

Workshop Activities: Basic Shape of Co-Design Process

Stage 1: Immerse and Align

Aim: to build safety and connection and to build shared understanding about the purpose of the project and how to work together.

Time	Activity	Material
	Welcome & icebreaker Aim– to make everyone feel at ease, to build safety and connection	
	Explain purpose of co-design (brief) and constraints Aim – to introduce project & build shared understanding	
	Develop values and norms for co-design Aim – to build shared understanding – values and norms which enable brave conversations	

Stage 2: Discover

Aim: to build understanding of what we know about the problem. Develop insights that everyone agrees on from the data to inform our design. This is the strength of design as a process – getting these insights. Preparation beforehand is crucial.

Pre-workshop prep: Synthesise: What do we already know about the issue?

Time	Activity	Material
	Immerse co-designers in insights Aim: to allow co-designers to learn from the research we have already done	
	Add any additional insights from co-designers Aim: to bring in their lived experience to add to our research	
	Work together to prioritise insights & create how might we statements Aim: to synthesis the research, allowing everyone a voice and highlight key insights on which we will base the design	
	Create design criteria – what criteria should a good design meet? Aim: to have a clear set of criteria for judging ideas	

Stage 3: Design

Should build on inspiration, not start from scratch. Need advance preparation about what works or not.

Time	Activity	Material
	Discover inspiration Aim: to find things that work that we can build on	
	Design Aim: to design solutions	
	Feedback Aim: to give feedback on ideas so they can be refined	
	Refine ideas Aim: to improve ideas based on feedback	

Stage 4: Test and Refine

Need to test ideas to see what might work. Testing and experimentation is core to the design process.

Time	Activity	Material
	Learn about testing and prototyping Aim: for people to understand how to test and prototype to be able to build a test	
	Build a test & prototype Aim: to be able to test ideas	
	Test the prototype Aim: to learn from experimentation and get feedback	
	Review feedback & refine ideas Aim: to improve the ideas	

Stage 5: implement and learn

Time	Activity	Material
	Decide Aim: to use design criteria to decide collectively which idea to take forward	
	Endings Saying goodbye, considering how to continue the collaboration	