REVIEW OF PHASE C

PHASE D

LED2LEAP
LearningEmpowermentAgencyPartnership

phase D

Collaborative Design, Transformation and Testing

D.1 - community prototypes

example of ancient monasteries

Lecturer: Luigi Bartolomei, Francesco Lipparini

D.2 - prototype as community engagement

build your prototype

Lecturer: Zsófia Illés, Anna Szilágyi-Nagy

D.3 - sharing / testing prototypes session

it is your turn to lecture us!

AGENDA D.1

- Review of phase C - 10 minutes
- **Theory - 50 minutes**
- Reflection - 20 minutes
- Assignment - 10 minutes

lets start !

Ancient monasteries possible prototype

A tale by
Luigi Bartolomei

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PARTICIPATORY DESIGN IS LIKE A TRIP

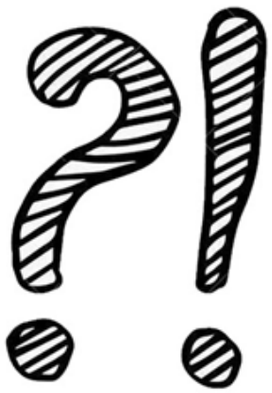
a **VISION** means

SELFAWARNESS
We know where we are

WE AGREED ON OUR GOAL
which we have built together

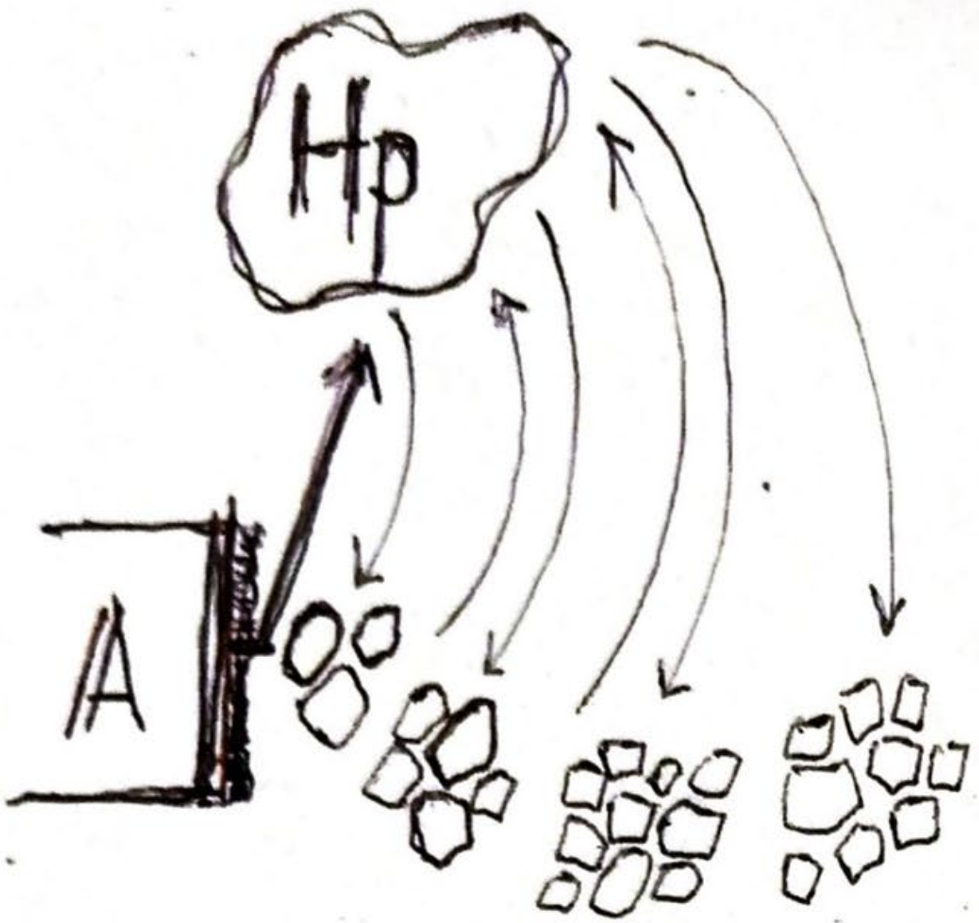
WE HAVE A GENERAL VIEW
on how to go from A to B

WE HAVE A STRATEGY
but not a plan



We all know we are in Bologna
and we agreed to go to Florence
but how to choose among
many different ways?

