	Interview Co-creation workshop In this project, the community members participated in two sessions: interview for assessment of the current status of the community and a workshop for the co-creation of the applicable solution. The stakeholders played major roles in this project as they were the key informants, designers, and practitioners at the same time.	Co-creation increases network strength Producers and consumers engage Co-creation workshop produced design outcomes as well as strengthened bond in between the participants which increased the strength of the community network. In the developed business model, there are multiple levels of social interaction and formation of new networks among the stakeholders. Producers and consumers engage through SNS and formulate trust.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Increase in connectivity The workshop served the purpose of educating the participants with service design knowledge, encouraging the participation of the local stakeholders in the policy making with understanding of community enterprise. Engaging one another and being informed of situation of other stakeholders increased the connectivity, opening doors for making more socially cohesive decisions in the future.	69% of the producers expressed need for government aided distribution center for processing food. They also expressed high demand for place to sell their merchandise and local marketing.	Local Food community enterprise Co-Creation The workshop was for educational purpose of local resident of Buk district, encouraging the participation of the local stakeholders in the policy making with understanding of community enterprise. Producers and consumers design together along with the support of designer, administrator, businessman for two weeks.,	Increase in the agricultural community will lead to new job opportunities. For example, experiential education programs can get retired older generation back to work.	Visualization and storytelling were used as toolkits for the participants to communicate with each other about their ideas and concepts during the co-design sessions.

SWEDEN, Malmö (Malmö University) - MIL Makers culture and socio-physical urban renewal

Project	The Malmö University DESIS Lab in collaboration with local stakeholders has been exploring how makers culture could be used to revitalize these areas, by creating new social connections and value skills of people living in these areas.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
The MIL project focused on the physical and social regeneration of the so-called "million program" areas in Malmö. Such areas have been build during the seventies when Sweden main cities were suffering of a severe lack of accomodations, leading to the construction in few years of one million appartments. Today these areas coincide with the peripheries of these cities. They are often presenting severe social issues and physical buildings are often in need of being restored.	In collaboration with the Lindängen Area program, some local actors and the master students in Interaction Design a number of makers activities have been tried out in the area involving local citizens and local organizations. The result has been a number of reccomendations about the possiblity to set up a makerspace in the Lindängen area.	Long-term relationship with the municipality Rooting ideas within "institutions" This project has been developed as a part of a more long-term process related to how makers culture could boost the milion area programs in Malmö. Particularly it has been used as a first step to both try out activities but also get to know the area (inhabitants and local initiatives). It has allowed to establish relationships both with grassroot initiatives as well as with "institutions" such as the library and the civil servants involved in the area program. The involvement of these institutional organizations has been fundamental for ensuring a long-term perspective to the initiatives. The library has decided to include in their development plan a makerspace, the civil servants of the area program are particularly positive about the potential of makers culture not only in the Lindängen area but in all million program neighborhoods in Malmö.	considering local context and existing initiatives In setting up and carry out the activities of the project we have been looking for opportunities to hook up with existing initiatives in the area and reflect on what kind of "making" would make sense in Lindängen. Also in the discussions with the library and the civil servants, the aim has been to provide a wide and quite elastic understanding of the notion of makers culture in order to facilitate appropriation and adaption of the concept to the local conditions.	Making is connecting The activities have showed the potential of makers culture in fostering new connections within the area. For example the textile workshops organized together with the library, Folkuniversitet and The RedCross have brought together members of the NGOs with women living in the area.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Anchor ideas and a designerly way of working The MIL project has allowed to anchor the notion of makers	Broader value production Makers culture and makers practices open up several opportunities when it comes to the transition towards a	Tune complexity for students From delivering concepts to co-create knowledge Involving students in research projects		

<p>culture within some civil servants, together with them we have resonate on how it could make sense within the “Million program areas”. Closely collaborating with civil servants has also provide the opportunity to reflect together about how designerly approaches may have sense in their practice.</p>	<p>more social and environmental sustainable production system. Beside introducing opportunities related to local and distributed production and circular economy, makers culture with its collaborative nature and focus on learning processes opens up for a broader understanding of value production, with use value being paired with skills acquisition and the creation of social relationships. Thus it allows to discuss the notion of value and useful production and, in the MIL case, how production may be at play, for example, in supporting the creation of social bonds within a neighborhood.</p>	<p>Beside the opportunity to discuss with civil servants how design approaches could make sense in their practice, students have been closely involved in the MIL project. Particularly second year master students have been involved in designing and carrying out interventions in Lindängen in collaboration with the local stakeholders. The students found the complexity of the project and the context very challenging and demanding. At the same time they appreciated the opportunity to work with a real case and have the opportunity to collaborate with external stakeholders.</p>		
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FRANCE, Paris ENSCI (Les Ateliers) - Beyond touristic tracks Everyday local development in an exceptional location

Project	Beyond touristic tracks is a one-week design research workshop hosted in the Conques-Marcillac canton. Its aim is to stimulate the emergence of co-designed services bringing together civil society, local policy makers and cultural and economic stakeholders to work on sustainable life scenarios.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
The small town of Conques is the district centre, situated on the Route of Santiago de Compostela, within the department of Aveyron. The Conques area is near the top of the list of cultural sites most visited in France, although it is not easy to reach. Its inhabitants suffer from the gradual loss of population and everyday public services.	2012 : 4 days set-up and contact trip April 2013 - Monday to wednesday : research, observation and interviews among public, civic, economic and cultural stakeholders Wednesday to friday morning : mock-ups, scenarios and mapping design Friday afternoon : presentation and debate	Due to a recent re-organisation, Conques has become the administrative centre of the Conques-Marcillac district. The workshop was set up in a moment of transition, and helped to open up discussion around new responsibilities and distribution of power.	Newly formed associations dedicated to art, civic participation and collaboration took part in the collaborative sessions and interviews and engaged a deeper and prospective dialogue with local policy makers.	The project gathered together local stakeholders, in the context of their private and professional lives.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
opening sustainable development scenarios at district scale decongestion of the touristic area The workshop's projects promoted an open approach to regional planning, looking beyond the town scale, and inviting inhabitants to discover more isolated areas. Two tests were set up through a walk and a drive around certain parts of the district.	sharing personal and collective heritage Involving inhabitants in the preservation of their own heritage: opening outlying, isolated monuments and bringing them back to life ; sharing immaterial heritage through storytelling.	Over a short period, students were immersed in local development issues, discovering how they could tackle some of these issues by using their design skills. They formulated questions through qualitative research, construct design scenarios and present them to the community to gather feedback.		Storyboards, user journeys and photomontages set in the area, as well as quick physical mockups (cards, maps, paper app and such) were used to present the service proposals and help the community to project their future

FRANCE, Paris ENSCI (Les Ateliers) - Enabling food distribution Designing tables for Restos du Coeur

Project	With the help of an architectural firm and of volunteers from ENSCI/Les Ateliers, a group of students was brought to design a new concept of table to enable the food distribution in a more convenient way. The project brief was designed and tested on site throughout the project.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
	March : brief, field research and participation in food distribution April : presentation of the requirements May : presentation of sketches and feed-backs from the community June : presentation and experimentation on site of 4 different prototypes June : selection of 1 prototype		The Restos du Coeur is entirely based on volunteers who are in charge of food distribution in each area and city. Volunteers were involved all along the project as user experts, co-designing the requirements and testing the prototypes on site.	Students took part in food distribution as a means of experiencing every step of the process, interaction and contact with beneficiaries. A group of volunteers was involved in the design process all the way to guide the students and enable the experiments on site
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
On site food distribution shapes the streets and squares where it is temporarily installed. Its furniture and infrastructure has to blend with the urban environnement : sustainability, durability and conviviality in the street. Therefore tables have to be easy to handle, to set up and to wash.	Using surplus products Actively fighting against a huge housing problem, Restos du coeur enables food distribution and consumption in the street for everyone who needs it. Local volunteer teams collect the surplus products on site, set up and operate the distribution.	By experiencing the distribution themselves, students were able to develop 4 different prototypes of tables tested on site. A core team of volunteers gave feed back at every step of the development.		Visualisations, requirement and feedback records were the main tools developed to share the students proposals with the volunteers on site. Feedback records were used in several distribution spots.

