

Co-design Viewed Simply

A model for discussion

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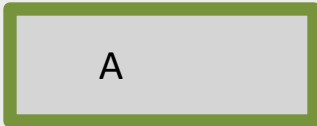
Introduction

- Talk about co-creation/co-design
- In the simplest possible terms
- Cartoon approach
- Give a shape and a vocabulary
- Often overlooked or overcomplicated

Anticipate the end

- Co-creation is the management of the tension/equilibrium between conversations between team members, and the establishment of common frames
- Neither the conversations nor the frames are usually stable enough to give rise to the output
- If the management is successful then this will give rise to the output

Preamble I



- A is for 'Actor'

Preamble II



- A is for 'Actor'
- V is for 'View'

Preamble III



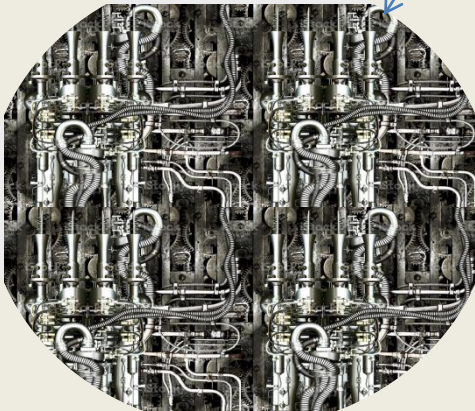
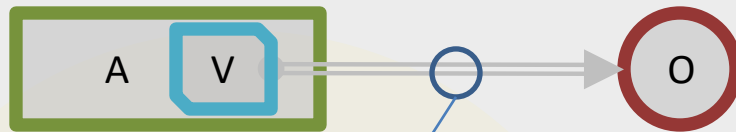
- A is for 'Actor'
- V is for 'View'
- O is for 'Output'

Creation I



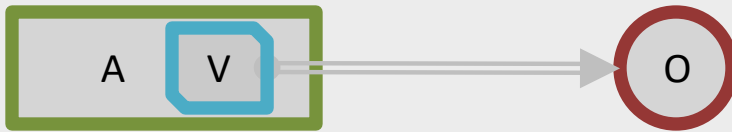
- Bad comparison
- Not perfect, unitary
- Or complete

Creation II



- Complex
- Only partially explicable
- Is the process judged?

Creation III



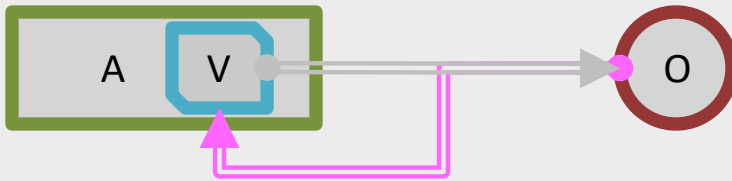
- For example - this presentation
- A is M. Coath
- V is 'a simple view of co-design'
- O is a Powerpoint

Creation IV



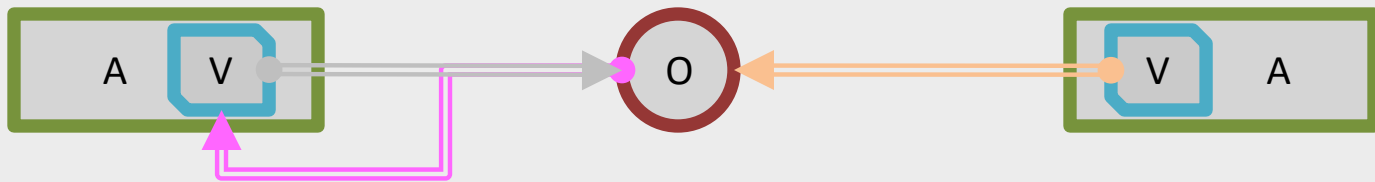
- A is H. Bosch
- V is 'the infernal realm'
- O is a painting