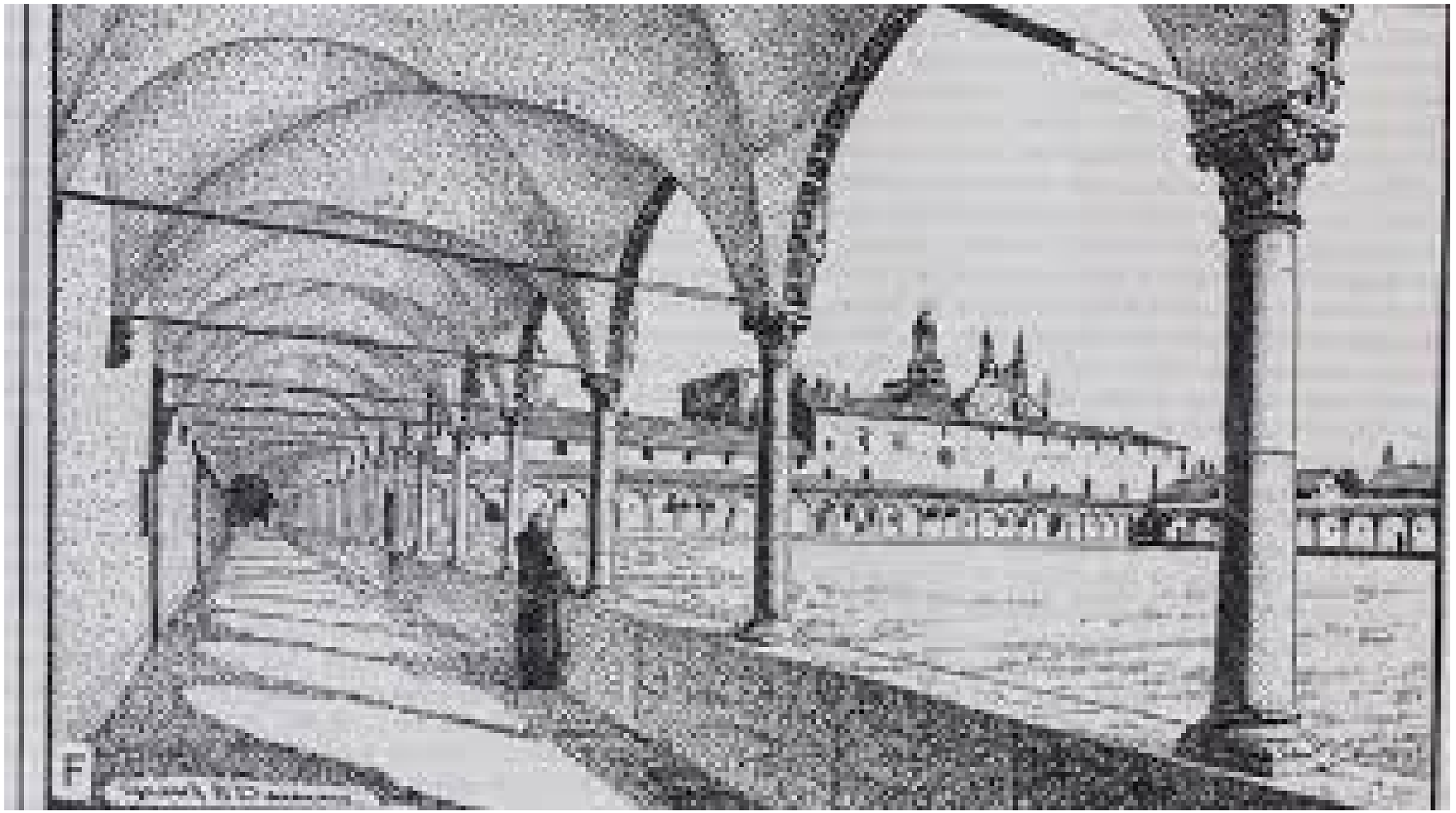
How to transform a
VISION into a PLAN?
How to design?



[redacted] in THE PLANNING OF A PARTECIPATORY PROJECT, REFERENCES AS SUCH AS IMPORTANT LIKE IN A DESIGN PROCESS.

prototyping allows to plan and to foresee

Hp : A REFERENCE,
AN EXPERIENCE
A "PROTOTYPE" πρωτότυπον

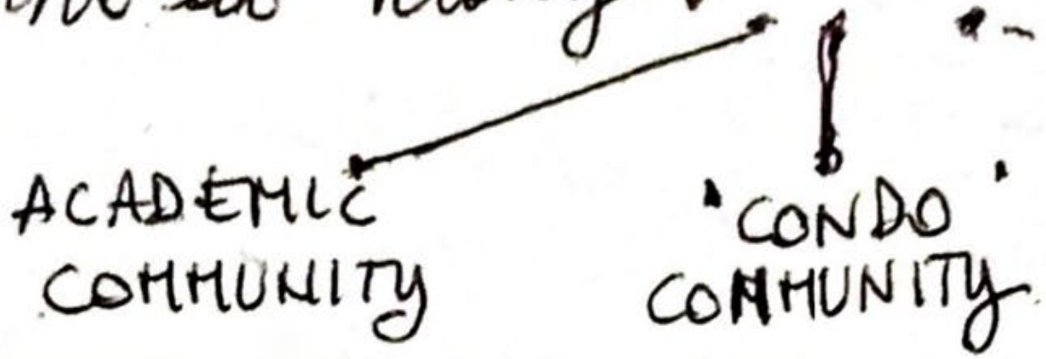


I ASSUME MONASTERIES
AS PROTOTYPES OF UN-ELECTIVE COMMUNITIES
AT THE ORIGINS OF MODERN EUROPE

John 1, 12-13

... THOSE WHO BELIVED [...]
WHO WERE BORN NOT FROM HUMAN STOCK
OR HUMAN DESIRE
OR HUMAN WILL
BUT FROM GOD HIMSELF

today there are many unelective communities we do belong :