NETHERLANDS TU/e Eindhoven - - Participatory Public Media Arts for Social Creativity

Project	<p>A public media art installation was designed to be located at the center square of the area. The installation is roughly 10 by 10 meters on its base and 8 meters high. The base features wall reliefs and public displays, and inside it is going to be used as an exhibition space. On top of the base are constructions that give the impressions of a large sail, and the moon rising from the waves. On the surface of the sail are reliefs of Taicang’s sea culture. The inner space of the “moon” is also used for mounting projectors. Images, animations and videos can be projected onto the inner surface of sail in the evenings. Projection mapping and edge blending techniques will be used to correct the projection results on the curved surface with reliefs on it. Together with the sound systems installed nearby, it offers a platform for presenting digital media, and for public participation.</p>			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
<p>Taicang is a city near Shanghai. It is a natural sea port. It became the number one port of the world in Ming dynasty, where Zheng He set off his voyages to explore the world. Taicang’s cultural heritage is deeply rooted in being a sea port to the world ever since. Only recently Taicang decided to exploit this past importance and fame as one of the development triggers to a new culture and creative industry in the region. One of the ongoing projects is to build a new living and leisure area at the spot of the original shipping embankment</p>	<p>Inspired by cultures Inspired by traditional dynamic arts Sensitizing workshops Cardboard Modelling Acting out Video prototyping</p>		<p>Participatory media arts Social creativity</p> <p>Participatory public media art form emerges from traditional art forms and from the technology development. It integrates the physical and digital forms and content, requires the artist to take into account the future inclusion of the contributions from the public, and opens the possibility to allow social creativity as part of the creation process, aiming at an artifact (in many cases, a system) that grows with the contributions and along with time. What the artist creates is not an artifact in its final form, but a platform for social creativity. The participation process is an interactive process, although the interaction is not necessarily real-time at the same spot, but can be over time and over distance, thanks to the new technologies of digital media and connectivity.</p>	
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling

NETHERLANDS Design Academy Eindhoven - Strategic creativity Lab

Project	Within the Readership in Strategic Creativity at Design Academy Eindhoven, we strongly believe that designers can play a more vital role to society and business innovation if their skills and ways of thinking (research through design & thinking through making) are applied in the very first stages of an innovation process. The Research Associates that are working in this lab are exploring these more strategic design roles.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
The research question the Readership aims to answer is: How can we create knowledge that enables creativity to play a more strategic role in service innovation for society and the economy, through putting "doing design" at the centre point of doing research?	Design research at Design Academy Eindhoven strongly embeds a 'thinking through making' approach where designing and reflection go hand in hand.			Serious games for behavioural change
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
		Design research spaces		Empathic adventures for better care

ITALY, Milan Polimi (Politecnico di Milano) – Creative Citizens

Project	Creative Citizens project is a program of weekly co-design sessions dedicated to 4 different service clusters: food systems, services for sharing goods and skills, cultural services and legal and bureaucratic services. The program started in February 2013 until June 2013 (16 sessions of 2 hours), generating 6 co-designed services that are now evolving in different ways.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
ZONE 4, located in the southeast area of Milan, is a neighborhood characterized by a high number of bottomup activities. The location hosting the project is Cascina Cuccagna, an old farmhouse symbol of Milanese activism, because it has been revived thanks to a citizens' initiative. Now it is a piece of countryside within the city and a multifunctional centre hosting a variety of activities.	December 2012. Participation to the call for the assignment of temporary spaces at Cascina Cuccagna. February 2013. Open day to present the project to the community. March 2013. First Codesign session. June 2013. Presentation to the Municipality. July 2013 - on going. Services' implementation. Networking.	Governance board endorsement Creative Citizens project acted as a bridge between citizens and institutions: after the program citizens perceive themselves as a collective actor strong enough to get in touch with institutions and potential stakeholders. The project enhanced their capacity to collaborate with other strategic players, working on coalition building	A group of committed people designing services for the neighbourhood The "Creative Citizens" are a group of veritable activists collaborating to co-design services for daily life in the neighborhood. They have been networking with other local associations and movements as Time Banks, Parents	Co-design is a social activity Each co-design session can be considered as a social event, enhancing connections and relations. Some of the citizens are now partners in the service-start ups, establishing also entrepreneurial collaborations.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
The neighbourhood is a "public good" A format of active citizenship to be replicated Creative Citizens project appeared in a map developed by the Municipality showing the most successful initiatives in Zone 4. It is considered as a good practice of active citizenship and as a format to replicate in other neighborhoods and cities. It fostered a vision of the neighborhood is as a "public good" managed by citizens.	Disintermediation as a key-principle Sharing All the services generated within creative citizens are based on the principle of reducing any form of mediation between production and consumption. Another crucial factor deals with the shared use of resources in the neighborhood, meaning public and private spaces, objects, local knowhow and platforms.	Co-design Prototype Service design Community based design Creative Citizens used a set of participatory techniques as co-design and community centered design that are crucial to design services involving citizens. This forced designer to become a community coach	The emergence of local service start-ups /Complementary job creation Some participants considered Creative Citizens as an opportunity to create a form of complementary job. Three of the six services generated during the project are now start-ups run by citizens, aiming at becoming real social enterprises. The Regional Job Council contacted Creative Citizens to discuss possible forms of job creations by using participatory design techniques.	Giving substance to what is intangible Envisioning in co-design sections Ideas sharing Storytelling, visualizations and physical mock-ups have been crucial to share ideas with the community. Designers are able to give substance to ideas by visualizing and prototyping them and this is particularly relevant if we consider services, which are intangible by definition. The ability of designers in creating visions and objects is important for managing a conversation among multiple actors, because it offers a common item on which to dialogue.

ITALY, Milan, Polimi (Politecnico di Milano) – Coltivando

Project	900 mq. 97 beds. Coltivando is the university community garden open to people working/studing in the Politecnico-Bovisa campus and to the neighborhood. It aims to give back the public space of the campus to the local community to provide people with fresh organic food, and to strengthen up social relationships. People volunteer in the share lots			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Bovisa neighbourhood is a former factory district that in the last 20 years passed through deep changes in the urban and social fabric. People living here from the 50s were used to grow their own food in the green allotments. When Politecnico campus set, people felt detached from this (public) space.	Oct 2011. garden prototype Feb-Oct 2012. garden co-design sessions Oct 2012. garden opening Dec 2012. Core community set up Oct 2012-ongoing. Continuous co-design with the members Oct 2012-ongoing. Continuous networking with local players.	City council endorsement Coltivando is built on a public area, rented by the Municipality of Milan to the Politecnico di Milano. In the same year of Coltivando opening, Milan City Council approved a policy to exploit green abandoned public spaces as (vegetable) gardens for local residents. Coltivando has been supported by Zone 9 cometee, the local governance board of Milan City Council.	designed and managed by the community Network with local players Since the beginning, Coltivando has been co-designed and build by the community. Some members are entrusted with specific duties, according to their personal competences. Coltivando has been networking with other local gardens, associations and schools to promote the gardening activities and the social relevance of green public spaces.	Convivial open community Coltivando community puts together singles, families with kids, retired with students and staff from Politecnico. They belong to an open community: everyone can join the community just helping the works in the garden and share the convivial lunch together. Gardening is the driver that brings people to the place: taking care of a place, force people to come back reguarly and to meet the neighborhood, strenghtening up the community sense.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Milan 'Green and Environment' best practice Public space back to people Coltivando is the first university garden in Italy, and it's built in a public space. Coltivando participates to the open assembly about Green and Environment in the city council of Milan (Tavolo del Verde), joined the milanese network of community gardens and is quoted as one of the best practices by the council members.	0 miles food food sharing Coltivando is a service for urban agriculture. It an instance of 0 miles food production. People working at Coltivando, bring home their own food as much as they need. Also, they support the sharing of food by eating together every Saturday, with coursed made of the vegetables of the garden.	Multidisciplinary design team Co-design Community coaching Coltivando design process tackled complex design issues that forced designers to work in a multidisciplinary team made of spatial and product-service-system designers. They had to combine their competences to develop the best solution and, moreover, to face the community feedback for every project progress. That is, designers had to learn how to be a community coach.	Local craftsmen involvement New design competences To build Coltivando infrastructures and equipments, local craftsmen have been involved. The spatial concept of the Garden is based on a DY0, modular building box. That means that in every part of the world, it is possible to replicate the space. For designers, Coltivando is a showcase of new design community centred competences to put in the marketplace.	Visualisation and storytelling has been the main aid for designers to share their ideas with the community in codesign sessions. The continuous co-design approach, forced designer to envision their thinking in order to communicate it to the community, so they could give feedback.

DENMARK - Aarhus School of Architecture - Learning from the Local An architectural framing of renewable energy infrastructure

Project	This PhD uses researchthrough-design to explore how an architectural framing can enable more resilient and placespecific renewable energy planning, focusing on west Greenland as a case study.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Renewable energy planning is a field dominated by the technoeconomic. Such a focus ignores the cultural, civic, aesthetic and social facets of energy.	The Research-throughDesign focuses on interpreting in depth fieldwork to understand local practices and traditions which can then shape creative design solutions for local renewable energy.	Both bottom up and top down governance of energy is investigated, exploring how national energy policy, and historical physical planning legislation has shaped local settlement patterns. The empirical work suggests ways that energy can enable isolated communities to embed resilience, and help mitigate energy pricing policy inequality How the project relates to governance and policymaking: the interplay between top-down and bottom up actions and its implications on governance and planning; the way diverse stakeholders participate in decision making	Rather than focusing on participatory processes during the early design stages, the project looks to develop renewable energy systems that can be adopted and adapted by local communities – an aspect lacking in most national energy systems. By doing so it helps enable less reliance on imports. How the project relates to activism and civic participation: the capacity of individuals, groups and organisations to undertake initiatives and foster change at an higher level; the democratization and openness of the processes.	From larger cities to small settlements, respect for local customs and patterns is an essential facet of making renewable energy sustainable in a broader sense than kilowatts produced. The project studies regional socio-cultural characteristics and extracts key concepts that can underpin instigation and operation. How the project relates to social interactions and relations: the potential of the initiatives to enhance, collaboration, social cohesion, conviviality, connections and sustainability.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Energy planning is often seen as merely civil engineering, outside the domain of city and landscape planning. The project takes the stance that energy shapes cities, and shapes lives. It builds on architectural competences in physical planning and includes energy in that domain, making energy processes visible and legible.	As well as increasing the legibility of energy chains, the project works with shortening and domesticating the production-distribution processes of renewable energy, decreasing reliance on imports and building new local resource bases. How the project relates to production, distribution and consumption: the new	Existing and traditional skillbases, such as hunting and sewing, are appraised and built upon, encouraging opportunities to transfer these knowledge bases and livelihoods into a digital era. How the project relates to skill training and design education: the new design education; the need and opportunity of building new competences with and the project stakeholders.	Unemployment is a problem in Greenland, especially in isolated settlements. By taking energy production down to the local scale, the possibility of job creation becomes localised and distributed. How the project relates to job creation: the potential of the initiatives to create new job opportunities and social orientated business.	A 'Thick Description', using words and photographs, is used to describe the fieldwork. A combination of digital sketches, 3D visualisations and diagrams are employed to communicate design ideas at a conceptual level. How storytelling and visualisation are used to describe the project: the stories design tells and the tools/formats it uses, the aims and the target of the communication.

