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

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Introduction of 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. Participatory design involves including the expertise of end users in the design process.

Foreword

"The participation of end users, and the valuable contribution this makes to design outputs, can often be significantly underestimated. To capture the wealth of expertise, resources and additional sources of information for successful participation in this simple and highly attractive format is nothing short of inspirational. We feel sure this engaging chart will encourage many to dip in and discover methods and techniques they had never considered.

Participation with all stakeholders, including the important end users, is essential if we are to evolve to a truly inclusive and just society. The A-Z of Co-Design explores the origins and background of participatory design. It looks at the practical methodologies 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 handbook practical and inspirational in your future participatory design endeavours.

References & Further reading:
- Sutton, T. et al. (2009). A gentle introduction to GIS.
**ANIMATE**

Participatory design processes should be accessible to all users of the space and the design. These strategies that are inclusive of individuals or groups who may be marginalized, such as low-income groups. In this instance, you need to think about the effective communication of participation, in particular strategies that involve people with different abilities and the opportunity for individuals to contribute to the design. It's important not to underestimate the importance of participation in the design. The design can be seen as a process, both horizontal and vertical, where the user's opinions and ideas are considered. The feedback from the user is essential in the design process. The feedback can be used to improve the design and make it more user-friendly. The user should be involved in the decision-making process, and the feedback should be used to improve the design. The user should be given the opportunity to express their opinions and ideas.

**BUILD**

Model-making is a creative, visual method of communication. Compared to verbal methods, such as interviews and focus groups, it helps co-design participants present their ideas more directly with less interference from the co-design facilitator (Boehm, 2006). Physical models can show the complex or ambiguous to be made simple and straightforward, helping to clarify the design goals and understanding of ideas. Design and technology. Sensory (Kearney and Hyle, 2012) and participatory design facilitators have some training in model-making within the design process. The facilitators have this training to be more effective and efficient. Good options include plasticine and builder's model-making.

**FEEDBACK AND FEEDFORWARD**

In a design project, feedback is how outcomes inform the process, and feedforward is how outcomes inform the design. The feedback is about how the design has been developed from the beginning of the project to the point of production. The feedback is about how the design has been developed from the beginning of the project to the point of production. Feedback is the process of gathering information from users to improve the design. Feedback is a formative type of feedback that occurs early on or between the task domain. Feedback is less risky, but less efficient, than formative feedback. It's a formative type of feedback that occurs early on or between the task domain.

**JUST**

It's important that all stakeholders have valid and reliable information and that the design is comprehensive and inclusive. The outcomes of such decisions are more likely to be better when they involve all relevant stakeholders. There are two types of feedback: formative and summative. Formative feedback is given during the design process, while summative feedback is given after the design process. The feedback is used to improve the design and make it more user-friendly. The user should be involved in the decision-making process, and the feedback should be used to improve the design. The user should be given the opportunity to express their opinions and ideas.

**GEOGRAPHIC INFORMATION SYSTEM**

A Geographic Information System (GIS) is a tool used to store, analyze, and visualize spatial information so as to determine patterns and relationships that can inform decision-making (Author, 2010). Spatial data for GIS is commonly collected from hard-copy historical maps and satellites, and combined with information from civil databases, such as property information. The power of a GIS is that it combines multiple layers of spatial data with information from other sources, such as weather data, to create a comprehensive picture of the environment. The power of a GIS is that it combines multiple layers of spatial data with information from other sources, such as weather data, to create a comprehensive picture of the environment.

**Feedback and feedforward are interrelated in participatory design.**


**MAP**

Community mapping entails the production of a spatial map in collaboration with members of a community, often through research, data gathering, and visualisation. Community maps may be constructed using multiple tools and techniques, such as simple maps and plans, through four streets, on to mapping or GIS Geographic Information System (the process of collecting and analysing information about a place, usually on a map or chart, that relates to the location of objects or phenomena).

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