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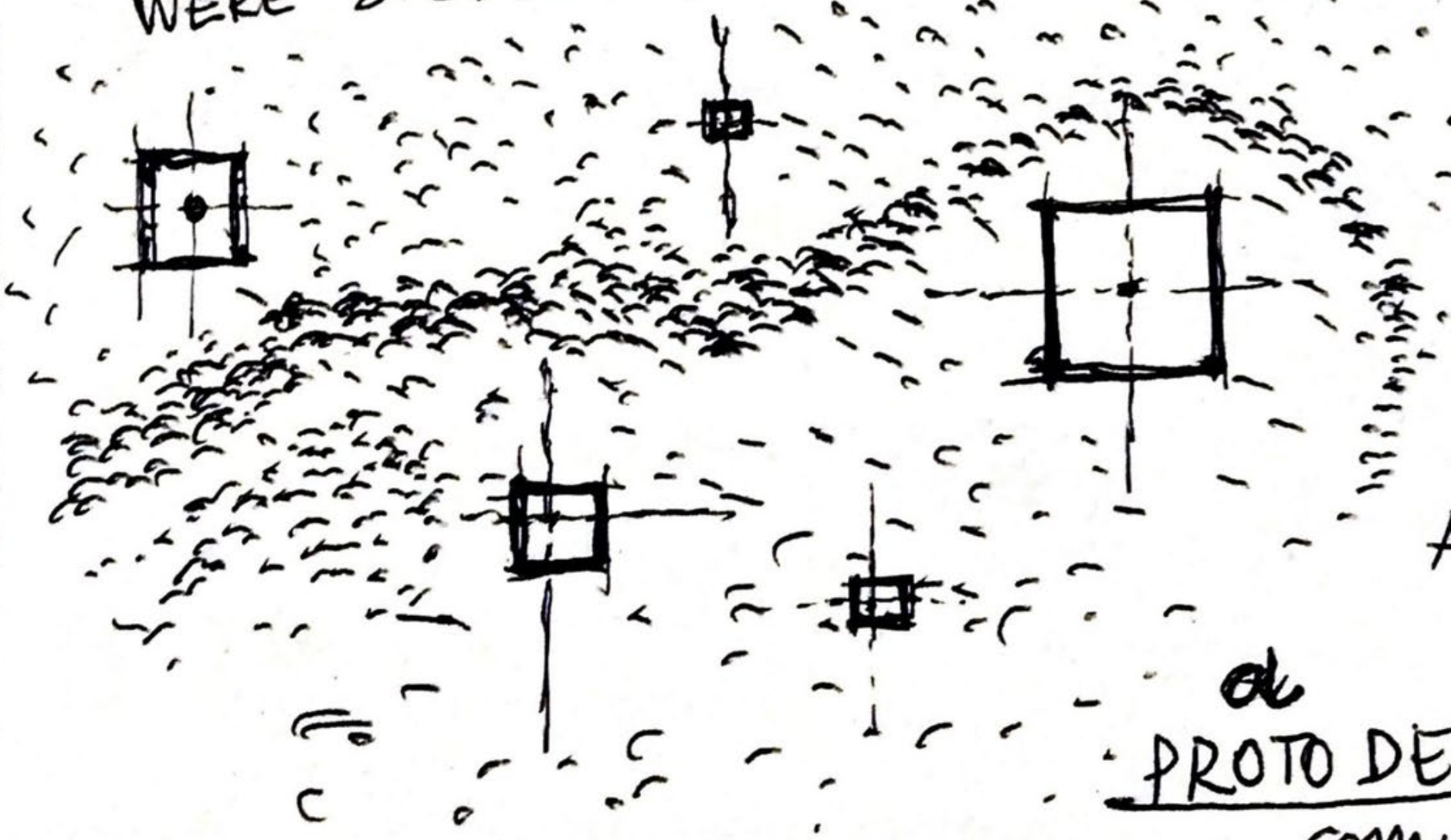
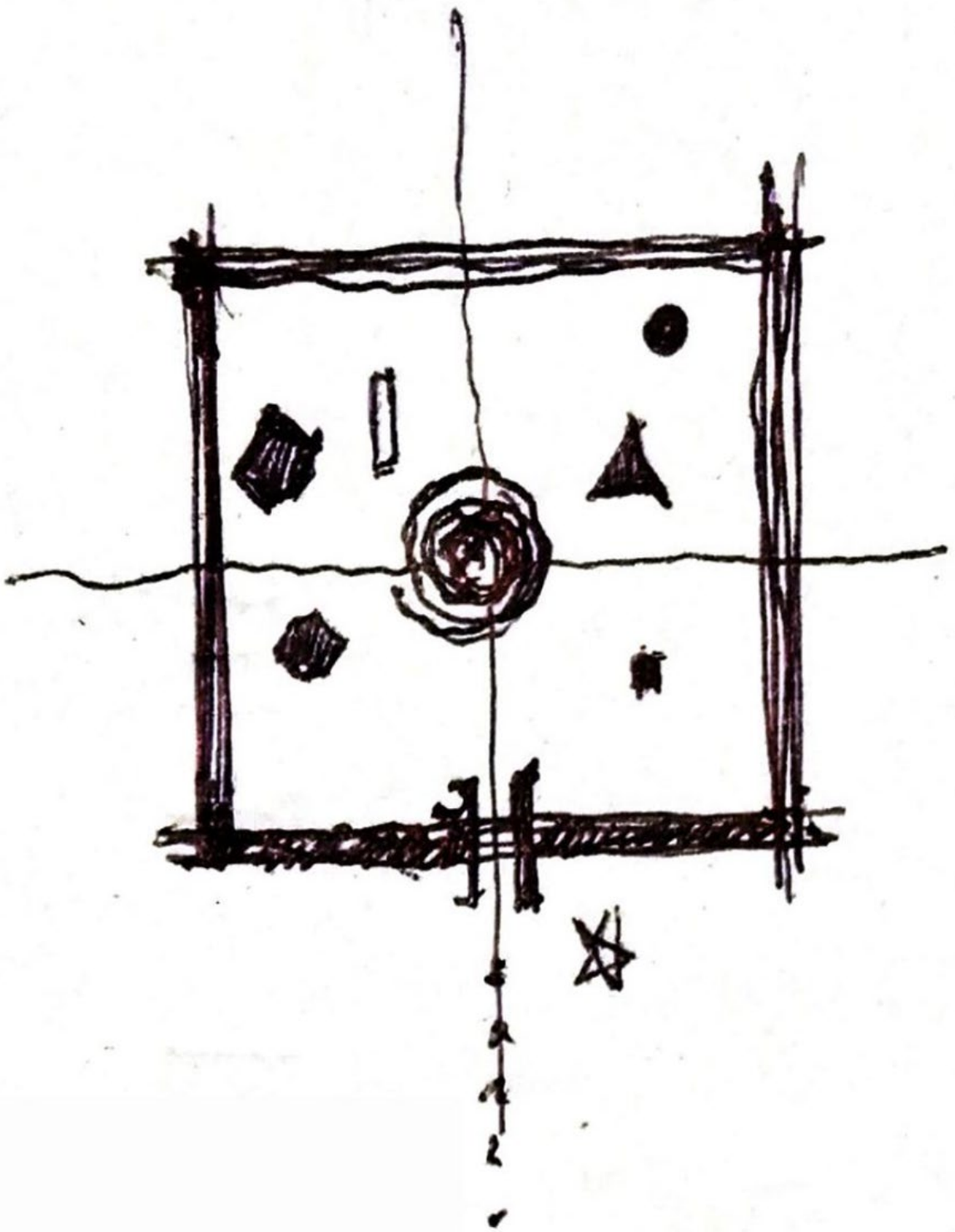
MONASTERIES
WHO FOUND A WAY TO MANAGE DIVERSITY
WERE SUCCESFUL AND SURVIVED.