How the project relates to city and environmental planning: the impact of social innovation projects on the city, the media, the private and public space.	production/distribution/consumption chains, the new technologies and the local assets/resources for more sustainable value creation systems.			
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SWEDEN, Växjö, Linnaeus University – Baking Together Alvesta

Project	How can I as a designer create new social networks through a workshop? I have used baking as an activity to create meetings between groups with few or weak social networks.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
This project is made in a course that support students to attune design skills to improve conditions for a local ageing population, in terms of physical and emotional health and wellbeing. The purpose was also to explore how the immersive pedagogy could mobilise students' empathy and curiosity. In addition, it was hoped that the project may show the municipality that design can play a role in planning and caring for an ageing population.	The students in the course mapped the needs of specific representatives of the elderly they met during the research process. In close dialogue with this individual, and with tutors, the students developed a response to a need, from early sketch to prototype.	By interacting with the elderly people and letting them show the students their everyday life, students and the participants will discover problems that can be discussed and then solved together.	Department of Design at Linnaeus University have been working with elderly people in Alvesta for several years to investigate together with them different issues. This year we are working with the elderly in the city center.	Baking together is a good example how the student have interacted with elderly in Alvesta. Isolation is a big issue for many retired persons in Sweden and this is an experiment how knowledge can be shared and at the same time create connection in between people.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
As retired in Sweden you get excluded from society on many levels. Your work is often your identity. How to get them involved and participating again?	The student made a workshop together with people to see how it could work.	By interacting closely with stakeholders students get to know the core values in peoples lives.	Working close to community, organisations and business By working close to community, organisations and business, the awareness of what kind of problems that be solved in a designprocess increases	Another core element of the project constituted the students exploring their own ageing. They created scenarios of their own life story into old age, using the media of moodboard or short film.

DENMARK, Aalborg (Aalborg University). LIFE 2.0

Project	Is a geolocated social network that create a new layer of interaction (beside personal interaction) between elderly people living in the same neighbourhood. Life 2.0 reinforce the existing social links by offering an online meeting space where elderly people can exchange help and information and where local organisations can post info about events in the neighbourhood			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Ageing population is increasing and the Danish government is promoting strategies to support elderly people's independent living. Elderly people are busy in their own neighbourhood, meeting in training centres, organising activities and events. But sometimes they also feel weak or isolated, especially when living home alone...	The design group worked involved elderly people from the Frejlev training centre in co-design meetings. Elderly people also had a chance to test the platform for more than one year, from home. New features and use opportunities emerged during the regular meetings with the project team. Eventually new indications emerged on how to scaleup the service to a wider area	By promoting activities, offering mutual help, participating to the social events in the neighbourhood, elderly people could become an active resource Frejlev's cultural and social life and reduce the need for public assistance. The local administration of Aalborg, which was running the training centre had an active role in promoting the platform		Life 2.0 empowers existing groups of elderly people that were cooperating on several local initiatives, and in some cases it mobilizes new resources for the generation of new solutions based on collaboration and mutual help among elderly people living in the same residential areas
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
		Elderly people used the project to learn how to use new technologies in their everyday life. They also learned how to use the social network of Life 2.0 to find solutions to their everyday life (e.g. driving together to the centre, eating together, contacting their kids.		Use scenarios helped elderly people figuring out what a geo-localised social network could be used for. Scenario cards were used to trigger discussions in groups about the way Life 1.0 could be used to support everyday life

PORTUGAL Aveiro (University of Aveiro) The role of design in the commercial revitalization of urban centers – “Rua Direita” street in Aveiro, as a case study

Project	<p>A cultural service, which is based on an alternative renting system, oriented for the installation of new occupations that somehow intend to establish long-term regeneration of this commercial area. The connection between the various local cultural resources, institutions and associations, intend to raise a collaborative network which aims to involve the traditional stores in the dissemination of new commercial types, renewing it.</p> <p>The service allows that individuals, groups and local traders can come to occupy a space with reduced costs, stipulated according to the degree of property degradation to be renting, so it's a incentive to the historic buildings valorization. The recovery expenses are divided between the owner, the renter and the service itself. I</p>			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
<p>“Rua Direita” street is located in the downtown of Aveiro, once recognized as one of the major commerce points in the city, now it shares not only its name along with another streets in the country, but also a current state of decline like many other commercial urban areas.</p>	<p>In addition to the historical research, it was also held up a survey of data related to the statistical information of local commerce. Followed by the photographic record and ethnographic research, given by some traders interview and by associations concerned about the area. In cases of countertrend, some ethnographic research was also applied, in attempt to trying to know how these initiatives regulate urban regeneration strategies, getting direct contact with some national projects. Some scenarios were built to allow a balanced relationship between all the intervenients.</p>	<p>This project came up as a proposal by the Aveiro's Commercial Association, although it didn't fulfilled any role as project supervisor, so the results were not discussed or developed in partnership. The aim of the project was to give the tools for this institution or to other associations (as well as municipalities and governments), to develop the linking of different cultural and institutional facilitators in the territory, as well as with the local community.</p>	<p>Aveiro, as a polarizing city of technological and cultural dynamics, could prove to be the answer of a new service plan where institutional resources, associations, cultural or educational level, are enhanced according to a collaborative and in support of local commerce logic. In addition to local businesses, institutions may also benefit from this lease model through the dissemination of its work, through exhibitions, debates, workshops, meetings, etc. These activities should be proposed and done by, for and with the local community.</p>	<p>Alternative commercial types Entities such as the museum, theater, secondary and vocational schools, associations and collectives related to music, crafts, dance, and even the university itself, could be consolidated in such a way that they acting as revitalization agents. These entities will be responsible for local trade promotion through events / activities developed in partnership, giving it new approaches to the detriment of this most cultural perspective.</p>
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
<p>It brings a larger impact to the cities in terms of identity, place, image, and finally, the quality of life and community well-being. It also reveals a rethinking of city pedestrian footpaths, as well as a</p>		<p>Local businesses will benefit as incentives foster this relationship through the use of local cultural resources. At the same time also there will be a more democratic access to artistic activities based on alternative operating models that are</p>	<p>A network is established between creators /Alternative commercial types This is for creative, "workers of the creative industry in science, engineering, architecture, design, education, arts, music and entertainment" which in turn, are included in different sectors, including individuals, local businesses and institutions / associations, and turn potential members responsible for</p>	<p>Scenarios and personas The construction of scenarios, focused at the service operation and in the relationship created between the facilitators as well as the synergies that could be triggered between the various actors of the system. The creation of personas, based on the characterization of the actors that could</p>

<p>reduction of transports and shopping centers.</p>		<p>proposed and open to the entire community.</p>	<p>the occupation of these places. Particular agents will be in this case, individual persons, holders of any type of new ideas that can be turned into business himself.</p>	<p>turn out to be potential users of the service. The storyboard try to combine the various stages of the service, assuming the compilation of a sequential narrative, which starts with the identification of the problem / need, unfolding in the course of user actions to reach the service final goal.</p>
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UK, Newcastle (Northumbria University) - Wisdom Teeth Oral Health Services to support older people living in residential care

Project	To explore the role of Design in creating person-centred dentistry provision for older people living in residential care. Research for Design: Observational research of existing services, interviews with family carers and stakeholder professionals. Research through Design: Visualisation of the services: resources, userjourneys, and concepts, to discuss with staff delivering the service			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Poor oral health negatively impacts on dignity, quality of life and wellbeing. It adversely affects general health in terms of nutrition and gum disease, which can significantly exacerbate systemic diseases, such as Diabetes. When an older person moves from home into a residential care setting their dental and oral health can decline very rapidly – affected by: loss of contact with their high-street dentist, disruption to personal hygiene habits, increased sugar/biscuit intake.	Understanding Families and informal carers – Interviews into Personas and user-journeys to identify experiential issues. Understanding professional provision - Interviews and shadowing to map current service resources and identify structural issues for providers. Create prototypical design objects to stimulate debate across multi-agency stakeholders.	What Person Centred implies in terms of Governance and Policy Making Primary care Acute services In Health and Social Care, being PersonCentred can mean Designing across organisational and policy boundaries.		... for the Older Person and their loved ones: for the wider care team for healthcare professionals
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling

Project	<p>Public Collaboration Lab research project explores the potential for, and value of, strategic collaboration between design education and local government. The project will use social innovation approaches to engage citizens and other societal actors in the co-design and co-delivery of some aspects of public services. These 'public and collaborative' approaches to service delivery (services delivered with and by citizens and other agencies) seek to mobilise citizens as 'active collaborative people' rather than 'passive individual people', 'service participants' rather than 'service users' and recognise citizens as both 'people with needs' and 'people as assets in meeting their own and each other's needs'.</p>			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
<p>despite the growing interest in the role, objectives and impact of design in strategic public sector contexts, there is also an acknowledged gap in understanding design's contribution to such situations. This project is designed to address that gap.</p>	<p>Two interrelated action research activities will be delivered in parallel. The first will deliver a citizen-centred exploration of exactly how such collaboration plays out in specific service contexts. For the pilot we propose to take the reform of London Borough of Camden's Library Services as our starting point. The second will explore the models, mechanisms and measurement of impact of the 'Public Collaboration Lab', evaluating the model and its wider potential as a means of democratizing social and service innovation and informing policy.</p>	<p>The project aims to:</p> <ul style="list-style-type: none"> - Undertake a demonstrator social innovation project within a specially created 'public collaboration lab' to redesign public services through the application of collaborative design led approaches. - Increase understanding of HEI institutions' roles in supporting innovation practices within local government through design led action research. - Explore the potential for co-design to democratize public service reform and improve public outcomes. - Co-design evaluative frameworks for assessing the role of design in local government service reform. - Propose means by which the pilot study could be upscaled within other contexts 	<p>Dissemination will be integrated within the collaborative methodology of the project, by involving relevant users, practitioners and policy makers in research, ideation and implementation. To disseminate the findings, the project team will target major events and publications in the local government, public policy, design research, and design HE communities. The final evaluation report will be designed in a forward-looking manner so that the lessons and opportunities arising from this pilot can be applied in other contexts.</p>	
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling

FINLAND, Rovaniemi, University of Lapland (Arctic Design Lab) - PARTY Participatory Tools for Human Development with the Youth

Project	PARTY aims to endorse human development and assist in reducing youth unemployment by increasing the involvement and inclusion of young people in service development in South Africa and Namibia by using participatory and explorative service design tools.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
PARTY is an international and inter-sectoral project coordinated by University of Lapland. Project focuses on developmental cooperation through research and innovation staff exchanges and sharing of knowledge between researchers, the target group, local actors and international aid organizations.	2015 – 2016 Planning & engaging 2016 – 2017 - 2018 Developing & disseminating 2018 Establishing	PARTY concentrates on enhancing research- and innovation-related human resources, skills and working conditions to realise the potential of individuals and to provide new career perspectives on bottom-up way. One of the most important activity is to provide knowledge and practical skills on how to Improve local democracy	Project provides service design tools to support the motivation and abilities of young people to participate in their own community development. Young people's opinions and participation are the main focus in this development process.	Using tools the marginalized youth is able to discover and deal with solutions that support their career path and coping in a difficult employment and educational situation. Further, the research project helps the youth to find ways to participate in the development of their own community and in the associated discourse through the means of art and design.
City and Env. planning	Production distrib.consumption	Skill Training Design Education	Job creation	Storytelling
		New skills for all people participating into these project activities: • Participatory Design skills • Enhanced capacity for inclusion and social cohesion • Skills on how to Improve local democracy • Research methodology and ICT skills Skills on collaborative knowledge sharing • Interpersonal working skills, • Improved skills and understanding to carry out a combination of multidisciplinary		

Project	By means of co-designed and co-produced small scale interventions, plant seeds of positive change and strengthen social cohesion within a neighbourhood of Liege (Belgium)			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
A neighbourhood with a lack of social cohesion and social resilience. Sense of fatalism and discouragement towards the public goods/ disconnect towards the local authorities.	Students from Euregional design schools working in a collaborative way with local stakeholders, tackling many different social issues in different courses and years.	Co-design with civil servants & public administration Public innovation place The project was commissioned by the Province of Wallonia, and involves policy makers in all the different steps of the project. We are currently setting up a PIP in order to create continuity within the project.	Active citizenship Street committee Within the projects we created a street committee where to co-design and co-produce the micro interventions (street festivals, local market, urban knitting initiatives)	Within the projects we are creating a PIP where to guarantee continuity to the work of the street committee
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Create "Good" stories Interactions on a master plan level The Province has been promoting the project (an international conference, media coverage, etc) and is promoting it as "good" example within the whole Province (other cities also asking for such interventions)	animate the street with a neighbourhood co-designed and co-produced market We are creating a local market where to sell co-produced products and share services in the street of S.Gilles			Create momentos Beauty and fun Storytelling as research instrument (scenarios for co-design sessions) and as communication tool with the different stakeholders

UK, Sheffield Hallam University - Community, Design & Engagement.

(includes other two projects on dementia and spinal injury)

Project	42 Postgraduate Students from 6 disciplines exploring opportunities for co-designed solutions to community issues. Studying in cross disciplinary groups designing with and for the community, supported by staff from 2 faculties (Design and Health & Wellbeing) along with staff from Sheffield City Council, Community Development Officers, Health Improvement Office, Environmental Protection, Policy Improvements Office, Inclusion & Learning Services and the Public Service Transformation Network.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Page Hall is a small suburb in the north of Sheffield that has been a centre of inbound migration for many years. Recently there has been an influx of Roma people from eastern Europe. The lifting of work and travel restrictions in 2014 have seen as big rise in the number of Roma people travelling to the UK. The influx of Roma has caused social pressures within the area becoming a real concern for local agencies. The many press reports, from across the media along with a recent TV series have brought the problems faced in Page Hall to wider public attention.	How can co-design offer a medium to enable people living in transient multi-ethnic 'villages' communicate with each other and build understanding across cultures and generations? Working with members of the community, key service providers and supported by experts, over the course of 6 weeks students produced proposals for projects that tackle some of the bigger issues facing the local population.	Co-designed/local endorsement There are an estimated 25 – 30,000 Roma living in Yorkshire & Humberside and in Sheffield between 2 – 4,000 with 1,500 living within the small suburb of Page Hall. There are many barriers to integration within the area with the City Council attempting to provide workable solutions. Working with members of the local community, experts from local support services and design + health researchers at Sheffield Hallam University, co-designed solutions for their individual requirements.	Designed and modified with the community The projects were designed with the community and support services. The work to date is just the start of a much longer process of involvement with the Page Hall community. Since starting the work, the student's work has mapped against Sheffield City Council plans for development work in the area – the student's projects are designed with the community and follow a bottom-up asset based approach.	Open process This project brings together the community with the City Council and external experts with staff and students from Sheffield Hallam University. The premise is that those involved form an 'open' community to work together to identify, conceptualise and refine responses to community and council issues - working together, bringing people together to strengthen the community through understanding and 'improving' local issues.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Design for dignity, design for empowerment Sheffield Hallam University's Art & Design Research Centre and specifically the Lab4Living has been actively working on projects that bring together researchers from design and healthcare.	This proejct elicits responses that serve the specific needs of individuals be them dementia sufferers, their carers, local community members. The focus is on locally made and where possible modified solutions that	This project brings together students from 8 different courses along with external experts and stakeholders meaning that the participants worked in multidisciplinary teams, combining competencies, understanding and skills. As a	This proejct develops understanding in students (and other stakeholders) of the wider employment/entrepreneurship possibilities open to graduates through local, small scale activity over larger at length activity that	The audience is varied with design and health students, stakeholders in the broad area of design & health, local authorities and such like so photography, video and presentations have been the main dissemination tools for the project. A sample

<p>Lab4Living's aim is to propose creative strategies for the development of future living environments in which people of all ages and abilities re enabled and empowered to live with dignity, independence and fulfillment. This project brings together members of the Lab4Living with Sheffield citizens to co-design; the results of which can have real impact on individuals, neighborhoods and the city.</p>	<p>through their making bring people together.</p>	<p>result of this students developed new personal skills which they were able to put into practice during their time on the project</p>	<p>almost always divorces the designer from the user.</p>	<p>video can be accessed here: https://v</p>
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SPAIN, Barcelona. Elisava Barcelona School of Design and Engineering - INCLUSION BY MOBILE. Seniors, youngsters and the city / “Problems and Solutions Department of the Global Mind”, Open Design Workshop

