

A photograph of two men working on a cardboard prototype outdoors. The man on the left is wearing a black t-shirt with a colorful geometric pattern. The man on the right is wearing a light blue button-down shirt. They are both looking down at the prototype, which is a cardboard box with various colored paper and cardboard pieces attached to it. In the background, there are other people and a building with a sign that reads "UZAZI WA MPANGO NI MUHIMU".

8 weeks
hands-on
real-world projects
practical tools & techniques

MIT Practical Impact Alliance

PARTICIPATORY DESIGN ONLINE COURSE

Sep 10th - Nov 8th, 2018

What's Participatory Design?

Participatory Design, as defined by MIT D-Lab, is the multi-disciplinary process of co-designing effective poverty-alleviating solutions and approaches with end-users. Participatory design is increasingly seen and used as an important approach to designing products, processes, programs, and business models that aim to sustainably improve the lives of people living in poverty. In particular, a variety of significant participatory design approaches are receiving strong attention from the international development and inclusive business communities, creating demand for training and hands-on experience in these approaches.

What's in this Online Course?

This course will introduce, define, and compare the different types of participatory design: human-centered design, co-design, and user-generated design. The course will present a step-by-step process to engage Bottom of the Pyramid (BoP) stakeholders in co-design. Participants will learn and practice tools and techniques for establishing the proper mindset, exploring and framing problems, generating and evaluating ideas, as well as prototyping through sketch-modeling. Each week, participants will engage in hands-on activities to apply these tools and techniques to a real project of their choice.

Who is this for?

The first cohort of participants will primarily be drawn from the MIT Practical Impact Alliance (PIA) member organizations and their affiliates (fellows, grantees, investees, implementing partners). Each PIA organization can enroll up to 5 participants. All participants in the PIA Co-Design Summit 2018 will be required to complete this course as a pre-requisite for joining the summit in Morocco.

Dates

Registration Opens: June 22 - July 31, 2018

Course Starts: Sep 10th - Nov 8th, 2018

Curriculum

Week 1:

Introduction to Participatory Design

- Participatory design definitions and processes
- Practical application differences between Human Centered Design, Co-design, and User-generated design

Week 2: Measuring Impact in Participatory Design

- What does the research say?
- Applying the lessons learned

Week 3: Mindsets for Participatory Design

- Inclusive Team Composition and Working Styles
- Sharing Expectations and setting a common direction

Week 4: Information Gathering

- Information gathering techniques

Week 5:

Break

Week 6:

Framing the Problem as a Team

- Problem Framing Techniques

Week 7: Ideation and Concept Selection

- Ideation generation design methods
- Using design methods to select the best idea

Week 8: Sketchmodeling & User Feedback

- Sketch Modeling and prototyping techniques
- Receiving & giving feedback

■ Theory ■ Hands-On