MANAGE
DIVERSITY
MEANT
FINDING
RULES TO
ACT TOGETHER
AS A BODY

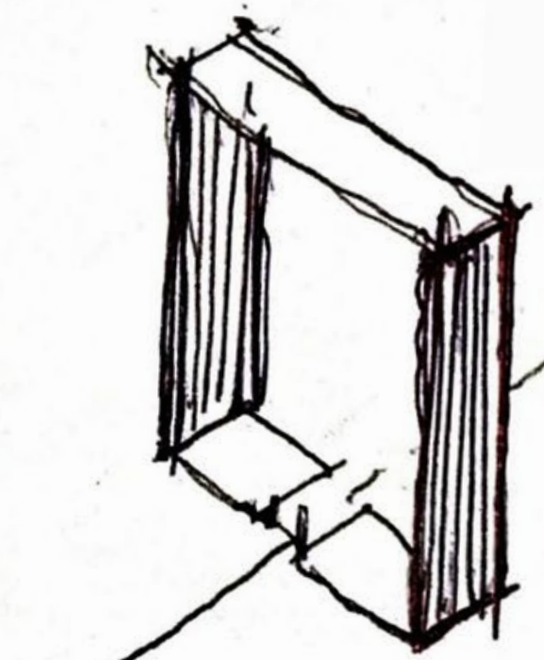
of

PROTO DEMOCRATIC
community



MONASTERIES have
specific/recognizable
boundaries.

sometimes is important
to define our community. It comes
a time when you have to
define who are your members
where are your boudaries.



HOW AND WHERE TO DRIVE THIS COMMUNITY ?

the community has to behave like a single body, like an only-one person.

MONASTIC LITERATURE TAKE INTO ACCOUNT A COMPARISON BETWEEN BEES AND SIXARMS

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HOW TO BUILD A ULTRA-MAJORITY DEMOCRACY?