Project	The project runs a mobile workshop using mobile phones as artefacts to create relationship between seniors, young people and the public space of the city. The mobile platform is Radar, a network of prevention and community action in which the co-design and participation of neighbours, shop-owners, students, volunteers and professionals from institutions are involved in problem-solving.
Context	Design process
The project is implemented in Barcelona, Spain, in different districts of the city; in particular the partnership with ELISAVA Design School is now beginning in the San Pere–La Ribera– Santa Caterina area, in the neighbourhood of the city centre, full of contradictions and old stories.	The ‘inclusion by mobile’ of girls and women, especially those living alone in the city, is the main objective of the workshop. The project leaders consider public space and the design of public space as the first indicator of inclusion or exclusion and believe that mobile learning can foster open access and opportunities for all. The other aim of the project is to contribute to creating a digital and human narrative about the life conditions of people over 75 who live alone in the city, via young people and mobile learning – a kind of participatory m-storytelling.
Project	<p>Within this framework, the interactive installation “Problem & Solutions Department of The Global Mind” is the metaphorical experience of how an individual dialogue with yourself joins everyone else’s thoughts, transforming into an infinite collaborative action based on the global values of open culture.</p> <p>The website of the Open Design Workshop (www.opendesignworkshop.eu) is the digital realization of the same: an open database of the problems, solutions and the connections between them on the base of the empathy and collaboration process of the cognitive system and people mind. A new novel approach to think about design as inclusive and critical way of opportunity.</p>

Project				
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Sustain EASD_Valencia began in 2005. Through series of events and activities it aims to inspire, encourage and support students and staff from different departments across the college to embrace sustainability thinking in their work.	working with various postgraduate and masters programmes- from Product Design to Graphic, to fashion design or jewelry, from Interior Design to Photography, Sustain EASD_Valencia brings students from different disciplines together, offering them a range of support.			
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling

USA – New York, Parsons New School of Design - Public & Collaborative: Designing Services for Housing

Project	In order to improve HPD's (Department of Housing and Development) customer-service interface and support community engagement, the project's proposals recommend the enhancement of the application process for affordable housing by creating human-centered materials, encouraging hyperlocal marketing, supporting community-based "housing ambassadors," and forming an in-person street team.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Public & Collaborative represents an opportunity to explore the needs and perspectives of affordable housing stakeholders by talking to city residents and housing professionals about issues, developing possible solutions, then testing service concepts to see how, and if, they work.	The primary research methods were qualitative and participatory in nature: interview sessions and co-design workshops. During and subsequent to these engagements, the project team developed a suite of pilot proposals and supplemental resources, going through multiple rounds of design research, creation, presentation, and revision.	Agency policy making The project's ideas and proposals consist of a series of design and policy enhancements that more fully engage members of the public – as well as the front-line staff of HPD, housing developers, and community groups – in agency policy making, housing development processes, and other forms of public-service provision.	co-designing & co-producing public spaces The strategies of co-design and co-production of public spaces engage disparate stakeholders (members of the public, front-line service providers, agency leadership, etc.) in clarifying the users' needs and motivations, and promote their alignment towards the development of policies and the improvement of service delivery	By creating new affordable housing opportunities, the project is creating the conditions for new interactions, collaborations, and peer-to-peer (as opposed to provider-to-user) services to emerge between residents.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
New affordable housing opportunities also intend to improve the wellbeing of residents (and by extension, their households, buildings, and communities) long after move-in. These policies reflect institutional investment in the long-term strength and stability of residents and the communities into which they move, and they suggest that affordable housing developments can provide space for new residents and neighbors to engage in new activities and collaborations in the city.	(NOTE: Designing for Financial Empowerment is part of Public & Collaborative a multi-project initiative that investigates the role of design in building bridges between city government and its constituents to improve the provision of services for the public good. The initiative has also undertaken design research activities that cover affordable housing, public education, workforce development, and mapping exercises aimed at identifying spaces for public innovation.	"Kit of ideas" During the exploration phase of the project, concepts were developed by Parsons students in two courses held during the spring of 2012. They explored the co-production and co-design approach, where citizens can collaborate actively in the process of generating ideas for services.		Illustration Graphics Storyboards Easy-to-understand communications materials, paired with simpler ways for staff and the public to provide feedback, improve information exchange during and after the process.

USA, Pasadena, Designmatters at Art Center College of Design - Communicating the Wellbeing of a City with Santa Monica

Project	Student teams worked alongside Santa Monica civic leaders to translate the City of Santa Monica's Wellbeing Index into innovative transmedia design campaigns that communicate a shared understanding of the community's strengths and needs as well as improve a collective sense of wellbeing for all citizens of Santa Monica.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
At the core of The Wellbeing Project is the Wellbeing Index, a measurement tool that provides an understanding of community wellbeing in Santa Monica, CA. The index combines available data, determines what new types of data should be gathered, and integrates in new ways all of the available information in order to shape effective future policy	Students began with immersive field research in Santa Monica, CA; with the goal of finding the human voice of the city and how that corresponds to Wellbeing data. After review of the research findings, two creative campaign concepts emerged. The teams worked to develop their concepts into full campaigns that could be easily implemented by the City.	Civic wellbeing Government innovation The Wellbeing Index provides a baseline for understanding what contributes to wellbeing and how the city and community can work to improve it. By understanding more about what makes a community thrive, civic leaders and community stakeholders can work together on making meaningful changes in the community and creating effective future policy and programs.	Public commentary The index collected survey info from over 2,000 Santa Monica residents about personal experiences and thoughts on housing, mobility and development among other topics. Researchers also scanned public commentary on social media outlets to determine attitudes and concerns about money, jobs, economic disparity and other relevant issues.	One of the two project outcomes, "@santamonicafamily" was created with the goal of branding Santa Monica as a city that brings people together and establishing a sense of belonging and community. This student team expanded the idea of the traditional family portrait to encompass the larger extended family of Santa Monica. The simple act of meeting one another before a camera lens became a gentle reminder that Santa Monicans have a familial bond and they can invest in one another and their community.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Campaign implementation Environmental interventions The Santa Monica Office of Civic Wellbeing has expressed interest in moving the concepts forward to full implementation. Students considered how to further expand the projects for display around Santa Monica in prominent locations to create a citywide art/photo gallery; and immersive environmental interventions with colorful therma-prints cleverly positioned onto existing infrastructure to convey		Field research Data analysis Prototyping Student teams were able to put into practice field research techniques learned during their course of study at ArtCenter. Additionally, students were in close contact with members of the Santa Monica Wellbeing Index who offered guidance, suggestions and affirmations with the teams' concepts. As the students prototyped their campaigns, they were challenged to effectively connect people to	Professional opportunities The installation and upkeep of the campaign elements and design interventions around the city of Santa Monica could potentially provide jobs for several artists, designers, and contractors.	Design concepts Employing wellbeing data results and field research, student teams designed, constructed and tested conceptual campaigns in real-time with real residents.

data/statistics and start conversations.		data. Students had the opportunity to field test their prototypes in real-time with residents at Santa Monica events, farmer's markets and by creating pop-up installations. Students took advantage of the immediate feedback loop from residents by carefully refining their projects.		
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CANADA, Vancouver, Emily Carr University – CloTHING(s) as conversations

Project	Our goal is to affect the manner that clothing is consumed - to use conversation as a medium to explore and seed new modes of production, use and expression for the clothing we wear. We are developing prototypes for new clothing propositions, novel mechanisms for clothing construction, and systems for shared expression on the body.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
What is it about the cloTHING(s) we wear and their link to the way we connect? Can we reframe the understanding of clothing from a unidirectional entity (the fashion statement) to one of multidirectional interchanges and dialogue?	Methodologies from creative research are being used in conjunction with insight from psycholinguistics, sociology and human computer interaction. Artifacts and didactic from practice-led inquiry will be applied to empathy studies, an interactive exhibition and co-creative events. They will serve in dissemination and provide critical feedback loops.	. We are connected to the Brooklyn Fashion and Design Accelerator's Brain Trust which will assure that research findings and initiatives produced by cloTHING(s) as conversation will extend outward to other fashion research and industry based initiatives. Designed to foster and support fashion design innovation, this newly formed design incubator, is situated in and tightly connected to one of the key hubs of the global fashion industry – New York City		There are links between mechanisms of conversation and the way we use clothing. Clothing and the act of wearing, the statement, and being in public are inherently linked to the social. The propensity to imitate our contemporaries' vestiture can be viewed as a visual and embodied desire for mutual understanding. Using conversation as a focal point provides a unique approach to design research that is relevant to sustainability in the garment trade, social innovation and developments in wearable technology.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
	Concurrent with traditional clothing systems are applications and explorations introduced to textiles and fashion. 3D printing, additive manufacturing, open-source wearable hardware and social media afford new platforms for shared local solutions and cultural expression. Developments in these areas have the potential to significantly change our concept of, and interaction with, clothing. To date they are most often applied within the current consumption paradigm. CloTHING(s) as conversation looks to reframe this assumption.	The project engages students from the undergraduate and graduate levels of design at Emily Carr University. They are trained in a variety of skills in two dimensional and three dimensional design practices including 3D printing and Computer Aided Design technologies, Industrial Design techniques, and Communication and Interaction Design. The students actively participate and help guide the project.	Canada's creative economy has the capacity to integrate and act upon social media driven material production and processes. This project is situated within this context of innovation. By addressing contemporary clothing consumption patterns in conjunction with novel applications for social media and shared open source technology for local solutions research assistants will be trained in a range of topics key to art and design disciplines.	As part of our research, uni + form explored possible narratives in using the plus shaped garments. We asked what is the insight to be found in wearing what we have redesigned.