Creation V



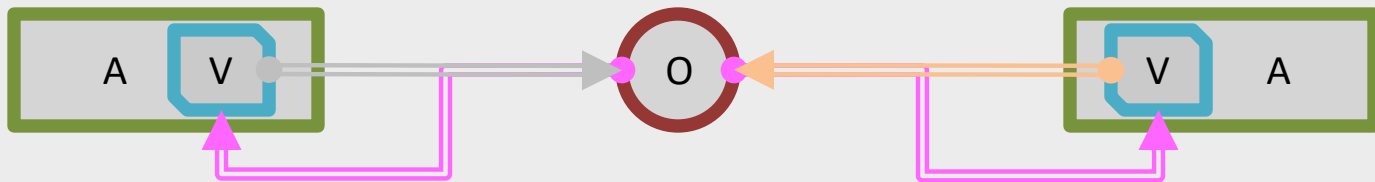
- By virtue of creation
- We learn stuff
- And have our **view changed**

Creation with observer I



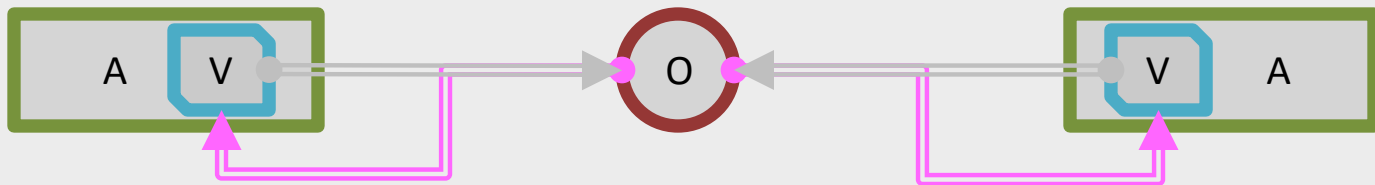
- **Orange** is for 'Observer'
- They bring their **view** to the interaction

Creation with observer II



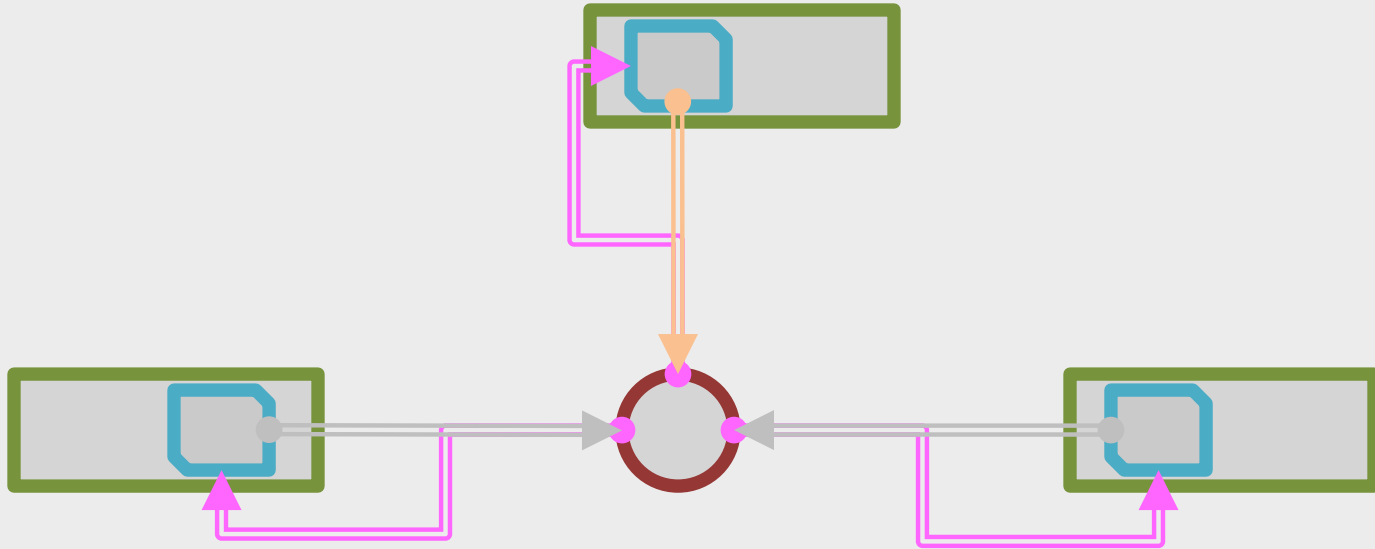
- Orange -> Pink = 'Impact'
- Although all parts have value
- Parallel to Hermeneutics

Co-creation?



