

Name **Participative design and co-creation**

Classroom ☐
 Studio or workshop ☐
 External venue ☐
 Online ☐

Codes **M-ID-301-PARTICIPATIVE-DES**

Host **Future School**

	Type	ECTS	Contact hours	Student work	Course type	Semester	Unit
Basic info	Term mark	3	33	57	classwork	2025 Spring	Emergent and experimental design

Recommendation

Short Description

Students will learn about participative design methods to involve stakeholders efficiently in every project. The course focuses on facilitating co-creation workshops with confidence and choosing the most relevant methods depending on the nature of the project and the aim of the involvement. Students will facilitate a workshop connected to a project of their choosing and define relevant insights from the interaction.

Teachers

Name	Contact information	Short bio	Open hours
Dorottya Féja	feja.dorottya@mome.hu		

Semester schedule

Course scheduling	Weekly class appointments
on Mondays	13.40-16.30

#	Date	Weekly educational content
1		Why should you involve stakeholders? When? Who? (Case studies, theory) Lower and higher levels of participation (Pros and cons) Stakeholder involvement canvas
2		Workshop design
3		Workshop plan consultations
4		Facilitation and instruction
5		Documentation and insights
6		Presentation and reflection
7		Evaluation of co-creation tools
8		
9		
10		
11		
12		
13		
14		
15		

Requirements and evaluation

Assignments	Evaluation criteria	Deadline	% in evaluation

Compulsory readings

Recommended readings

Ehn, Pelle. 1988. Work-Oriented Design of Computer Artifacts. 2. ed. Stockholm: Arbetslivscentrum.
 Sanders, Elizabeth B.-N. 2002. „From User-Centered to Participatory Design Approaches”. In Design and the Social Sciences, szerkesztette Jorge Frascara, 2002.04.25.:1–8. Contemporary Trends Institute Series. CRC Press.
 Sanders, Elizabeth B.-N., és Pieter Jan Stappers. 2008. „Co-Creation and the New Landscapes of Design”. CoDesign 4 (1): 5–18.
 Nygaard, Kristen, és Olav Terje Bergo. 1975. „The Trade Unions - New Users of Research”. Personnel Review 4 (2): 5–10. <https://doi.org/10.1108/eb055278>.
 Namioka, Aki, és Douglas Schuler. 1990. Participatory Design Conference Proceedings March 31-April 1. Seattle, Washington.

Learnings

Knowledge	<ul style="list-style-type: none"> Knows several co-creation methods and techniques Knows the value of collaborating with stakeholders Knows the difficulties of working with a multidisciplinary team Knows the role of the facilitator in a design process
Skills	<ul style="list-style-type: none"> Plans stakeholder engagement Prepare and design workshops carefully Adapts co-creation methods to her projects Gives clear instructions to workshop participants Manages the time and keeps the agenda in workshops Documents workshop results efficiently Defines relevant insights after co-creation sessions
Attitude	<ul style="list-style-type: none"> Considers stakeholder involvement in the beginning of her projects Makes sure everyone on team is engaged, heard and involved in a workshop Turns to key stakeholders with openness, empathy and curiosity
Responsibility	<ul style="list-style-type: none"> Can facilitate alone or co-facilitate design workshops Can design workshop agendas using various methods

Exemption

- ☒ Exemption from attending and completing the course cannot be granted
☐ Exemption may be granted from the acquisition of certain competencies and the fulfilment of tasks
☐ Some tasks can be substituted with other activities,
☐ A full exemption can be granted

Curriculum connections

Unit	Parallel courses	Course proportion in unit
Emergent and Experimental Design	Participative Design and co-creation	3 ECTS

	Design Collaborations	5 ECTS
	Biosphere&Technosphere	2 ECTS
	Speculative Design	5 ECTS

Course prerequisites	Is it available as an elective?	Prerequisites in case of elective
Interaction Design Basics Market and Products	-	-

Misc.
information