
Community-led Design

A Co-design Workshop

SEWA & IDRC

December 17, 2024

Why Community-Led Design?

→ Co-design

- ◆ Workers are directly engaged in the creation of designs or processes that meet their needs

→ From co-design towards community-led design

- ◆ Engaging existing leadership within the community, from planning to completion
- ◆ Autonomy over both the process and the outcomes

Co-creation or Collaboration Examples?

- Your experiences of co-design, co-creation or collaboration?
- What worked?
- What didn't?

Where to Begin?

- Learn as you go
- Building trust and relationships takes time
- Develop your own approach based on community needs
- Consider creative approaches
- Watch for emerging leadership
- You don't have to (you shouldn't) have the answers!

Goals and Desired Outcomes

- Why do you want to do co-design?
- What do you hope to achieve?
- Who will benefit?
- What will you do with the results?

Who?

- Who will you invite?
 - ◆ What existing relationships can you draw on?
 - ◆ Who can you involve in the planning stages, who might help facilitate?
- Consider both a specialized and a more diverse group
- What skills, knowledge, supports or tools will community members need in order to participate effectively?
 - ◆ Consider accessibility needs, financial support, childcare, travel, food, etc.
 - ◆ What will motivate members to participate?
- Always asking: who is missing? Whose voice is not being heard?

Where, when, what?

- Where will you hold your workshops?
- How many will participate?
- How many workshops will you need, what schedule and timing will work best?
- What activities will you undertake?

How?

- How will you document the process and outcomes?
 - ◆ Knowing what you plan to do with the information you gather during co-design can help to inform not only *what* you gather or create, but also *how* you document it
- How will you ensure consent and privacy?
- How will you synthesize the co-design outcomes into a final design or process?

Today's Workshop Objectives

- SEWA team to have a clear understanding of how to approach co-design with coop members
- SEWA team to have the start of a co-design plan, with next steps, based on example given
- Suggested changes to existing toolkit co-design guide based on workshop outcomes and feedback from the group

Today's Workshop Objectives

- It won't be possible to cover all the details of community-led co-design in the time we have today!
- We'll focus on the initial phases as well as areas that you have specific questions about
- The toolkit guide and other resources are also available to support you in this work (we will share these)
- Today's workshop an interactive conversation

Agenda

Activity Part 1 Clarifying goals and desired outcomes

Activity Part 2 Finding participants: Relationship & trust building

BREAK

Check-in, address any questions coming up so far

Activity Part 3 Activity planning: Accessibility (reducing burden), role of existing literature, support materials

Activity Part 4 (if time permits): Documentation and synthesis

Reflection on Toolkit guide entries. What's missing?

Wrap-up, questions, next steps

Let's get started!

- SEWA co-design example: Co-designing action research with SEWA's agriculture cooperatives to understand how climate change is impacting their overall operations.
- SEWA Questions
 - ◆ How to incorporate current research literature?
 - ◆ How to avoid burdening participants
 - ◆ Other questions?
 - ◆ What do you feel most uncertain or concerned about?

Reducing burden on participants

- Financial compensation
- Offering child care, food, travel assistance
- Leveraging existing meetings or gathering times / places
 - ◆ E.g. Farmer Facilitation Centres
- Gathering input individually at participant's convenience
 - ◆ E.g. Gather input during routine or regular work activities at FFC's or other
 - ◆ Using surveys or other creative approaches
 - ◆ Good to combine this with group sessions if possible
- Brainstorm

Role of Research Literature

- Create discussion prompts or guiding questions
- Bring in examples of what others are doing, what's happening elsewhere
- Create a draft plan/research questions and refine through co-design
- Identify discrepancies between literature and what participants are telling you - this may be one of your outcomes
- Cyclical - might do more research based on co-design outcomes

Activities (1/2)

