FUSION

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_date:

01/04 -02/04

_TITLE:

Creative Exchanges:
Co-design for and with active aging citizens

_PARTICIPANTS:

8 fully funded designer-makers; local participants

CREATIVE EXCHANGES: CO-DESIGN FOR AND WITH ACTIVE AGING CITIZENS

This two-day, online workshop will explore methods of engaging older people in co-design processes, with a particular reference to how we can tailor our methods of involvement to ensure their voices and priorities are heard and represented in the final design products.

The workshop will begin with brief but targeted introductions to the areas of ageing (from a lifespan and psychological perspective), as well as to the use of co-design with underrepresented groups. Participants will then break into smaller groups to learn about, and carry out, common and not-so-common co-design methods with particular reference to their use in designing with older people. After lunch, day 1 will wrap up with a brainstorming session that seeks to elicit participants' own questions and interests in the topic area, as well as with a short, interactive talk about fashion and textiles in older age.

Day 2 will start with a recap of Day 1's activities, and participants will shortly divide themselves into topic groups (provided by workshop organisers, but with some flexibility) to begin a half-day mini-workshop which will focus on project ideation and development. Scaffolded by materials provided by the organisers, the aim is that by lunchtime, participants will have completed a project plan (to focus on research, industry, single-products, or otherwise) which they will then 'pitch' to the group after lunch. Participants will receive feedback on their project ideas. Day 2 will finish with an introduction to the next class.

Dr KELLIE MORRISSEY

A psychologist by training, Kellie's research interests are in the co-design of digital objects and systems in sensitive health & social care settings. She carried out her PhD in Experience-Centred Design for dementia care in University College Cork, and, after a 1 year postdoc on the MyPlace project in Open Lab, School of Computing, Newcastle University, she was awarded a career fellowship in 2017, where she led the Digital Social Care research theme in Open Lab for 2 years. In 2019, she transferred to the University of Limerick, where she took up the position of Lecturer in Design for Health & Wellbeing. She has also carried out design projects into menopause, sexual health, and sexuality in later life.

Dr SARAH FOLEY

Sarah is currently a Lecturer in the School of Applied Psychology at University College Cork. Her teaching activities include an undergraduate course on 'Psychology and Computing' and a postgraduate module on Qualitative Research Methods in applied psychology. Sarah's research involves working with people with dementia to examine the use of technology and design for increasing social inclusion. She is interested in issues regarding who is included in the design of technology and ensuring more inclusive design processes.

JAMES HODGE

James graduated in 2017 from Newcastle University, UK with a BSc in Computer Science. Now a third year PhD student in Digital Civics at Newcastle University's School of Computing, his work focuses on creating positive experiences using Virtual Reality for people living with dementia, resulting in prototypes that explore the importance of tailoring media experiences for users who are often not included in the design of new technologies. James has a have passion in using participatory design in his work: he believes it is important to actively involve participants in design as they will be the users who will be impacted by your work. James' work on the sensitive involvement of older people in the design of new technologies has been published and awarded internationally.

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_DESCRIPTION: _EXPERTS/ORGANISERS: <mark>_TIMETABLE:01</mark>

5 min   **WELCOME AND INTRODUCTION**

Welcome from KM, describing housekeeping, schedule of two days, learning outcomes.

30 min   **UNDERSTANDING AGEING FROM A DESIGN PERSPECTIVE**

Short talk focusing on lifespan approaches to ageing, psychology of ageing, how to tackle stereotypes, extant design research in ageing

30 min   **WHY CO-DESIGN?**

Short talk explaining background of co-design methods (from 1970s Scandinavian participatory design to co-design to explosion of PPI popularity) as well as motivation and importance of inclusive co-design when working with older people

15 min   **ICEBREAKER**

Short ice-breaker introduction from all participants

10 min   **COFFEE BREAK**

1 h   **ROTATING TABLE SESSIONS:**
**personas, value elicitation, probes,
design fictions, storyboarding, invisible design, diaries**

Participants rotate around breakout rooms hosted by different design experts; each table session is approx. 10 minutes and serves as an introduction to each co-design method along with a short activity centred on life in older age aimed to illustrate the benefits and drawbacks of each method.

1 h   **LUNCH**

1 h   **BRAINSTORMING SESSION**

Collaborative brainstorming session in small groups via breakout rooms; 20 mins brainstorming challenges and opportunities in older age to which co-design can apply. Can be drawn from personal interest/experience or 'seeded' by prompts displayed onscreen and inspiration packs sent via email out beforehand.

30 min   **FASHION, TEXTILES, AND OLDER PEOPLE**

Quick talk delivered by KM on social and psychological impact of fashion and textiles in older age; opportunities for design.

5 min   **WRAP UP & PLANS FOR TOMORROW**

5 min — **RECAP OF YESTERDAY AND INTRODUCTION TO DAY**

Delivered by KM

3 h — **HALF-DAY WORKSHOPS:**
PARTICIPANTS ARE ASKED TO CHOOSE AN OVERARCHING TOPIC FROM:
- **health and wellbeing**
- **citizenship and community**
- **sexuality, intimacy and gender**
- **technology and staying connected**

Each topic relates to a half-day workshop overseen by a design expert. Participants divide into these groups via breakout roooms and spend three hours on the following activities: formulating a design question; doing background research; creating a workshop plan and choosing design tasks; recruiting the right participants; ensuring ethical conduct; market review; pitching your project. These tasks will be scaffolded by a series of worksheets and postcards provided in virtual packs at the start of day 2, ensuring that participants end this session with a completed draft project plan. Of particular importance is their 'pitch' document, which will form the basis of the first activity after lunch.

1 h — **LUNCH**

1.5 h — **PITCHING AND FEEDBACK SESSION 1**

Each participant is allowed a tight 5 minutes to 'pitch' their project, research idea, or product to the whole room. Participants fill in feedback sheets for their colleagues which are moderated by KM and workshop organisers and passed back to the pitcher.

15 min — **COFFEE BREAK**

1 h — **PITCHING AND FEEDBACK SESSION 2**

Each participant is allowed a tight 5 minutes to 'pitch' their project, research idea, or product to the whole room. Participants fill in feedback sheets for their colleagues which are moderated by KM and workshop organisers and passed back to the pitcher.

5 min — **WRAP UP & GOODBYE**

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see you there