USA, Pittsburg Carnegie Mellon University, Latham St. Commons Reconnecting People Through Daily Life Needs

Project	The project site is a nearly vacant set of storage garages on the border of two ethnically and socioeconomically diverse neighborhoods. Here, the Commons has an opportunity to bridge the racial and social divides that perpetuate blight, poverty, and inequality. The Commons intends to accomplish this prodigious task in measured parts, not unlike the gridded layout of the garage structures themselves. Inspired by the structure's original partitions, the Commons will feature different program cells, each operating under the intersection of sustainable utilization of physical space, positive community interactions, and enhanced access to nutritious food.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Latham St. Commons is an initiative that addresses the challenges and complexities in rejuvenating a decaying urban structure situated between two socially and economically divided communities. Can a racially, socially, and economically diverse community determine, manage and leverage a shared set of community "common" assets? Is it even possible to build a system where daily life needs are the drivers for new local economies?		. Testing existing policies with "disruptive" technologies and methods There are many existing policies that impacted this initiative including compliance with current zoning laws, infrastructure for water, energy, used in ways not previously anticipated, and farm subsidies and other economic incentives/disincentives. Food policies are, and will continue to be, tested by "disruptive" technologies and methods. Latham St. Commons provides an opportunity for policymakers to evaluate, experiment with, and responsibly introduce changes to existing norms and conventional wisdom.	Social economy, sharing There are many different ways we can design for social interactions and meaningful engagement with the community. But for the purpose of our investigation we will discover the affordances of co-designing with the community alongside relevant data and technology to inspire new types of learning, advocacy and engagement.	Our plan includes utilizing the existing roof surface as a rooftop garden for food production. Working with various stakeholders to understand the necessary physical and organizational infrastructure, and how to develop such a system to be integrative and holistic is key. We feel substantial portions of the facility will not only be off-grid, but also net-positive; producing some of its own heat and fuel requirements and revenue within the community. The garage space beneath should enable food and other enterprises to efficiently produce and exchange goods and services.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Build learning networks related to regional food supply chain and food justice Engage local communities in the design and implementation of region food systems	Often missing from these initiatives is a long-term financial sustainability strategy. The presence of new social ventures will encourage community members to spend money within the local economy. The social ventures also provides a self-sustaining financial model and aims to bring healthy food	Social-Impact Bond(s) Co-Designing Sharing economies The Latham St. Commons is an interdisciplinary project between the School of Design and Architecture, and Public Policy programs at Carnegie Mellon University. Designing for such complex and sensitive issues	For the long-term, the Latham St. Commons projects to create new opportunities for social ventures into the local economy. Through these opportunities, we hope to create jobs, provide supplemental revenue streams to families involved in the ventures, and add both material and holistic wealth to the community.	Community Listening Stations Contextual data visualization tools

	options into the local food system in Pittsburgh, PA.	requires collaboration not only between these programs, but also involves interaction, engagement and feedback from the community at every step along the way.		
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USA, Savannah, Savannah College of Art and Design - Accelerate. Facilitating the emergence of a local, equitable, and sustainable economy.

Project	Accelerate Savannah is developing an equitable prosperity initiative by facilitating a series of broad-reaching collaborations that creates new jobs and entrepreneurial opportunities around a comprehensive and inclusive 'green economy' framework.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Savannah is known for its human-scale city planning and its historic beauty. What's less known is that it's a city with endemic poverty. The city also experiences creative 'brain drain,' due to a lack of work opportunities for recent college graduates. Leveraging the city's industrial past and the abovementioned 'liabilities' can lead to an inclusive green jobs economy in this port city.	. 2011 – 2013: Various, co-design initiatives with impacted communities Feb. 2013: convening of green economy leaders Sept. — Nov. 2013: co-creation of 'green hub' model Jan. – March 2014: Co-creation of toolkits for convening and facilitating the green economy in Savannah March 2014 – ongoing: Continual development	. Workforce Development + economic mobility Members of Accelerate Savannah + ongoing SCAD classes are working with officials in the City Manager's office and the Mayor's office to define the parameters of a public-private partnership to attract major external funding, and to target relevant changes to ordinances and small business incentives.	Ongoing design initiatives and interventions have been designed to maximize community involvement, and input, beginning with an intensive, co-design process that brought international design leaders with local community members, city officials, and design students	Aspirational + generative Open + participatory Numerous tools were designed to provide members of various communities in Savannah to speak directly to each other in non-threatening environments, and through generative dialog techniques.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
The search for an ideal geographic 'common ground' is being sought to provide a bridge between different communities in Savannah, and create a common vision for a hub that fosters formal and informal learning for all, and with social, cultural, economic and environmental sustainability at its core.	Maker space + green hub development Workforce development Students are working with industry leaders from many sectors to start formulating the strategy, process, and physical spaces needed to create a "physical and intellectual hub for sustainability that increases the quality and quantity of green jobs in Savannah."	Skill sharing + maker space development Networking existing assets, and empowering new ones Networks of individuals from various communities are being introduced to each other, and provided opportunities to strengthen their professional connections and social bonds, and empowered to share their skills with the community.	Engaging local craftsmen to teach and learn Youth job training A centerpiece of the Accelerate endeavor is the creation of a local jobs through innovative partnerships in the green collar economy, as well as foster social entrepreneurship for local craftsmen and young designers alike. Our initiative involves the demand side as well as the supply side of the equation,	Visualization of complex information and the relationships between stakeholders over time has been at the heart of building a shared vision over the last several years. Iterated visualizations of concepts and relationships have given voice to underrepresented segments of the population even as they have articulated future benefits of new ideas to decision makers.

AUSTRALIA, Melbourne, RMIT University - Needle and Syringe Program Online: Bypassing stigma and protecting anonymity to preserve health

Project	To identify barriers to accessing new injecting equipment, we used a 'quick' ethnography research design comprising participant observation, and interviews and surveys with drug users, NSP managers and front line workers. Key issues were service users' attitudes to confidentiality and experience of judgment.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
<p>Since 1986, Australian Needle and Syringe Programs (NSPs) have been an official strategy to reduce the harms of injecting drug use, including the spread of Hepatitis C and HIV. NSPs provide injecting equipment at no or low cost. Yet barriers to 100% coverage of new equipment per injection persist.</p>	<p>The design process used service ecology mapping, personas, scenarios, role play and low-fidelity prototyping to analyse research findings and propose a design response.</p>	<p>Do public services elicit individual behavior? Victoria has over 400 NSPs in Victoria in the form of dedicated facilities, mobile outreach programs, and services in community health centres, hospitals and pharmacies. Despite this number, in Australia, people choose to re-use or share needles around 14% of the time. User-centred design highlights to governments and existing programs the to understand services from clients' perspectives in their diversity and complexity.</p>	<p>How can service systems avoid perceptions of inclusion and exclusion? Public service deliverers are continually confronted by the need to develop and implement culturally and socially inclusive practices and processes. In investigating how to preserve service users' anonymity in accessing injecting equipment through the NSP system, we identified the experience of judgment as an additional barrier to access. To expand of freedom of choice and equality of access in the NSP system, we looked to ways in which individuals could be more proactive and in control of the process of accessing the equipment they needed.</p>	<p>Identifying affective barriers to access Mapping complexity in service delivery The NSP literature links coverage of new injecting equipment to harm reduction. It rarely investigates how the nature of service delivery affects the goal of 100% coverage. In researching the Victorian NSP network, we sought to understand how practices and processes across a complex, dispersed system might create practical barriers and affective deterrents for specific service users obtaining new injecting equipment at times.</p>
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
	<p>NSP Online: an integrated online platform for distributing injecting equipment by mail. The confidential service provides a new access channel to injecting equipment, moving Victoria further towards 100% coverage of new equipment per injection. It offers accurate, comprehensive drug education, scope for online support and referral to treatment</p>	<p>Community service learning Developing empathy Practicing advocacy The project integrated experiential learning in the area of service innovation with the fulfilment of community need. Students gained professional and research skills, and developed their sense of empathy for the</p>		<p>Synthesising research through personas and scenarios Close collaboration with the client during a four hour experience design workshop was crucial to sharing critical information on the NSP system and its approaches to harm reduction. Synthesising design research as personas and scenarios was vital to presenting</p>

	<p>programs that service users can access anonymously at their convenience without the experience of judgment, real or perceived.</p>	<p>diversity and situation of service users, becoming strong advocates for their needs and interests. The project partner gained insight into the value of service design in auditing and improving the delivery of community services.</p>		<p>the new service proposals to our project partner.</p>
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NEW ZEALAND, Auckland University of Technology - Creative Common Occupation. Supporting creative practice.