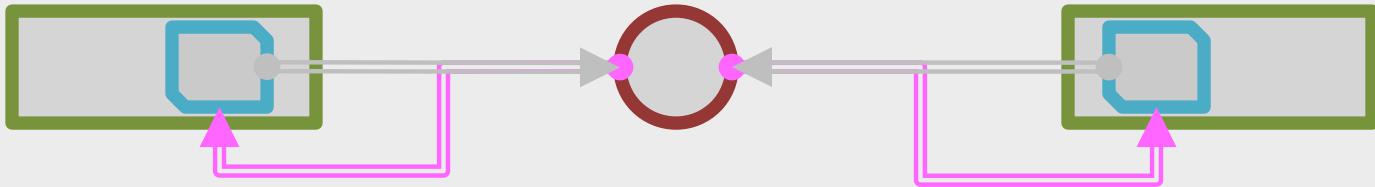
- Just change the orange arrow to grey
- Co-creation?
- Where is the observer?

Co-creation with observer?



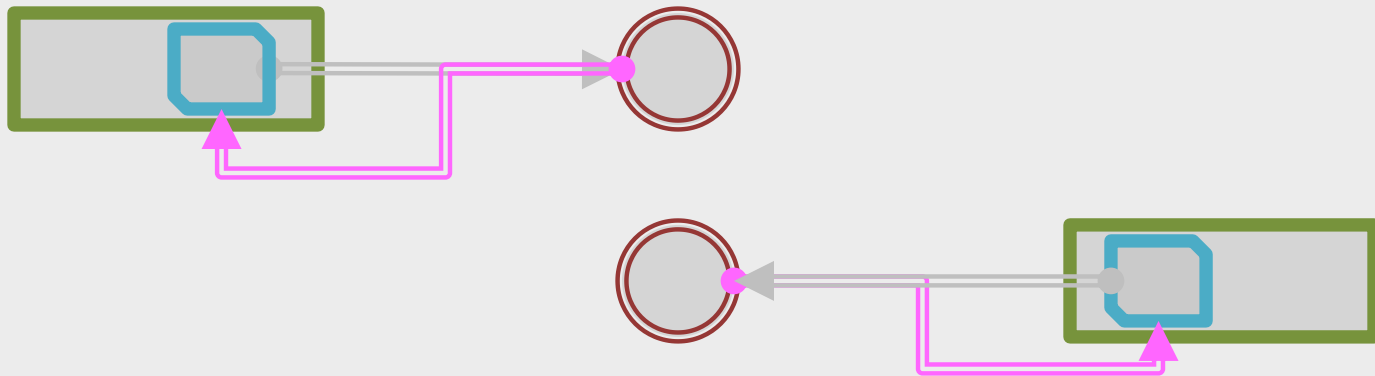
- Easy to add an **observer**
- I have dropped the letter labels

