

# Workshop 1 - Script

## Introduction

When arriving at the workshop, we will present an introduction to the participants who have shown up. Depending on if any new participants decide to join, we will also explain who we are and what co-design is about. We will tell them what we have been doing since the first encounter - analysing the interview and categorized the different subjects we discussed etc. Furthermore, we will tell them that we brought some exercises for them. The first exercise will be based on the findings of the interview.

After this we will explain what the aim of this workshop is - that we want to explore different design solutions to different relevant scenarios, we've discussed and the participants take interest in. Lastly, we have to clarify that we will not be offering them an artifact of some sort, but that hopefully they get some insights into what they can do to create a better network in Signalhuset and also gain some new relations.

In short, our introduction will consist of the following:

- Maybe introduce Co-design and who we are again
- The aim of the workshop:
  - Investigate and challenge the participants ideas and creativity
  - Design different solutions
  - What are we going to do today? (short introduction to activities on whiteboard)
  - Time aspect (2-3 hours)

**Timeline of workshop:** Dartboard → Scenarios → brainstorm → build.

30 minutes: *Dart board and relatable statements*

For this activity we are going to read aloud different statements. We are going to bring a dart board onto which they place needles in different colors that represent the different people. The dartboard has numbers from 1-10 and the different people are putting the needle on the dart board depending on how much they agree with the statement.

## Statements from interview:

1. "There are not enough social activities at signalhuset"
2. "It's hard to find information about the social activities"
3. "I don't want to host parties because I'm afraid too many people will attend"
4. "Several times I have suggested some kind of social activity (cooking, watching movies, etc.) in Signalhuset"
5. "I would join a weekly food club in Signalhuset if someone I didn't know arranged it"

30 minutes: *What if method - Scenarios*

At the first encounter some of them told us about attending parties at Signalhuset or other apartments within the building, but none of them shared any experiences of hosting/facilitating events. Therefore we would like to use the *what if method* so they could think about how it would be to host an event in different scenarios at Signalhuset.

Therefore, the second part of the creative workshop we will have prepared some cards with different *what if* scenarios about hosting/facilitating events at Signalhuset. We would like the participants to pair up, pick 2 scenarios, and create 2 storyboards (in pairs), one for each scenario. We would like the participants to pair up with each other, pick two scenarios. They will have approximately 15 minutes to draw the storyboards of how they think their scenario could be in reality. Afterwards, the pairs will present their storyboards and shortly talk and discuss their drawn scenario.

We will have prepared an example of a storyboard (we will use a scenario that is unrelated to the topic at hand, so we don't influence their idea process). We will also clarify that we don't expect great artwork and that any drawings are good and accepted.

#### **What if-scenarios:**

1. "What if you were going to invite people to a social activity in the common room - How would you inform people?"
2. "What if you should show people something from your culture in a social event - How would you do it?"
3. "What if you should arrange a social event - How would you arrange it/where, when, what would it be?"
4. "What if you were invited to a party in Signalhuset, where you didn't know anyone?"

#### **20 minutes: *Ideation game* - Brainstorm**

This is an exercise that should open the users minds to different ideas and aspects of design thinking. It will hopefully allow them to think in many different directions and to think outside the box. The outcome of the exercise should give inspiration for the *design build*.

#### **Brainstorm statements:**

1. Fun activities in general?
2. Things that make me happy?
3. Places to have a social event?
4. Ways of informing people about a social event?
5. Things you associate with your culture?
6. Themes to have at a social event?
7. Describe your own apartment in one word?
8. Describe people from signalhuset in one word? - including yourself

#### **Method:**

Designers (apart from 2, who will note results and facilitate the game), and participant will stand in a line. The facilitator will then pose a question or make a statement. If a designer/participant has an answer or input, they will run into the middle of the room and state their answer/input.

The exercise will be recorded and all answers will be noted down on post-its for further use.

Let them know what exactly we want from the game. We will clarify that they should think outside of the box, which means that they can think of jokes, try to be funny etc.

*Examples of statement/question ideas for the exercise:*

**In the context of hosting an event:**

1. state places to host an event (*Answer example: common room, courtyard, bathroom party, elevator party etc.*)
2. state place to promote an event (*Answer example: bottom of a glass, plane, flyers etc.*)

To end the workshop we will ask the participants to write down if they have a final thought, so they can keep it until next time. We will ask them if they have anything to say about the workshops or if they have an insight.

<b>Names</b>	<b>Roles - what to do?</b>	<b>Things - What to bring?</b>
Andrea	Participating in all of the exercises, Video-recorder	Computer, post-its, bowl
Simrun	Facilitator of <i>Dartboard</i> exercise Participating in all of the exercises	“video”-camera,
Emily	Facilitator of the introduction Facilitator of <i>What if</i> Facilitator of <i>Ideation game</i>	Slide with examples.
Katrine	Taking pictures Participate in all exercises	Camera, time-tracker
Mack	Writing post-its in <i>Ideation Game</i> Photographer	Post-its, tripod, 1 scissor, glue, storyboard templates
Anne	Participating in all of the exercises	Example on a storyboard, yarn, (homemade playdoh), name-tags, card-board, scissors, knappenåle

**Things we will need:**

- **Dart board to hang on the wall - 1**
- **Statements from the interview - 5**
- **What if Scenarios - 8 scenarios**
- **Storyboards - 20 udprint**
- **Bowl for scenarios**
- **Brainstorm in circle statements - 8**
- **Dot for the floor**