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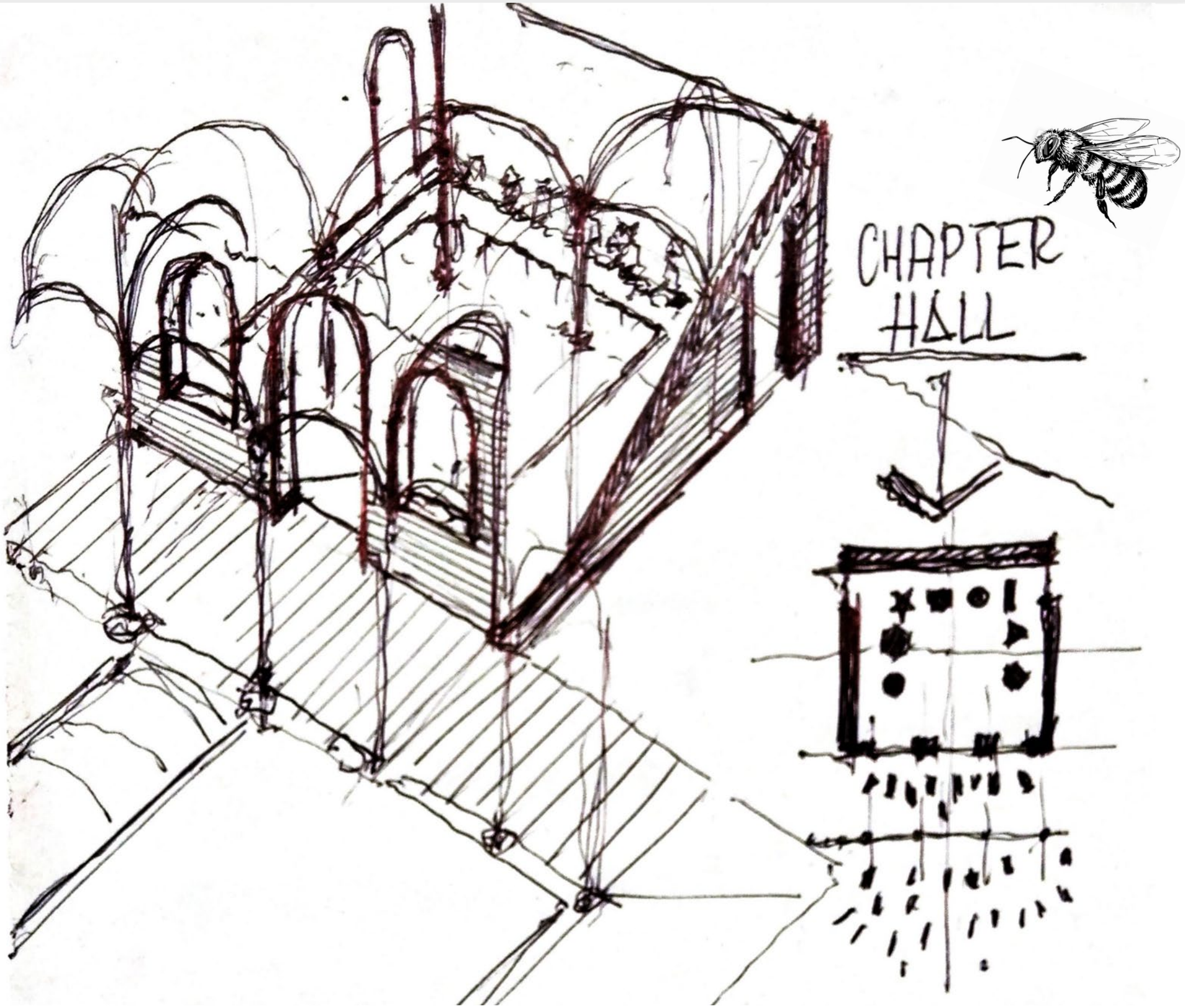