Co-creation I



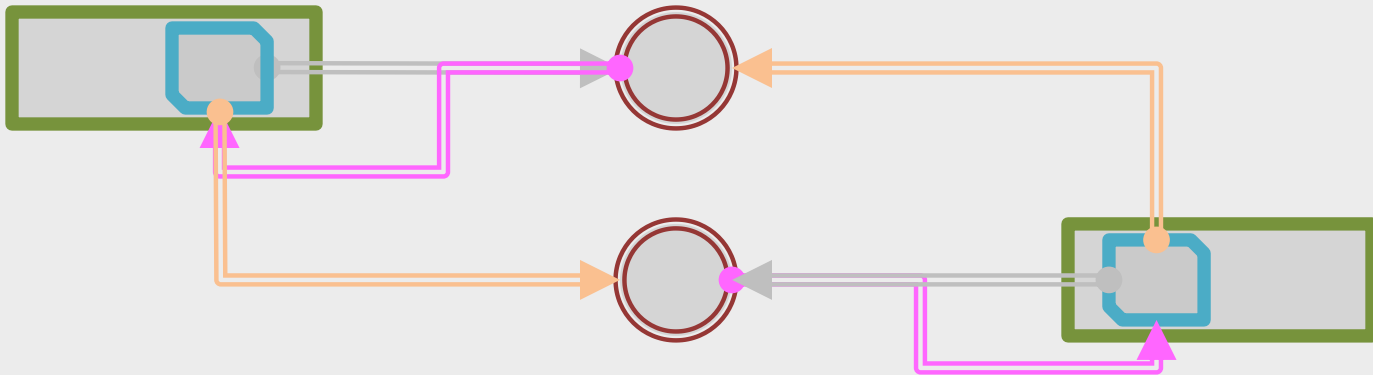
- This is far too simple

Co-creation II



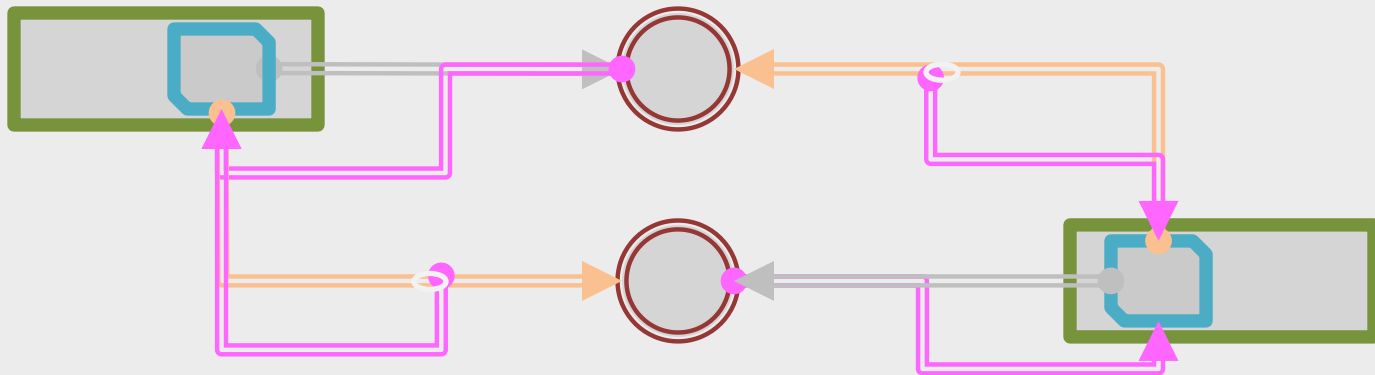
- **Actors** from very different CODs
- All actors contribute something
- But different things

