SISCODE NEWS

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Picture: Andrew Whittington-Davis

What does co-creation mean for SISCODE? A working definition

Co-creation can be defined in quite a number of ways depending on the context in which it is adopted. The slight differences in the definition entail significant variations in the objectives, the actors involved, the processes and the tools used.

SISCODE interprets co-creation as an integral process that ranges from the identification of needs and opportunities to their transformation into a working object (be it a product, a service, a programme, etc.), its assessment and adjustment.

Co-creation thus includes co-design and co-production along a continuum, linking them respectively to phases of problem identification, reframing and design (ideation/formulation), and phases of concrete realisation (implementation/actuation). The idea of non-linearity renders a structural gap between ideal models/cycles and reality (add references), where feedback, restart and recirculation are the norms more than the exception.

SISCODE's defintion of co-creation

Co-creation is a non-linear process that involves multiple actors and stakeholders in the ideation, implementation and assessment of products, services, policies and systems with the aim of improving their efficiency and effectiveness, and the satisfaction of those who take part in the process.

Discover the toolbox - The toolbox in online

The SISCODE toolbox has been developed to guide our 10 co-creation labs in making sense of the vast array of existing data, tools and toolkits in this area, allowing them to navigate through different local contexts and engage with an array of different stakeholders using co-creation activities.

The selection of the existing tools and toolkits has been done to support the development of a learning design process of 4 phases - context analysis, problem definition to the ideation of a solution, the development of a prototype, and its experimentation in a real-world context.

Follow this link to discover SISCODE's toolbox.

Until now, our labs experienced the three first steps of their journey. Let's highlight some good practices of how they analyse the context, reframe problems and envision alternatives.

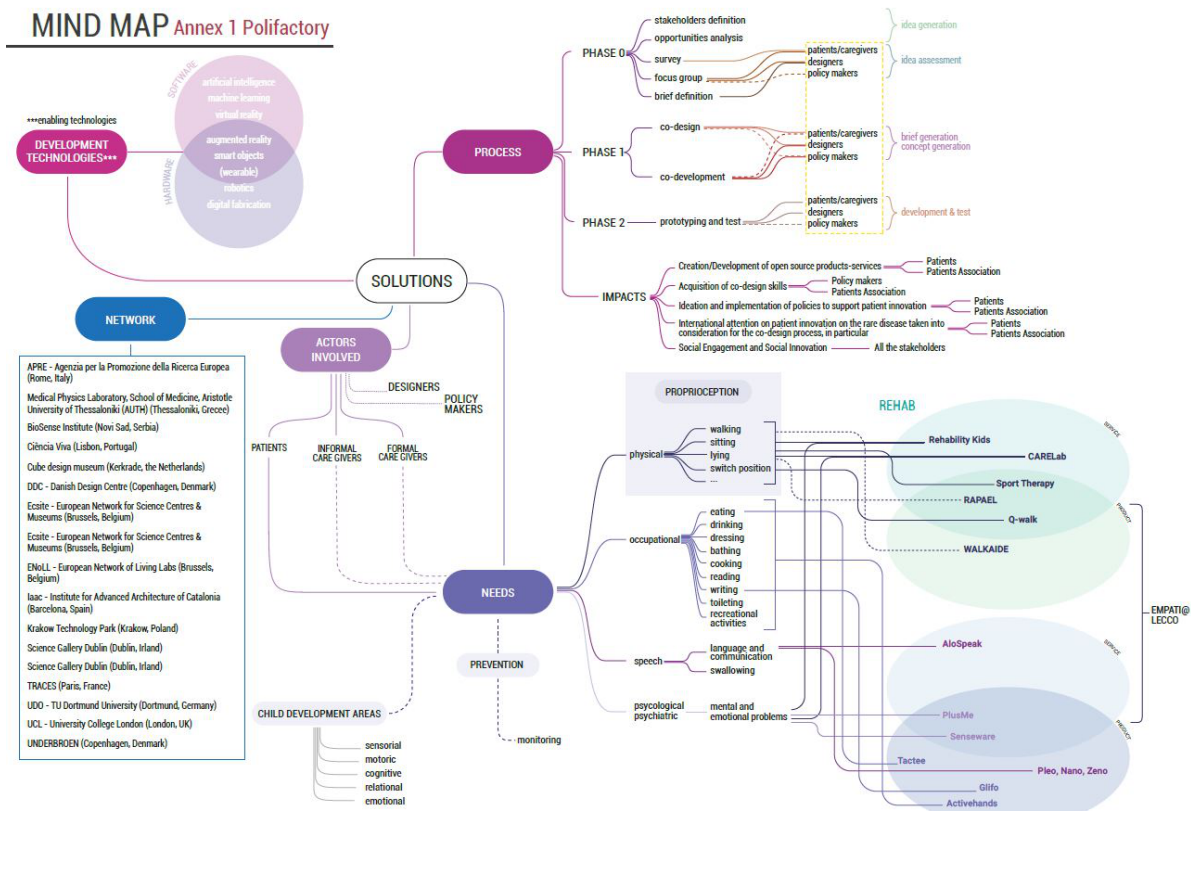**1. Analysing the context with Traces: An open and interactive exhibition**