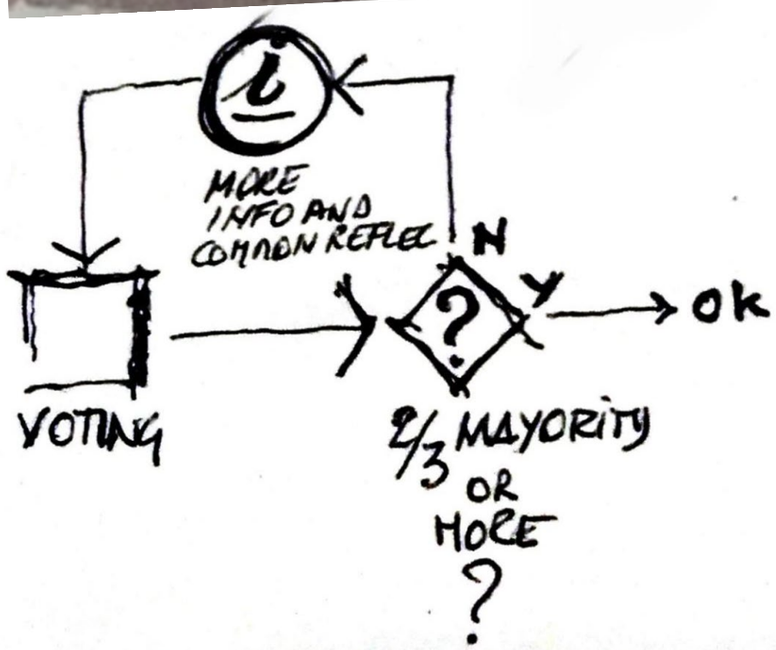
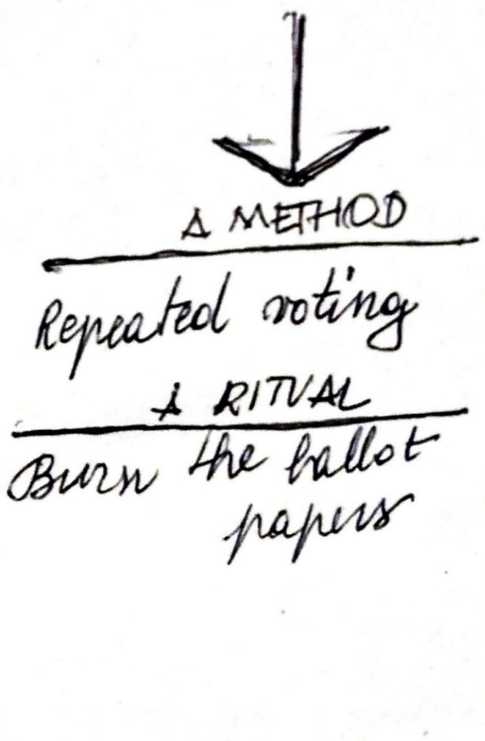
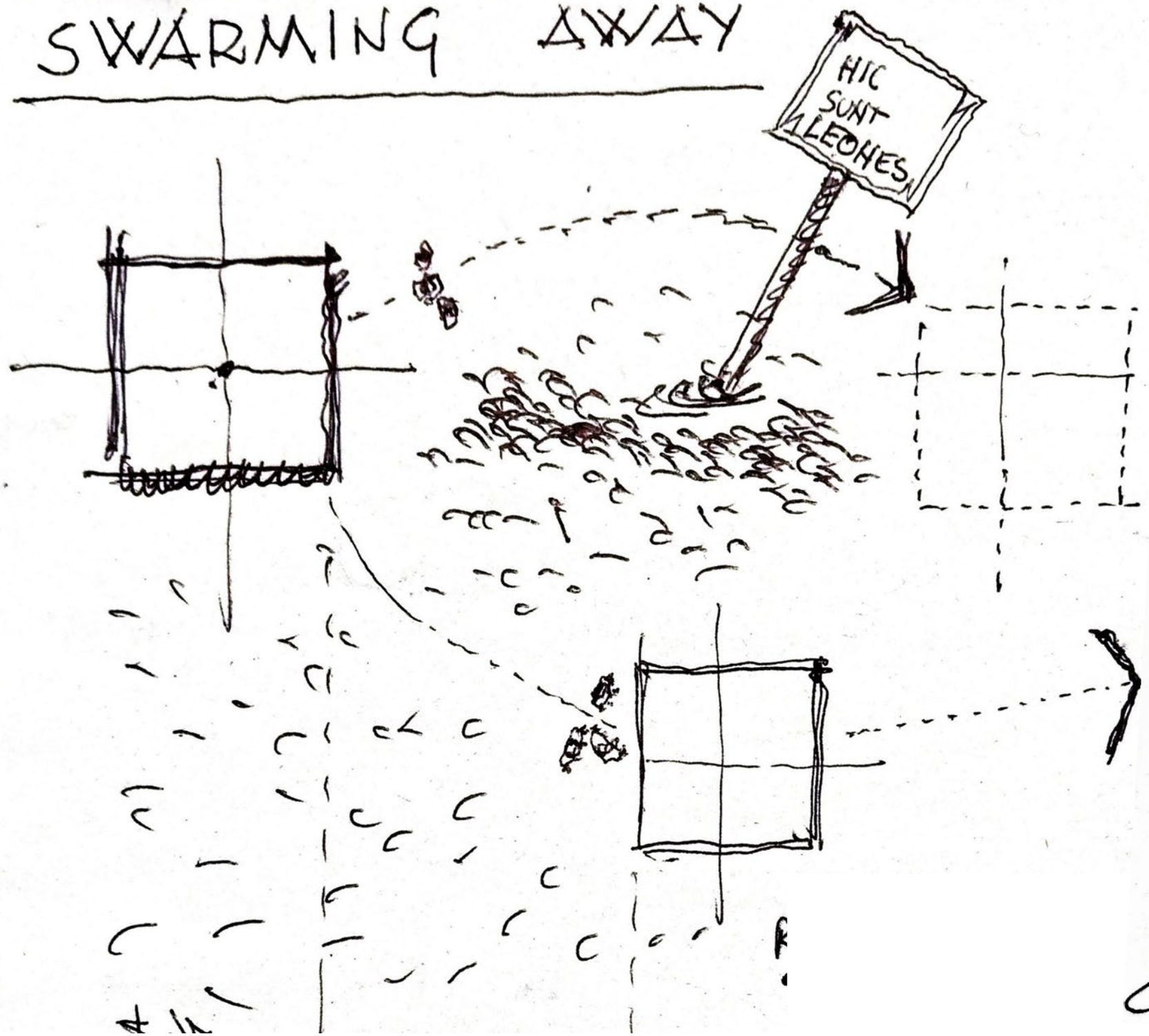

