

Design for Social Innovation

Community Centred Knowledge Exchange

IKT Challenges July 2011

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Design for Social Innovation

— Principles

- Framing: challenges as opportunities
- Knowing: citizens as experts of their own lived experiences
- Analysing: transforming data into structured knowledge
- Synthesising: identifying 'tracks' for innovation
- Creating: prototyping, testing, implementing
- Scaling: leveraging the innovation
- Learning: was the desired value achieved?

(Drawn from: Bason, C. (2010) Leading Public Sector Innovation)

Community-Centred Knowledge Exchange

Project overview

Community Centred Knowledge Exchange



1

Designing spaces for creative collaboration

2

**Schools projects:
Imagining health and wellbeing in our
community**

3

**Connecting communities projects:
How do we build and sustain strong
neighbourhoods?**

4

Designers and academics working with/within communities to co-create innovative solutions to societal challenges



Designing Spaces for Creative Collaboration

Case Study

Workshop



— Aims

- involve creative industry professionals in development of design proposals for community engagement space
- generate interest in working with local communities to address societal challenges
- explore impact of collaborative model making



Imagining Health and Wellbeing in our community

Case Study

Workshop



— Aims

- pupils evaluate impact of local environment on health and wellbeing
- learn and apply co-design methods, interpreting challenges as opportunities for innovation
- develop and refine prototypes

Workshop



- Applied Research tools
 - nef five ways to wellbeing
 - user-centred design through personas
 - thinking through making

★ The good old days.
★ BRING BACK VENUE!
★

Participants
SANDRA, Kate, Sue, Yak, Kath
★ Richard T. (LCC) ☺ - The Pavilion
she's retiring but happy to visit!

What?
What is our goal?



What?
What needs to be done first?

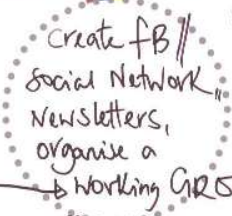
PROJECTS for IDEAS + INSPIRATION

utilise the resources that organisations offer.

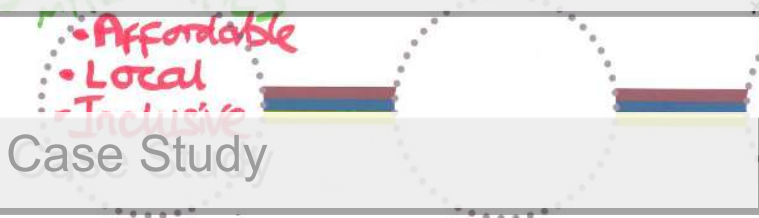
Connecting communities

Where?
Where is this going to happen?

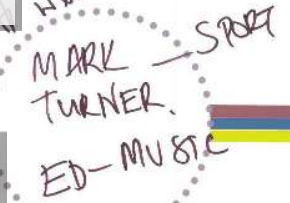
How?
How can we make this happen?



What?
What needs to be done next?



people that will respect - BORN + RAISED LOCALLY.



- Keep fit courses but locally + affordable
- 4 - 11 year old Groups
- older people

Workshops



— Aims

- explore use of design methods and tools in supporting creative conversations
- understand how design might contribute to improving pathways to participation

Concluding Remarks

Knowledge exchange adding value to communities