Mobility, Mood and Place: The A-Z of Co-Design

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Introducing the A-Z of Co-Design

Co-design, or participatory design, is about the meaningful involvement of end users in the design process. By taking account of a wider range of perspectives and experiences, we can design more inclusive - more innovative - solutions, products and services that are better suited to users' needs.

Presented in bite-sized form, this A-Z explores the origins and background of participatory design. It looks at the practical methods and techniques you can use in a participatory design project, and at the key roles, principles and issues these projects entail.

It explores topics you might be familiar with and others which might be completely new.

Many of the hints and tips are based on our own experiences of delivering co-design activities as part of the three-year research project, Mobility, Mood and Place. Bringing together architecture and landscape architecture students and older adults, we investigated how we can design environments that are enjoyable to be in, and easy to move around, as we age.

We've combined insights from this work with those of experts from a range of fields - from planning to design, geography to health, sociology to gerontology. Extensively referenced, we hope you will find this handy, practical guide both supportive and inspirational in your future participatory design endeavours.

References & further reading:


The Centre for Accessible Environments truly welcomes this engaging tool which will help us all to use participatory design as the norm. We hope to see it storming walls everywhere!
Further reading: Kanhere, S. S. (2011). Participatory sensing: crowd smartphones, social media etc. information can help build up a rich, detailed picture of users’ creates new and convenient instruments for participatory smartphones - and the introduction of computers into many }

Further reading: Pope, C. et al. (2000). Analysing qualitative data. Many different techniques, tools and materials can be utilised of variable types and quality. Preparing, ordering, sifting through -RTPI Good Practice Note 1. of data, and analysis process.

Community mapping entails the production of a spatial map - ANIMATE in collaboration with members of a community, often through referrals of knowledge and resources (Bremell et al. 2006). Taking into account diverse information, community maps may be constructed using multiple tools and techniques, from simple paper and pen, through four square, to online mapping or GIS. Geographic Information System (GIS) is the process of preparing a spatial map. GIS is a tool used to store, analyse and visualize spatial information so as to determine patterns and relationships that can inform decision making (Sutton et al., 2009). Spatial data for GIS is commonly collected from historical paper maps and satellites, and combined with measured data that is collected from questions asked of participants. The power of using GIS is that it combines multiple layers of spatial data to produce a coherent and informed view of the picture in the environment and deepen our understanding of geographically referenced phenomena (Cairns, 2007). GIS provides an access to the method, of a “participatory GIS” (PGIS) has been developed which is “context and location driven rather than technology-led and seeks to emphasize community participation in the production and use of geographical information” (Lennon, 2007: 61)

Further reading: Donnelly Roark, P . (2015). Social justice and deep participatory design project. Further reading: Local Government Improvement and Development ‘community rights’ intended to provide new opportunities decision: there are many different ways in which participation of variable types and quality. Preparing, ordering, sifting through of data, and analysis process. Community mapping entails the production of a spatial map - ANIMATE in collaboration with members of a community, often through referrals of knowledge and resources (Bremell et al. 2006). Taking into account diverse information, community maps may be constructed using multiple tools and techniques, from simple paper and pen, through four square, to online mapping or GIS. Geographic Information System (GIS) is the process of preparing a spatial map. GIS is a tool used to store, analyse and visualize spatial information so as to determine patterns and relationships that can inform decision making (Sutton et al., 2009). Spatial data for GIS is commonly collected from historical paper maps and satellites, and combined with measured data that is collected from questions asked of participants. The power of using GIS is that it combines multiple layers of spatial data to produce a coherent and informed view of the picture in the environment and deepen our understanding of geographically referenced phenomena (Cairns, 2007). GIS provides an access to the method, of a “participatory GIS” (PGIS) has been developed which is “context and location driven rather than technology-led and seeks to emphasize community participation in the production and use of geographical information” (Lennon, 2007: 61)

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