Co-creation III



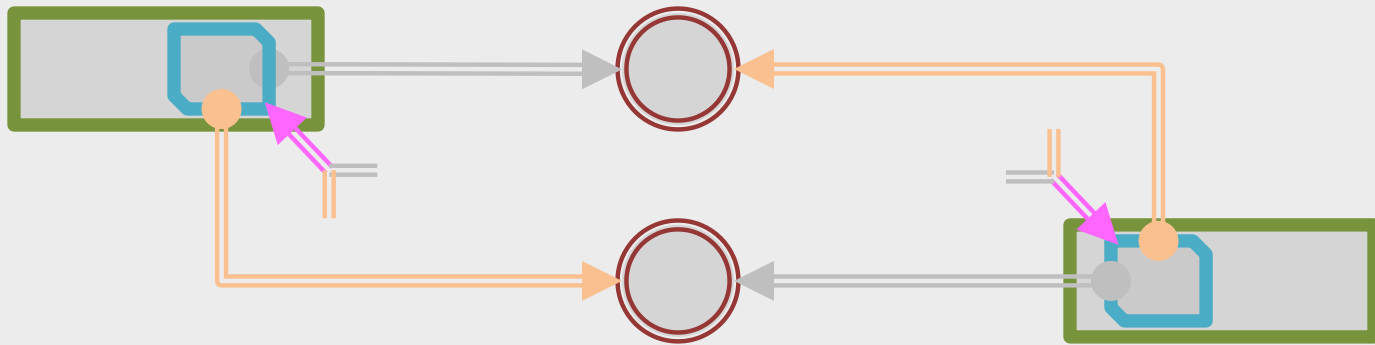
- And all actors observe

The conversation



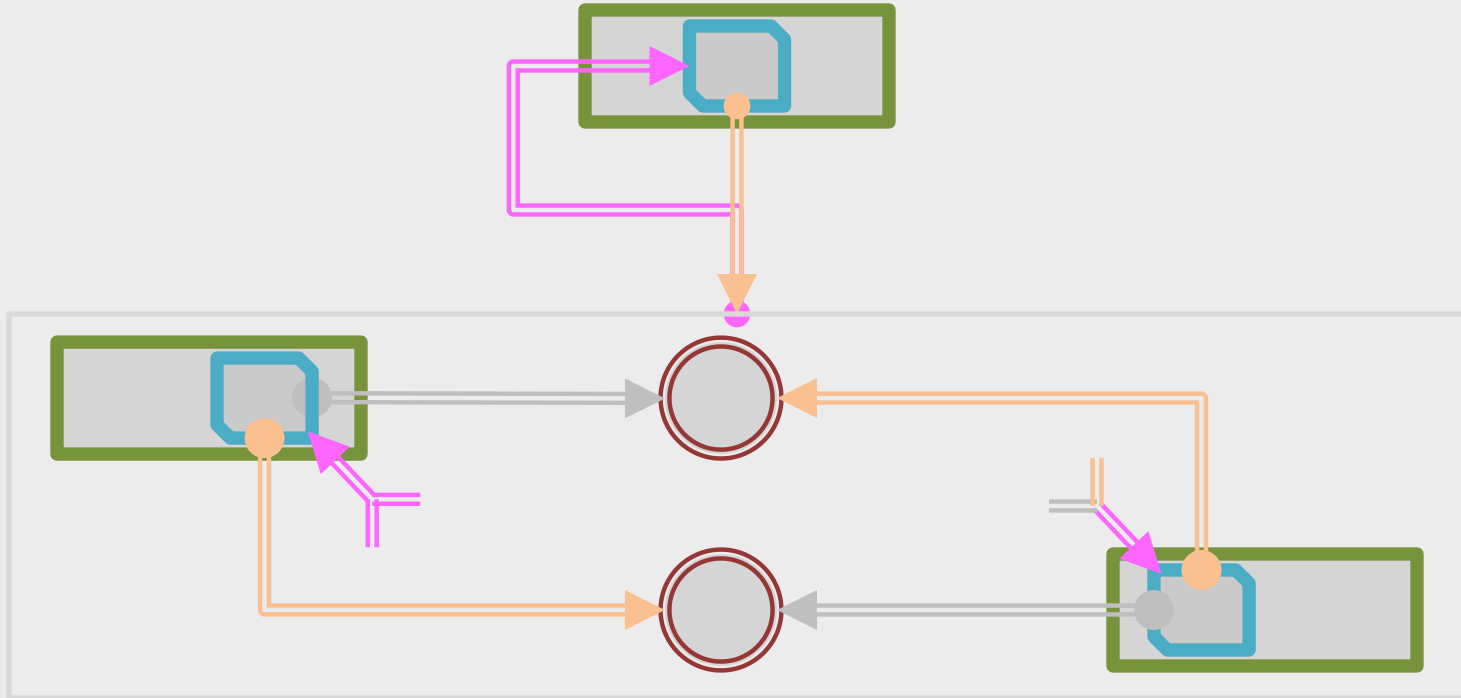
- And these observations have **impact**

Conversation simplified



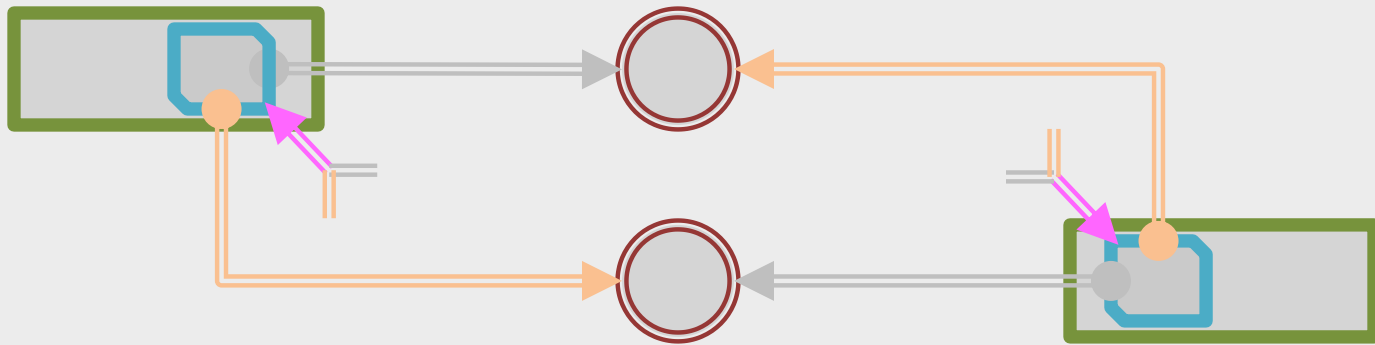
- Simplified diagram
- Epistemic Leakage
- Transgressive Knowledge

