Civic Design by Rosenfeld

10 December 2021

#CD2021

SKETCHNOTES by @mjbroadbent

THEME 3: Civic Futures *led by Sarah Brooks*

DOWN to the ROOT: the PEOPLE WHO HAVE NO POWER / LEAST POWER

Radical Participatory Design: Decolonizing Participatory Design Processes

What if the definition is: A GROUP OF PEOPLE WHO TAKE SOME INFORMATION, COME UP WITH IDEAS, and TRY THEM OUT... EQUITABLY.

VICTOR UDOEWA

Chief Experience Officer & Service Design Lead, NASA SBIR/STTR, NASA

Greetings from Washington, D.C. original home of the NACOTCHTANK, a people group who, due to persecution, relocated to a tiny island in the Potomac River. Due to further persecution they were taken in by a neighboring tribe in Maryland and eventually migrated to Pennsylvania.

LAND ACKNOWLEDGEMENTS → DON'T CHANGE ALLOCATION of POWER OR RESOURCES... "We cannot talk about alternative futures w/o talking about alternative PASTS."

→ IMPORTANT at the MYTHOLOGICAL LEVEL... TRUE or FALSE DOESN'T MATTER (in an enlightenment sense) What matters is whether it is LIVING or DEAD.

→ *There is a mythology around the HISTORY of PARTICIPATORY DESIGN*

~~discover~~ ~~recover~~ uncover some of those past histories

DECOLONIZE

What is PARTICIPATORY DESIGN?

"CO-OPERATIVE DESIGN"

"CO-DESIGN" "CO-CREATION" "COLLABORATIVE DESIGN"

for some, DESIGN METHOD or way of doing a method

METHODOLOGY principles or philosophy

Facilitation - - - - - - is POWER.

DESIGNER/RESEARCHER

COMMUNITY MEMBERS

We choose: who is there, why, when, where, and how.

DESIGNER as COMMUNITY MEMBER *equal and* ALONGSIDE OTHERS' SKILL SETS

COMMUNITY MEMBERS as DESIGNER

COMMUNITY MEMBERS as DESIGNERS and FACILITATORS

Natural systems' COLLECTIVE WISDOM

PARTICIPATORY DESIGN *throughout the history of communities*

for example

HOMO SAPIENS APPEAR ~315,000 years ago

ANCIENT **Mesopotamia** CREATIVE FARM SETTLEMENTS with water management

India PLANT-BASED MEDICINAL SYSTEMS
- Codified (texts)
- Folk (experiential)
- Expert (role)

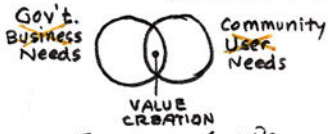
13th C. **Africa** The GRIOT oral historian Social memory community design

Collaborative Design IN SCANDANAVIA (1970s) KARL LINN JANE JACOBS (1960s) LIPPET, LEWEN, RADKE (1940s)

NOT JUST THIS!

Requirements for RADICAL PARTICIPATORY DESIGN

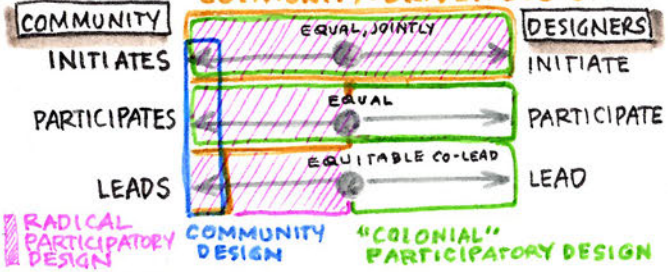
1. COMMUNITY MEMBERS ARE ALWAYS PRESENT and LEADING *full-fledged members of research/design team throughout the process*
2. COMMUNITY MEMBERS OUTNUMBER PROFESSIONAL DESIGNERS
3. COMMUNITY MEMBERS OWN the ARTIFACTS, NARRATIVES, and OUTCOMES of the ARTIFACTS



For those of us in societies with democratic ideals THE NEEDS OF A GOV'T OF THE PEOPLE SHOULD BE THE NEEDS OF THE PEOPLE.

So our job is to bring those into further alignment

COMMUNITY-DRIVEN DESIGN



VICTOR SHARES TWO CASE STUDIES [SEE VIDEO] to illustrate *Benefits*

1. **INCLUSIVE DESIGN** *The community knows best how to recruit and include community members.* INCLUSIVE DESIGN → INCLUSIVE TEAM → INCLUSIVE RECRUITMENT
2. **HUMAN-CENTERED DESIGN** *The best way to center the design process on the community for whom you are designing is Radical Participatory Design.* HCD → SOCIETY- & PLANET-CENTERED DESIGN
3. **EMPATHY** *Stop pursuing it. You won't find it, due to inherent power dynamics* • INTELLECTUAL EMPATHY: know facts • EMOTIONAL EMPATHY: rare • COMPASSIONATE EMPATHY: moved to act COMPONENT PARTS of EMPATHY
4. **TRAUMA-RESPONSIVE DESIGN** *The components of a trauma-informed approach are embedded in your process when the community is participating fully and fully leading.* SEE RACHAEL DIETKUS' TALK #CD2021
5. **PLURIVERSAL DESIGN** *Communities can define for themselves what is the good life* DAMAGE-CENTERED DESIGN → DESIRE-BASED DESIGN ASSET-BASED METHODOLOGIES

EMBED IT ON YOUR TEAM

► SEE VIDEO for ETHICS and EVALUATION *Conclusion* – AND A PROVOCATIVE LOOK at THE FUTURE!