CHAPTER
HALL

Figura C.


MORE INFO AND COMMON REFLEC
N
Y
ok
VOTING
2/3 MAYORITY OR MORE ?


Δ METHOD
Repeated voting
Δ RITUAL
Burn the ballot papers

SWARMING AWAY



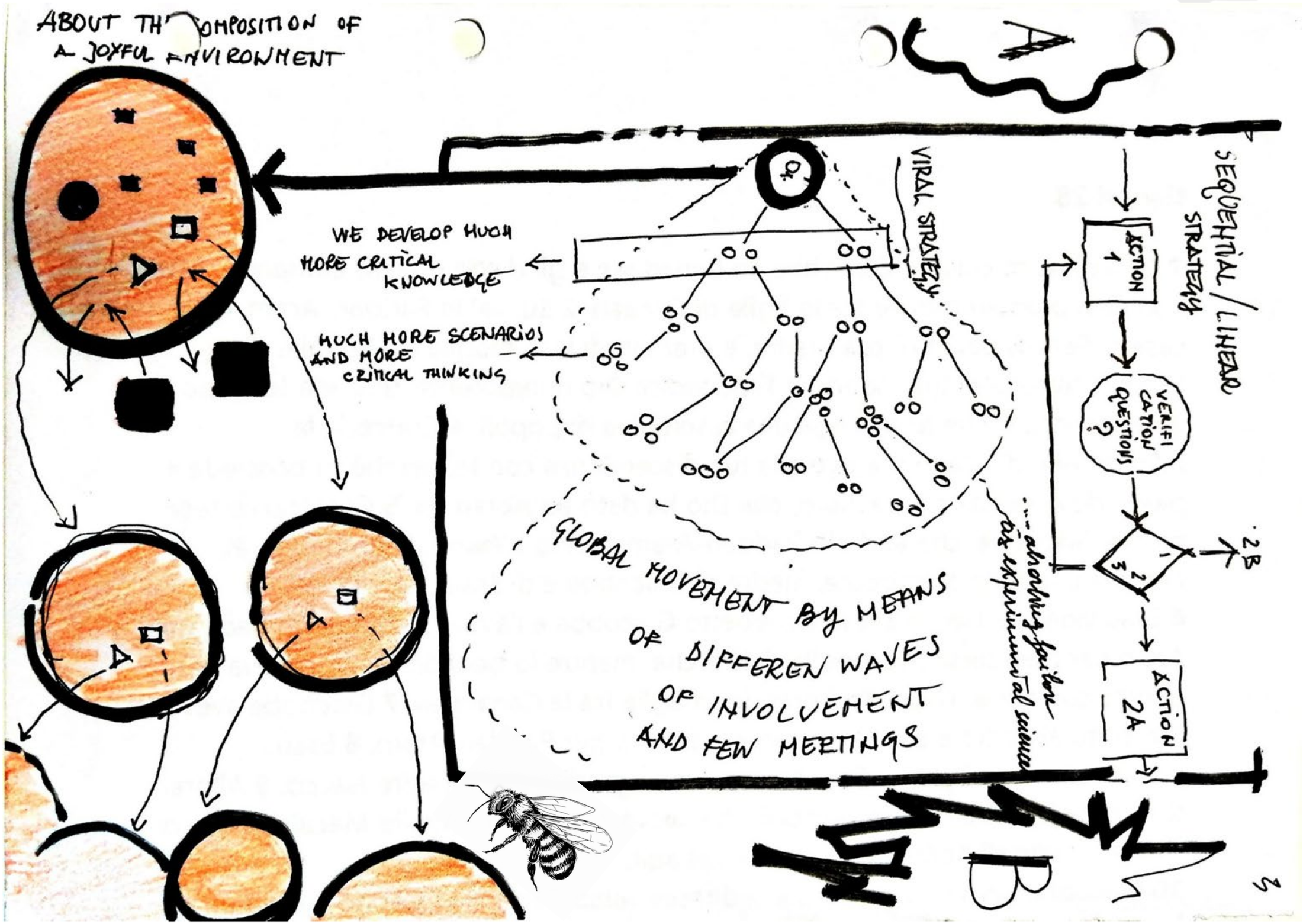
Ref. Lc 24, 13

TWO OF THEM WERE ON THEIR WAY TO A VILLAGE CALLED EMMAUS, SEVEN MILES FROM JERUSALEM AND THEY WERE TALKING TOGETHER ABOUT ALL THAT HAD HAPPENED...

συνοδος

TOGETHER | ROAD STREET

WALKING TOGETHER GENERATES A COMMON GROUND


ABOUT THE COMPOSITION OF
A JOYFUL ENVIRONMENT
WE DEVELOP MUCH
MORE CRITICAL
KNOWLEDGE
MUCH MORE SCENARIOS
AND MORE
CRITICAL THINKING
VIRAL STRATEGY
SEQUENTIAL / LINEAR
STRATEGY
ACTION
1
VERIFI
CATION
QUESTIONS
?
2B
ACTION
2A
GLOBAL MOVEMENT BY MEANS
OF DIFFEREN WAVES
OF INVOLVEMENT
AND FEW MEETINGS

AGENDA D.1

- Review of phase C - 10 minutes
- Theory - 50 minutes
- **Reflection - 20 minutes**
- Assignment - 10 minutes