Performance



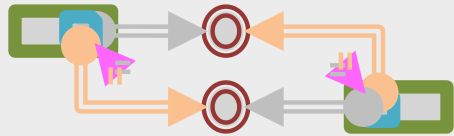
- Easy to add an observer
- Interview, Jazz Concert
- Performance?
- The actors are visible/constrained

Critical stage I



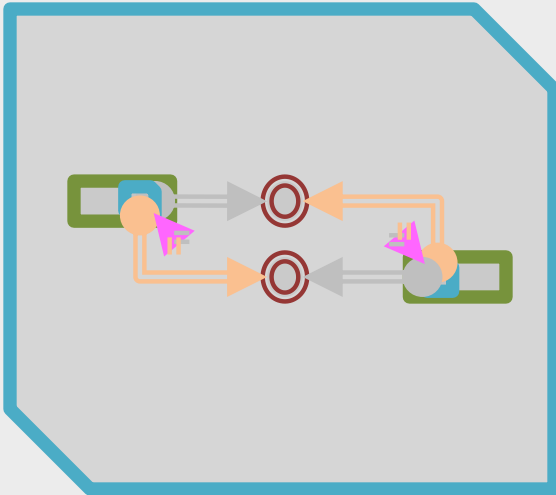
- Critical stage

The critical stage II



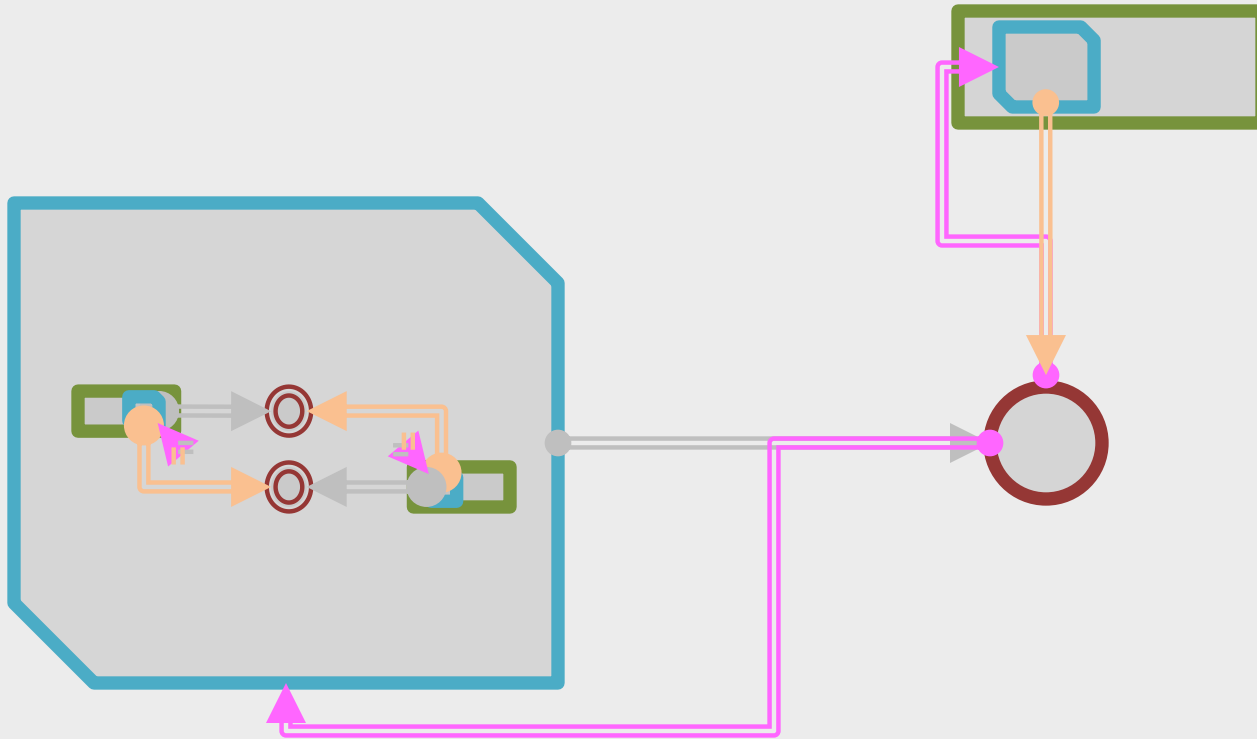
- Can we take this ...