Project	Creative Common Occupation (CCO) is a group of recent fashion and textile design graduates from Auckland University of Technology. The collective is working together to produce design-led, quality local product; exploring new commercialisation strategies to enable them to thrive as creative practitioners.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
New Zealand fashion graduates find that the industry is largely unable to offer jobs that are in any way aligned to their design training. While 'throw-away' mass-fashion remains dominant in the market place, it is incumbent on the design community to develop alternative strategies. These strategies seek to offer both [self] employment opportunities in the creative sector, and a better, more sustainable product for the end consumer.	. The CCO project was developed using a co-design process involving stakeholders from the emerging designer and academic communities. Using design-led action research, the project involves ongoing workroom participation, culminating in a series of socially engaged retail events.	. Re-envisaged city zoning Local commerce The first public CCO event was held in the historic Karangahape Road – a former premier retail destination that, with the advent of suburban shopping malls in the 1960s, became partially derelict and closely associated with the adjacent red-light district. The event was supported by the 'K Road' Business Association, a non-government organisation that supports arts events and entrepreneurial projects to stimulate both commerce and community engagement; signaling to town planners a re-envisaged future for Auckland's inner city	Re-establishing authentic design practice CCO participants engage in a process of envisaging and iteratively trialing an alternative fashion production system, one that supports authentic design practice, and which challenges the notion of mass produced fastfashion that is simply 're-interpreted' from overseas designs. The designed products embrace artisanal craftsmanship, contrasted against the vibrant urban events used to promote the collective.	Consumer/designer engagement Key stakeholder buy-in Work creation through social innovation Community events are used to showcase the collective to consumers, industry players and aspiring designers. The events seek to foster mutually beneficial relationships with suppliers and end users, and are characterised by a sense of optimism and inclusion.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Utilisation of vacant city spaces Urban revitalization CCO does not rely on conventional retailing, instead it utilises vacant commercial and warehouse spaces to hold exhibition events that serve to both market the product and provide and an opportunity for	Craftsmanship Alternative systems CCO provides an alternative model to the globalised mass-market fashion system. The strength of CCO is in production of high quality local product, with the designers having a physical connection to the complete	Collective practice Training Knowledge transfer Recent graduates learn time-honoured traditions from seasoned design practitioners; mentors provide links to industry contacts; and current students contribute 'work experience'	The collective nature of the project supports the individual practitioner in developing confidence in their own creative process. They are protected from isolation and are supported by their peer group and mentors. A central theme of the collective is that the mentorship is ongoing,	Traditional fashion design storyboarding is used in the garment design development stages. Aspects of conventional media are also used to advertise final design offerings. Whilst the project is innovative in its approach, the final garments are benchmarked against

<p>community engagement. Collaborations with other design graduates allow for the integration of installation projects, thereby showcasing work from a variety of disciplines within a transformative urban project</p>	<p>process of making, “in an endeavour to make our craft our occupation.”</p>	<p>hours to support to their alumni, with a view to joining the collective in the future. The project embraces skill sharing and capacity building, with all members of the collective benefiting from a supportive environment and a sense of shared participation.</p>	<p>with today's mentees becoming tomorrow's mentors.</p>	<p>comparable high-end design labels, and as such are profiled accordingly. All public communications highlight the alternative nature of this local co-creation model.</p>
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BRAZIL. Rio de Janeiro – UFRJ – University of Brazil, Active aging and hospitality: Designing a collaborative lodging service in older people’s homes in Rio de Janeiro

Project	This project proposes a collaborative service between older people who lives in Rio de Janeiro and tourists, through domestic hospitality. This service model, focused on community, empowering the older people: value their experience and their skills. Based on the active aging concept, this project focused on the unexplored potential of older people (linked at the city).			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
- Older people who lives in the Rio de Janeiro city and the tourism sector; - Unexplored potential of collaborative services of the older people who lives in the city of Rio de Janeiro, and have empty rooms in the home.	- Identifies and uses the potential offered by older people with empty rooms at home in Rio de Janeiro's city, fostering domestic hospitality. - The goals are: to promote active aging; to show the value of older people in their community; to respond to the increasing demand for a alternative accommodation in the city; and to encourage the use of new technologies by older people (to manage the on-line bookings).	. The project is based on the ""active aging concept (health - participation – security) which is informing public policies in Rio de Janeiro municipality. The older people themselves (in an active manner), organize the hosting with the guest (tourist), providing the service experience. The proposal is to encourage the interaction and the	The project involves older people who have skills, interesting life stories or good experiences linked the city, as part of the "cultural heritage" in Rio. These older people will allow tourists an experience in Rio de Janeiro from the point of view of a older person who lives in the city. The older people remain active, integrated and participating in their community. The project is supported by an online platform, which contain the registrations of guests and hosts.	Solidarity Engagement From the older people perspective , the benefits of this service are: reduction of social isolation and risk of loneliness; new skills development (particularly in technology); practice of cognitive activities; development of trust and solidarity between generations; income generation; and engagement in the Rio de Janeiro .
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Domestic hospitality Resource management The impact of this project on the city is the promotion of a responsible tourism through the interaction with the local community; privileged access to cultural heritage in Rio through contact with the older people in their homes; and to respond increasing demand for a alternative accommodation in the city.	Cultural Heritage Personal skills As part of the "cultural heritage" - older people who have skills, interesting life stories or good experiences - are linked the city. Thus, a unexplored potential in this population segment is identified: it values the skills, knowledge and experience of the older people in your city. This service is produced and consumed by tourists and older people. (and enabled by an online platform).	Elderly people are trained in how to use their own home structure and individual skills to get the solution. It includes the exchange of experiences with guests, based on the valorization of its own personal stories and the stories they have lived in Rio de Janeiro . They are also examples in their localities, on how to get older actively.	Is possible to replicate this service in other cities, involving older people and tourists. It generates income for the elderly people. The opportunities that emerge from this service are: a new hosting model; and personal skills of the older people as a value.	Storytelling and personas The project is based on the life story of the older people as the key value of service. Therefore, tools like storytelling and "personas" are used.

BRAZIL, Belo Horizonte, UEMG – Universidade do Estado de Minas Gerais - FOOD DESIGN Improving Small Rural Productions.

Project	Work with these entrepreneurs in order to improve quality of their products and selling options.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
In rural areas and small communities, some people are trying to sell their own production by creating original recipes or redesigning traditional ones to make a living.	. Designing new packaging, displays, improving recipes, showing ways to enhance the business and keep it in sustainable ways.	Food design Work with the community in order to rescue old recipes and improve them	Work with small producers and community members to enhance cultural identity through food	Hands on Everyone should bring at least one recipe
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Use native products to rescue gustatory memory	Home made cakes Households and farmers' market	Baking packaging tasting	Better opportunities to rural community Broader touristic market	Use gustatory senses to explore and enhance tourism.

BRAZIL, Porto Alegre, UNISINOS University, Super Healthy. An enabling service to empower patients.

Project	A participatory model of healthcare to empower patients through knowledge and true understanding of their condition and actions needed to deal with it. The designer worked on the development of a new service for patients with diabetes. The concept that guided the new service development was “education as a cornerstone for the selfmanagement of diabetes”.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Brazilian public healthcare system is not prepared to assist chronic patients mainly because it is based on a value chain model where different experts contribute to patient wellbeing in a restrict manner. The project was developed in a low-income community where one thousand families are registered in healthcare facility. 43 patients had type II diabetes.	. The designer used the Design Council Double Diamond method that recommends passing through 4 main phases: discover define develop deliver		. The new service would encourage greater community participation, and not focus only on the Basic Health Centre. The project development involved two service designers, four healthcare employees and seven patients	The new service would foster different attitudes. Actually, it would stimulated people who interact with diabetic patients in service delivery to be empathetic and caring; to have a respectful and ethical professional attitude; and especially, should know how to listen the patients and to teach them by theirs good example.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
				The designer created conditions for the system to evolve by providing tools for co-creation, helping the users visualize their treatment and making interfaces coherent and easy to navigate inside the system.

CHILE, Santiago Duoc UC – Octopus project

Project	To co-create new ways/capabilities of self-management for fundraising (not only charity) that help them to improve required standards or needs, promote more/better opportunities and development for both, children and staff, where they can express themselves, share within their community and, therefore, increase their sense of belonging.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
A “Children Residence” provides legal care for 40 children whose rights were vulnerated. They get subvention from SENAME (National Children Service) equivalent to 60% of total expenses, the rest -hopefully- by raising funds. 60% become almost 100%, which means some needs aren’t attended. Motivation declines because of these lack or resources/plan.	. Student team were required to discover insights from this community, by doing several experencies or prototypes which provided main work focuses (innovation) leading to: Co-create a Plan showing needs to be covered Realize where to put efforts in fund-raising Implement part of the solutions with the Children Say “no, thank’s” to every charity actions	Thing “we” need, not “you” Considering them in the whole process, we got enough trust to explore new ways in which they should manage in the near future. Because of several experencies they had with different people, this community realized there’s no need to say “yes” to every single donation from others: only to the ones that fulfill their needs, according to 2014 Action Plan.	Connecting wills Motivating them to be part of the solutions to their needs, to dream better conditions, to empowering them to achieve their goals, to express really what they think and doing something to respect their thoughts.	Opening to Others: «we need, we can, we should» Connecting children with design students & stakeholders in sharing activities; inviting them to participate actively in modifying their environment, choosing what they like to have. These interactions bring affection & trust
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
Vulnerability = Opportunity to make people’s life better Community start feeling that this space belongs to them, so they are willing to change and empower themselves. By participating in many activities children & community can have new life models to look at ... and society	Belonging participation They had the opportunity of cultivate their own vegetables, repair their own spaces, enjoy a movie in the yard, all examples of how they can provide themselves goods saving money.	Normally academic curriculum provides students different courses by blocks, not integrating knowledge. Cocreated solutions necessarily need connecting many different things. Designing FROM others	More than job creation, this project started a social consciousness on students & stakeholders in order to have “behavioral models” to follow, i. e., work with others to empower them to get better future conditions.	When insights were defined, several presentations were done for the community, where they had the opportunity of vote/express opinions for best ideas/solutions. The whole co-creation process was clarified by showing and sharing images that expresses best team’s thoughts.