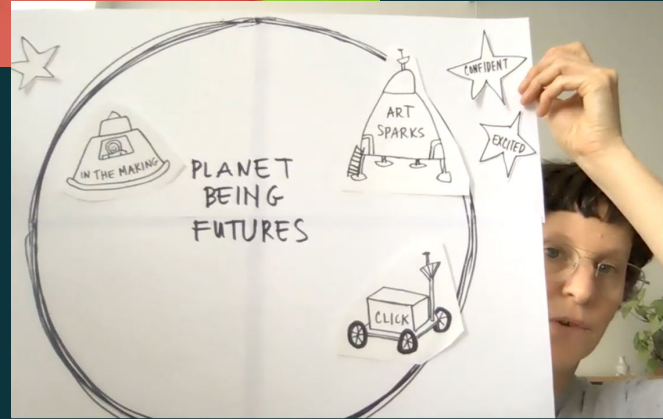
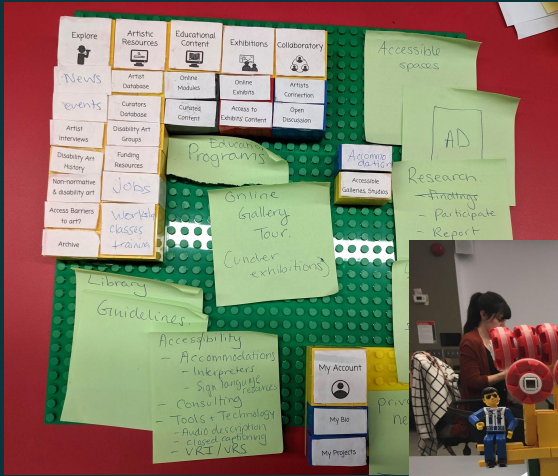
Activities will depend on what you are hoping to create together

- Storytelling, journey-mapping
 - ◆ A Day in the Life - to understand issues and needs
- Songs, games (e.g. SEWA home beauty care co-design) - helps to build relationships
- Paired interviews
- Creating inclusive spaces for dialog and small group conversations around an issue

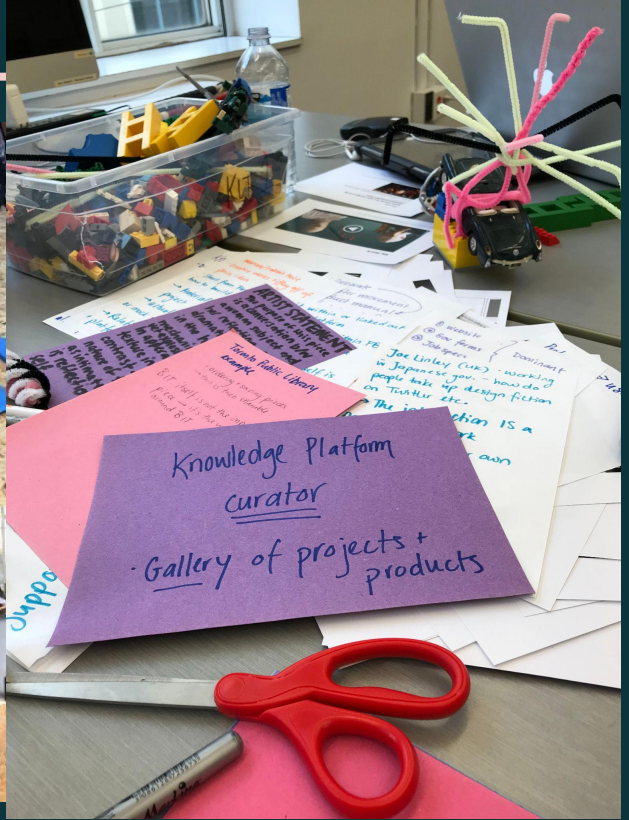
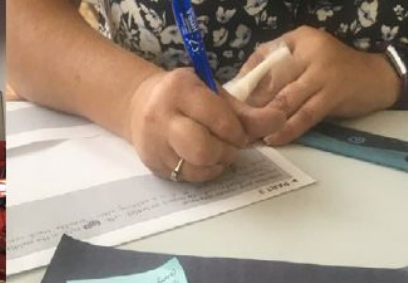
Activities (2/2)

- Expressing ideas through building things with craft materials - using whatever is available, materials from daily life
- Worksheets and facilitation guides for unmoderated or community led sessions
- Co-creating plans with community leaders and rehearsing co-design plans with community facilitators and members
- Debriefing (see template p2)

Activities



Activities



Documentation Examples

- Journey-mapping
 - [SEWA Home beauty workers co-design](#)
- Outcomes documentation including “mind-mapping”
 - [Designing Proof and Evidence Co-design Outcomes](#)
- Needs gathering and theme identification
 - [Platform Coop - CoRise childcare hub co-design synthesis](#)