The critical stage III



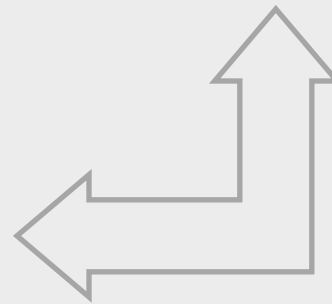
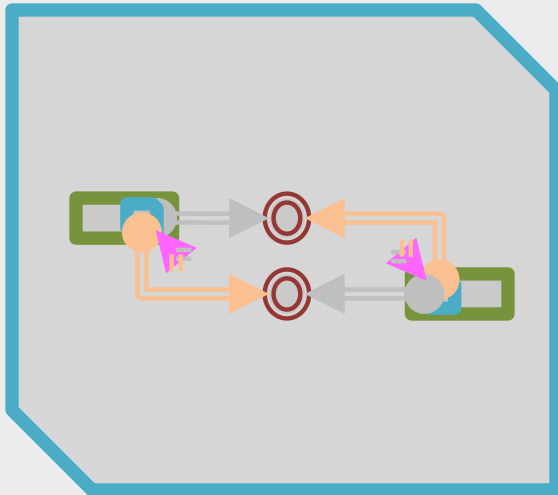
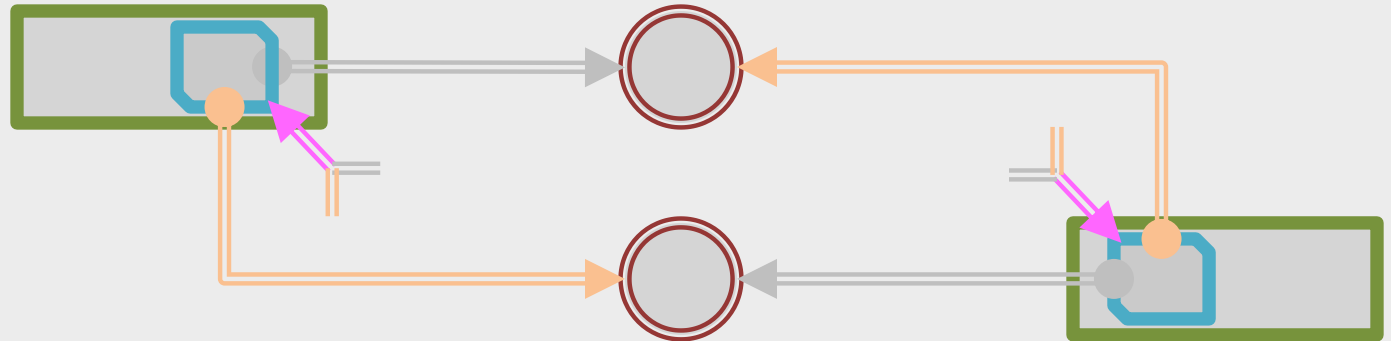
- And make a
- Synthetic world **view**
- A common frame