The exhibition "Under the influence: the science of choice" was created to provide open sessions for people to explore and discuss the kind of role artificial intelligence (AI) plays in our daily lives - for entertainment, for producing news, for decision making or even for finding a partner. The aim was to equip the participants with a better understanding of the topic and the challenges that come with the advancements being made in AI.

In total, five Siscode events were organized with different facilitating techniques - among them, an original ill-fated tribunal on "Artificial intelligence" that allowed people to go beyond their "comfort zone" by playing with argumentations in a theatrical way. All participants became more aware of the issues raised by the presence of AI technologies assisting with our everyday decisions. At the same time, their reactions, comments, and viewpoints were recorded and used as input for subsequent co-construction workshops. By crossing these approaches, Traces intends to explore the possibilities and boundaries between co-construction activities and cultural activities within a science centre.

2. Reframing problems with Polifactory: Visual mapping techniques

Polifactory, in collaboration with the Patient Association "FightTheStroke", used co-creation for supporting the health and wealth of children with cerebral palsy. They used various co-design techniques and interviews to learn and gather multiple perspectives about this problem allowing them to identify new possible opportunities and solutions to address this complex challenge. One outcome that came from these sessions was a rich picture identifying the challenges facing children affected by cerebral palsy making the process and methodology used clear both internally to the stakeholders involved, but also to the rest of the partners within SISCODE.

MIND MAP Annex 1 Polifactory

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3. Envision Alternatives with Cube: Frameboards and collective sketching

For Cube, the aim is to explore the problems that come with an ageing population and find solutions to support all citizens living in an ageing society. One important step Cube carried out to achieve this was to envision alternatives at the beginning of their process. Every workshop and talk they organised has contributed to generating ideas.

They organized specific short co-creation workshops with citizens who visited Cube design museum, to receive feedback and reflections on how to create a more equal and productive relationship between citizens and policymakers within an ageing society. In total, they have co-created six frame boards and sketched out many more ideas, either on post-it notes or as notes of personal conversations.

SISCODE Co-creation Labs are: Krakow Technology Park (KTP), Krakow; PA4ALL, Novi Sad; Thess-AHALL, Thessaloniki; Fab Lab Barcelona, Barcelona; Polifactory, Milan; Underbroen, Copenhagen; Cube design museum, Kerkrade; Pavilhão do Conhecimento - Ciência Viva, Lisbon; Science Gallery Dublin, Dublin; and Traces, Paris.

EVENTS

TRACES
18 October - co-creation workshop at TURFU Festival

CUBE
12 & 13 October: Open Lab Day @ Changemakers Festival

Science Gallery Dublin

9 October - CONFLUENCE. Event for the scientific, artistic and everyone-else-in-between communities to discuss co-creation processes and highlight tools that they can use in their own work.

Fab Lab Barcelona

5 October: El Barri Circular @ Makerfaire Barcelona

Polifactory

6 October: Meet&Code - World Cerebral Palsy Day - BODYSOUND experimentation lab. Music and movement with littleBits (in collaboration with FightTheStroke)

Undebroen

11 October: Open Lab Day. Re-Make the City "Live like Tomorrow" at the C40 Mayors Summit in Copenhagen
11 October: Re-Make the City: A Maker Meet Up on Cities and Circular Economy

SISCODE CO-DESIGN FOR SOCIETY IN INNOVATION AND SCIENCE

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