Project	"Villa Clarín, a space for all" is a project that is generated by community desire to have a more suitable public space to carry out their leisure activities, especially for children. With this space intended for people to generate better relationships between them, share and enjoy in group; and to positively impact the future growth and development of the community.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Villa Clarín almost 15 years ago an informal settlement where people, mostly kids, doesn't have any space to play or share with the other people of the community, because the irregularity of the land and the amount of waste become part of local landscape.	0. Deep Hanging Out 1. Participative problems and potential assesment 2. Identification of spaces. 3. Validation with the community 4. Participative Design 5. Construction of space 6. Inauguration		From the beginning the project was conceived in a participative way with the community, sharing their desires, needs and potential to be an active agent into the process of change. It became clear that the inclusion of the community in the design process and project generation, is the only way to ensure the relevance thereof.	The project "Un espacio para todos" aims to motivate the integration of families and strengthening the social fabric of the neighborhood to create an organized, cooperative and responsible community to act collectively when conflict situations arise. Likewise it is an opportunity to encourage awareness of the use and care of public spaces as everyone's responsibility.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
The park is the first and only formal place for recreation and socialization for people from these neighborhood, which makes it a strong instrument to measure the degree of social integration and the meaning of belonging and appropriation of the public space. Its relevance extends to the community's recognizement of the potential of organize, create and maintain other spaces themselves.		Two activities at the beginning of the workshop were performed: the development of an individual portfolio that allowed internally explore the skills and attitudes of each; and the portfolio of group where each contributed their skills to support others and work collectively. This was a significant experience in working methods, since that in spite of the differences, get the project on going, leaving aside individual egos and making a bigger impact in the community	Within the projects activities, the field work and co-creation sessions began a skill and knowledge transfer around reused material assesment and transformation into products such as benches and playgrounds, although these did not create a direct job, it facilitated the acknowledge of a commercial potential of these products and the park maintenance as well.	The use of communication tools such as mind mapping, project boards and video , were a great help for community participation in the diagnosis of problems, potentials and actors, also in the generation of ideas and project evaluation. Besides performing a live map of the neighborhood was also valuable to know the places

COLOMBIA, Barranquilla Universidad del Norte - Olla sobre la llama. The way to safe, healthy and efficient stoves for Villa Clarin.

Project	"Olla sobre la Llama" is a project of co-creation of stoves with the community which uses resources available in their environment and seeks to inform people the risks of exposure to firewood smoke and through participatory design tools to improve the quality of life of the community by the empowerment of solutions .			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Villa Clarín, Palermo is an informal neighborhood where women usually cook and spend as much time near fireplace stoves as younger children they take care of, exposing them to these pollutants from early childhood. These vulnerable population who are constantly exposed to wood smoke have a higher risk of developing chronic obstructive pulmonary disease, and to experiment more frequent and severe symptoms of the disease.	. The design process. 1. Situation Diagnosis 2. Conclusion Analysis. 3. Problem awareness Sessions 4. Participative alternative creation. 5. Alternatives Evaluation. 6. Prototyping 7. Validation with the community 8. Implementation	This is a neighborhood of informal nature endangered or threatened by legal uncertainty of land, with a survival economy and housing, underserved of basic infrastructure services; In the absence of state, residents have to organize themselves to improve their living conditions before being evicted or to prevent emergency situations by the characteristics and location of the land.	Participative design was used since it open the possibility of developing raising awareness processes, collective learning, empowerment, among others. It was carried out in a participative way with the community, especially women heads of household in the neighborhood. People took part from diagnosis to stoves construction.	«Maker community» generation Through training workshops and co-design for empowering building techniques with clay, a new generation of "makers" is created. These "makers" have the necessary tools to perform stoves maintenance, adjustments or new developments; while transferring this knowledge to new families arriving to the neighborhood or other communities with similar situation.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
This project seeks to prevent health damage by reducing the impact of the conditions of adapted firewood stoves that expose informal settlers to high levels of pollutants from its smoke. Despite that they still use firewood as fuel for cooking activities at home, in this case, small pieces of pallets that are abandoned by commercial sector companies around are been used.	In terms of consumption, "Olla sobre la llama" seeks to reduce the health impact of neighborhood families, allowing a cleaner combustion and carbon monoxide redirection. Also includes an open layout as each person can make their own stove and its adaptations. Finally collection of supplies and molds is done with the collaboration of community leaders, who open their home voluntarily, while construction of the stoves is done as a community where everyone can participate in these sessions.	The opportunity to have a closer contact with reality is given through this kind of projects, facing the daily problem of vulnerable communities in our region. Under this new methodology of work, participative approaches where community members feel connected to the design process from the beginning thought the end are been used as a tool that the students must learn to develop in their projects.	The stove design was contemplated from the beginning to be built with materials that could be found in the community's territory. The neighborhood has a brickwork where the material to built the stoves are extracted, mainly clay. The people from the community are empowered to build their own stove and do some maintenance if necessary. This training allows people in the community to know the benefits of the material so that they can build other objects with the same technique as well as teaching among themselves.	Visualization and storytelling have been very helpful tools both for the student to organize ideas and to communicate with the community and other external stakeholders about the potential of the project to be replicated, as a process or result.

BRAZIL, Florianópolis. Federal University of Santa Catarina - Alto Vale do Itajaí. Design for local development

Project	The AMPE (An association of micro and small enterprises) identifies the cases that have entrepreneurial potential and interlinks the relationship between the local community, the municipal government and the University (NASDesign) in seeking to strengthen their production and promote local development.			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Alto Vale do Itajaí is a region of the state of Santa Catarina in Brazil, where there are different productive groups formed by families and neighbors who organized themselves around a production, generally of food, using local raw materials and local labour. Overall, their products have low competitive value	. NAS Design conducts a systemic analysis of the production in order to offer services for sustainable local development. In this way, The Nas Design develops visual identity for the groups and packages for their products, improving technical and aesthetic attributes, increasing competitiveness and promoting local development.	The project aims to interlink interactions top-down, bottom up and peer-to-peer between the institutions promoting a strategic planning with the social actors who operationalize the productive actions.	Productive groups and microenterprises identified by AMPE are invited to awareness lectures aiming to involve more interested people to participate in the project.	The project aims to create local productive arrangements, and involve social actors in an active position for the expression of their identities and skills, through a process of co-creation between the people and designers.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
How the project relates to city and environmental planning: the impact of social innovation projects on the city, the media, the private and public space. City and Environmental Planning Design is used to communicate strategic actions. In the new municipality of Chapadão do Lageado, the urban planning fostered ecotourism, resulting in the creation of an Environmental Park.	The perception of the local landscapes as an added value to the products of the place. This value is explored in visual identities, nature trails and places of local cuisine.	The design process is developed as an exchange of knowledge among the community. The community learns about design concepts, packaging, workplace ergonomics, etc. And designers learns about the people,	New kinds of jobs During the project, new kinds of jobs were opened. For example, on tourism, as the guides of the trails on the park. With the valuation and increased competitiveness of products also expected to increase jobs in the productive groups and microenterprises assisted in the project.	Characters created based on economic and historical characteristics of the area. The gamification was used in order to pass information to the user in a fun and interesting way.

BRAZIL, Curitiba, Federal University of Paraná - Auguri Flores trazem alegria

Project	Setup social networks between groups of friends and family, have them pick up the flowers after the event is over and before these being thrown away. Fix flower arrangements and distribute them to nursing homes to brighten the elders living environment			
Context	Design process	Governance policy making	Activism and participation	Social interactions /relations
Flowers that are used to decorate wedding parties and other party events are usually thrown away after the event is over. Meanwhile elderly people live in nursing homes are lacking of attention and company	Contact of ceremonial companies and choose nursing homes. Contact participants using social networks (around 6 to 8 people). There is no preset place, day of the week or time for the group to meet. Organizing a group is centered around the group leader his friends and relatives willing to participate	The project has no relation to government or policymakers. The participants of the Auguri work spontaneously together with private companies of organization of wedding parties.	The project is open to anyone who wants to participate, it is not a closed group of participants..	Social learnig Additional life cycle for flowers People participate because they rejoice in making the bouquets and rejoice the elderly who will receive the flowers. The flowers receive an additional life cycle and are not discarded.
City and Env. planning	Production distrib. consumption	Skill Training Design Education	Job creation	Storytelling
The Auguri does not have visibility in the media. The participants know about the initiative by other friends	The production as well as the distribution are done by volunteers. All the work is done by volunteers. Flowers are delivered in person and by surprise to the elderly who will use them to decorate their rooms through the end of the flowers	Despite being a voluntary initiative, the organizer created a logo, tools and accessories for group volunteers to work with. Being an architect, she plans Set up step-by-step procedures.	This initiative will not create new jobs (direct or indirect).However by learning how the organization is built it becomes possible to follow the same methodology with a business company	How storytelling and visualisation are used to describe the project: the stories design tells and the tools/formats it uses, the aims and the target of the communication.