

Activity: Deeper Learning on Accountability

WHAT will we have when this activity is complete?	Example - Your coalition will have a plan for testing your prototype.
WHY is this activity important?	Example - This step ensures that you are listening to users and getting critical feedback early enough to made changes.
HOW do I do this activity while keeping the habits in mind?	Example - Focus on <i>inclusion</i> and keeping many perspectives and voices in the room and participating. For more ideas, click on this link [include a link to the module page with more prompts]
WHEN in the process does this activity come?	Example - Do this module after the __ process but before the ____.
WHO needs to be involved with this activity?	Example - Complete this module with your whole coalition.

In-Person Directions

Provide a step-by-step walkthrough of the process for this module if teams are facilitating in-person sessions. Provide suggestions for in-person facilitation methods. Templates and scripts may be included in this section.

Site after prototype

Overview of Steps

Step 1: Introduce purpose of this activity

Step 2: Watch Accountability Video

Step 3: Reflect as group about what was in the video

Step 4: Watch Unintended consequences video

Theory

Evidence

Stakeholder Design

Step 5: Name the unintended consequences of airport security

Step 6: Name the unintended consequences of accountability/assessment

Step 7: Identify ways your team can mitigate against unintended consequences in your design through the creative matrix

Step 7: revise matrix to add insights

Step 8: Moving into testing, consider how you might want to listen for unintended consequences

Watch Video
Discuss what was new

List unintended consequences
Content on intended consequences (evidence, stakeholders, learning, dark logic)

Virtual Directions

Provide a step-by-step walkthrough of the process for this module if teams are facilitating a virtual design session. Provide suggestions for virtual facilitation methods. Templates, virtual tools, links to workspaces, and scripts may be included in this section.

Example Process & Product

Provide a sample to guide teams in the creation of their intended process and product for the module; include photos or links to a document if helpful

The following is an example of a _____ (intended product for this module)

Example - The following is an example of an idea for prototyping:

Gut Check & Reflection

Prompt teams to evaluate their product based on the module objectives, the habits, and their work from previous modules

Example “Gut Check” questions (should vary with each module):

- Does it fit with the user’s needs?
- Does it really meet the future vision of our priority theme?
- Does it meet the requirements of our problem statement?
- Is it different enough from what currently exists to add value?

Resources & Links

Provide links to supporting tools, strategy resources, templates, etc to support the module

Next Steps

Provide a direct link to the next module

Module 3: Co-Creation
Activity 5: Deeper Learning on Accountability

The next module in the design sequence is _____ (link with module name). Your team will use _____ (product from this module) to _____ (connection to next module.)

Example - The next module in the design sequence is [Module G](#). Your team will use the idea selected in this module to develop a prototype using storyboards.

[Module List DRAFT](#)