The critical stage IV



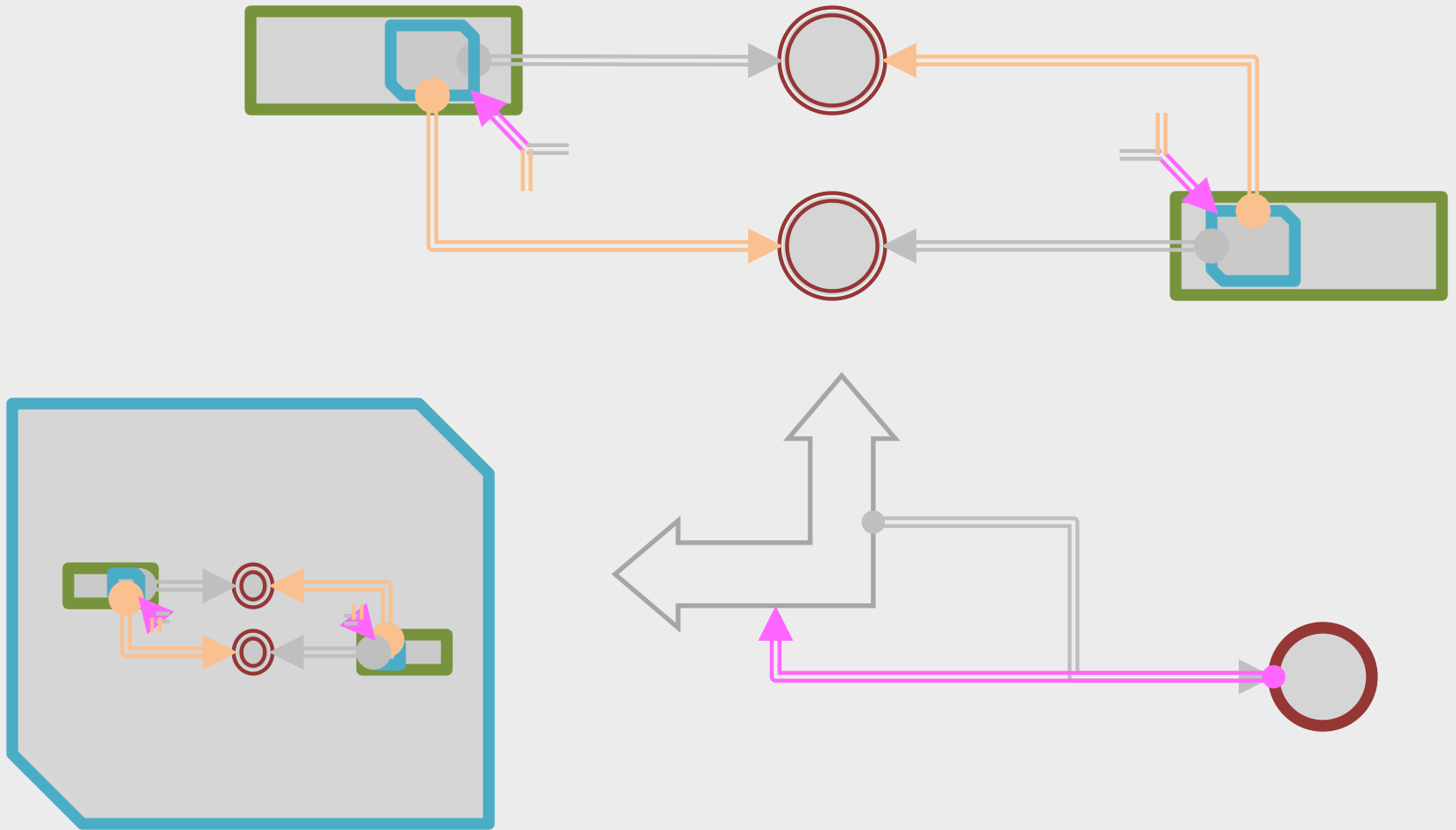
- The ideal result
- Common frame established
- Output arises from it

Management of co-creation I



- More realistic
- Tension or equilibrium
- Conversation(s) and common frame(s)
- The equilibrium can be harnessed

Management of co-creation II



- The equilibrium can be harnessed

Summary

- Co-creation is the management of the tension/equilibrium between conversations between team members, and the establishment of common frames
- Neither the conversations nor the frames are usually stable enough to give rise to the output
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Thank you