Engineering Comes Home

Community workshop #1

Location: Decima St
Date: Saturday 29th October 2016

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Roles

Facilitator: Teresa Almeida
Team Leader: Sarah Bell
Design Team: Kat Austen, Jun Matsushita
Community Mediator: Charlotte Johnson
Evaluator: Rob Comber Discussant: Aiduan Borrion, Student Documenter: Giulio

Timetable

12:00: Project team arrive, setup
12:45: Anticipate community members arrive
13:15: Anticipate 'start'
13:15: Introduction
13:20: Value Elicitation
13:40: Sample Story
13:50: Create Story
14:00: Discuss Story
14:10: Break
14:20: Design solution
14:30: Walk
15:30: Break
15:40: Vote on design space
15:45: Remapping stories
16:15: Discussion and value checking
16:30: Finish

Introduction

Time: 5 minutes
Task: Welcome and introduction to workshop, team, community members *Materials*: None.

Procedure:

1. Short introduction by Facilitator to welcome everyone and get proceedings underway (2 minutes)
2. Short introduction by Design Team to introduce goals of workshop (2 minutes)
3. Short overview of workshop structure by Facilitator (1 minute)

Value Elicitation

Time: 15-20 minutes

Task: To generator and prioritise shared values from the community members with relation to the lived space. Values will be used later to sense-check design solutions. *Materials*: Post-it notes.

Procedure:

1. Short introduction to 2-4-8 method by Facilitator (1 minute)
2. Community members work in pairs to generate 5 shared values (3 minutes)
3. Pairs join to form groups of 4. (1 minute)
4. In 4s, community members generate a new list of 5 shared values, using previous values to inform (3 minutes).
5. 4s join to create groups of 8. (1 minute)
6. 8s generate a new list of 5 shared values (3 minutes).
7. Feedback from groups on values (5 minutes).

Story Creation

Time: 30 minutes

Task: To identify design/problem spaces and to generate descriptions of these spaces.
Materials: Tokens, white-board, place map, markers, pens.

Procedure:

1. An example story, based on ethnographic studies, will be presented using the materials by the Design team (10 minutes).
2. Community members will use materials to create their own stories (10 minutes).
3. Each community member will present and discuss their story in groups of 3 (10 minutes).

Break

Time: 5-10 minutes

Task: Community members will take a short break. Team members will document current stories, and plan walkaround based on maps.

Materials: Cameras, map.

Procedure:

1. Community mediator will ensure community members take a break, get refreshments, and are generally happy with proceedings. (5 minutes)
2. Documenters will photograph and record the current version of stories. The stories will change in the next session, so this needs to be done quickly. All stories should be photograph 3-4 times. (5 minutes)
3. Facilitator and design team will quickly take note of all locations on the stories, and plan the route and stops for the walkaround. (5 minutes)

Solution ideation

Time: 10 minutes

Task: To generate initial solutions to design spaces/problems.

Materials: Markers, Pens, Post-its notes. Community members' stories (Tokens, whiteboards, maps). Additional tokens where necessary.

Procedure:

1. Each community member will hand over their story to the community member on their right. (1 minute)
2. Community members will generate initial solutions, using drawing, sketching, and tokens. (10 minutes)

Walkaround

Time: 60 minutes

Task: To provide situated solutions for design space and to scope the material space for solutions.

Materials: Map of route and stops.

Procedure:

1. Walkaround to 'story places'.
2. At each stop, the community member presents the problem space and solution to the group (3 minutes).
3. Walk to next stop (2 minutes).
4. Return to community hall.

Voting

Time: 5 minutes

Task: To establish consensus on the design space/problem.

Materials: Community members' stories and solutions (optional).

Procedure:

1. A vote will be conducted, either using coloured stickers under/on stories, or by show of hands to agree on a particular design space (5 minutes).

Re-mapping

Time: 30 minutes

Task: To create a shared story and solution for the design space.

Materials: Black map, A3 magnetic whiteboard, tokens, pens, makers, post-it notes.

Procedure:

1. Having agreed a design space, the community members work together to propose solutions (30 minutes).

Discussion and conclusion

Time: 30 minutes

Task: To create a shared story and solution for the design space.

Materials: Black map, A3 magnetic whiteboard, tokens, pens, makers, post-it notes.

Procedure:

1. The Facilitator will lead a discussion of the final story and solution. This will help to identify consensus, challenges, and opportunities for the next workshop. Priority will be placed on evaluating the current design solution against the elicited values (15 minutes).

Finish