
UPSTREAM

Prospects Through Design

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Editors

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PROVISIONS



CO-DES

CREATING SMALL WORLDS

Idea — The aim of my project Co-Des is to tear down the boundaries between designers, customers and consumers in order to include all of them in the process of developing new solutions. All parties should benefit from this process, and they should get the opportunity to make meaningful contributions from their individual perspectives. As a consequence, unpredictable outcomes will emerge and broaden our horizon of understanding.

Context — The project is located in the field of Participative Design, i.e. it focuses on a design process which includes as many interest groups as possible. It is true that in previous projects of this kind, the contributions made and the respective results were taken into account; however, changes in the perspective from which the topic was viewed were mostly disregarded.

Content — The aim of Co-Des – Creating Small Worlds is to highlight the fact that there is always more than just one perspective to a topic. Different interest groups have different perspectives which stand against backgrounds of given values and motivations. Co-Des tries to visualize these values and thus create the framework – the co-dex – for doing design work. As a result, the different layers of a topic become perceivable, thus allowing for more differentiated approaches. The project focuses on the co-creative process whose purpose is to support intersubjective exchange. Actions taking the form of design activities and dialogues are important tools for

visualizing the individual values and making the different perspectives transparent. In various experiments, I have been exploring and documenting the possibilities and limitations of participative work. In the course of my project, I have become aware of both the expenditures and the profits in participative design processes. Finding the appropriate format of participation opens up new challenges and opportunities for designers.

Product — On the basis of the experience gained from my experiments, I will try to formulate a method and illustrate it by examples of how to realize participative work in design.

Upstream — In my project, the term ‘culture’ refers to the participants’ various lifeworlds. Some of these lifeworlds differ greatly. Thus, visualizing the underlying values makes it possible to mediate between the different environments and perspectives.

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