And now a short time for questions…

Thanks

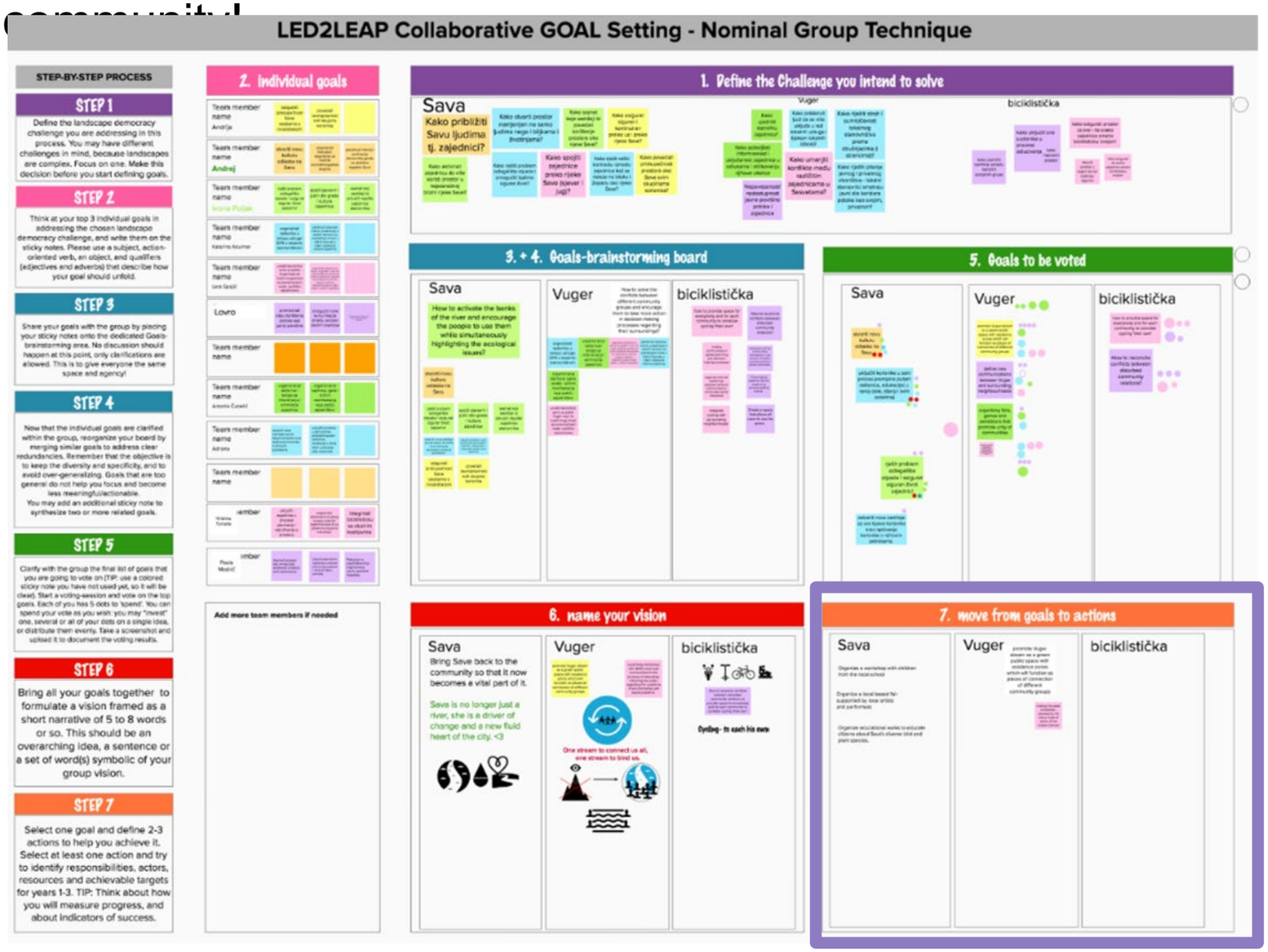
AGENDA D.1

- Review of phase C - 10 minutes
- Theory - 50 minutes
- Reflection - 20 minutes
- **Assignment - 10 minutes**

Collaborative Design, Transformation and Testing

Prototyping as engagement - Test your design idea with a prototype!

1. In phase C, you ended your NGT exercise with a selected goal supported by 2-3 actions. Select one (design) action that you would like to test with your community!



Collaborative Design, Transformation and Testing

Prototyping as engagement - Test your design idea with a prototype!

2. Define your research question and create a low fidelity prototype!
   Maybe you want to know how people might react to the new information system you plan to install in your new ecopark. Build a small scale model that could be adjusted by your tester or print out a 1:1 sign to proof the style, size or friendliness of your font. Is your idea related to a process? Draw a diagram that shows the application procedure of a parcel in your new community garden! Would this work for those who want to apply? Do you want to develop a participatory budgeting app in which people can post, comment on and vote for georeferenced intervention ideas? Make a presentation about the interface and test how the community would interaction with your app!
   Questions and prototypes are eternal. Define your question, build a prototype!
   You can create it yourself or with the community.

we will define your research question and build the first version of your prototype during D.2 session
So bring creative material (paper, pencil, post its, legos, scissor, anything that comes into your mind) for the next session!!!

Collaborative Design, Transformation and Testing

Prototyping as engagement - Test your design idea with a prototype!

3. Now, test the prototype! Collect your feedback and improve your design!
4. Share the experience with us!

Option A

you got your prototype tested with your community

tell the story and prepare **slides** for D.3 sharing

Option B

you want to test your prototype with fellow students

organize a role play event for us in **mural** for D.3 sharing

Collaborative Design, Transformation and Testing

To sum up - How to proceed with this assignment?

Step 1 - during D.2 session you will develop your research question within your group and build the first version of your prototype. Bring some creative material to the session or get inspired from the objects found in your table.

Step 2 - for D.3 pick one prototype and introduce it to the others. You have two alternatives to select from:

A) you had the chance to test it with your community. In this case you introduce the results of the testing. Simply follow the structure introduced in this file. https://docs.google.com/presentation/d/ 1-tVmaaK22Epsm683hMbtIIiSmSEv6I0nRZPnZBOL4H4/edit#slide=id.gdecef 3884d_0_72

OR

B) you had no chance to test it with the community. In this case, follow the description in mural and prepare a role playing game in which your audience plays the role of your selected community. Test your idea and collect feedback. https://app.mural.co/t/kulturaktiv 6589/m/kulturaktiv 6589/1622050533568/0513db87e0d5414a95ad47b589615e8f2a49cf83

Step 3 - Use the slides or your murea to upload your results to the ledwiki.

Enjoy!

D.2 - prototype as community engagement

build your prototype

Lecturer: Zsófi Illyés, Anna Szilágyi -Nagy

bring creative material with you!!!

D2

FORMULATE RESEARCH QUESTION! (5 min)

1. As a group decide for one action for testing.
2. Introduce the design idea or action you want to test on a post it!
3. Why do you need the prototype? What do you want to find out? Describe your research question(s)!

PLAN YOUR PROTOTYPE! (10 min)

What kind of prototype helps you to figure this out? (eg: prototype+interview / prototype+observation)

Brainstorm here with the group! Insert picture or keywords that show the type!

BUILD YOUR PROTOTYPE! (15 min)
(Individually in your group)

Build a prototype!
Draw a plan, make a process map from post its, build something from the objects on your desk!
Share it with each other in your group. The results are documented here as pictures.

GIVE FEEDBACK + VOTE FOR A PROTOTYPE TO PRESENT! (15 min)

Share your individual prototype design with each other in the group. Decide upon a prototype idea to present at the final lecture (D3). It can be a mix of more designs.

With this prototype I want to understand (WHAT) about (WHICH action)

With this prototype I want to understand (WHAT) about (WHICH action)

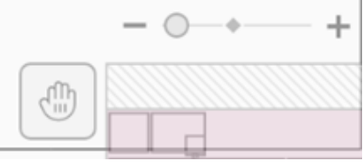
With this prototype I want to understand (WHAT) about (WHICH action)

With this prototype I want to understand (WHAT) about (WHICH action)

With this prototype I want to understand (WHAT) about (WHICH action)

With this prototype I want to understand (WHAT) about (WHICH action)

check out the prototype bank for inspiration: https://docs.google.com/presentation/d/1CvDpH6GKHo9srs3V1p7aIZqRaS948m2Qw6YQ9dUzr7g/edit#slide=id.g88e9631a7c_1_47



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