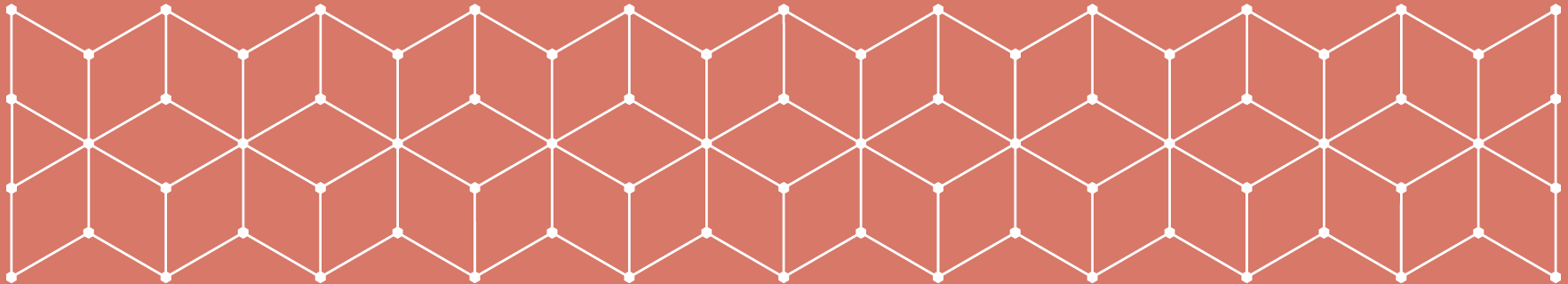


Making Technology Matter for Processes of Co-Creation and Innovation in Cross-Sectorial Collaborations







In what ways can the representation of a diverse range of technology be used and be of value in co-creation processes?

Agenda

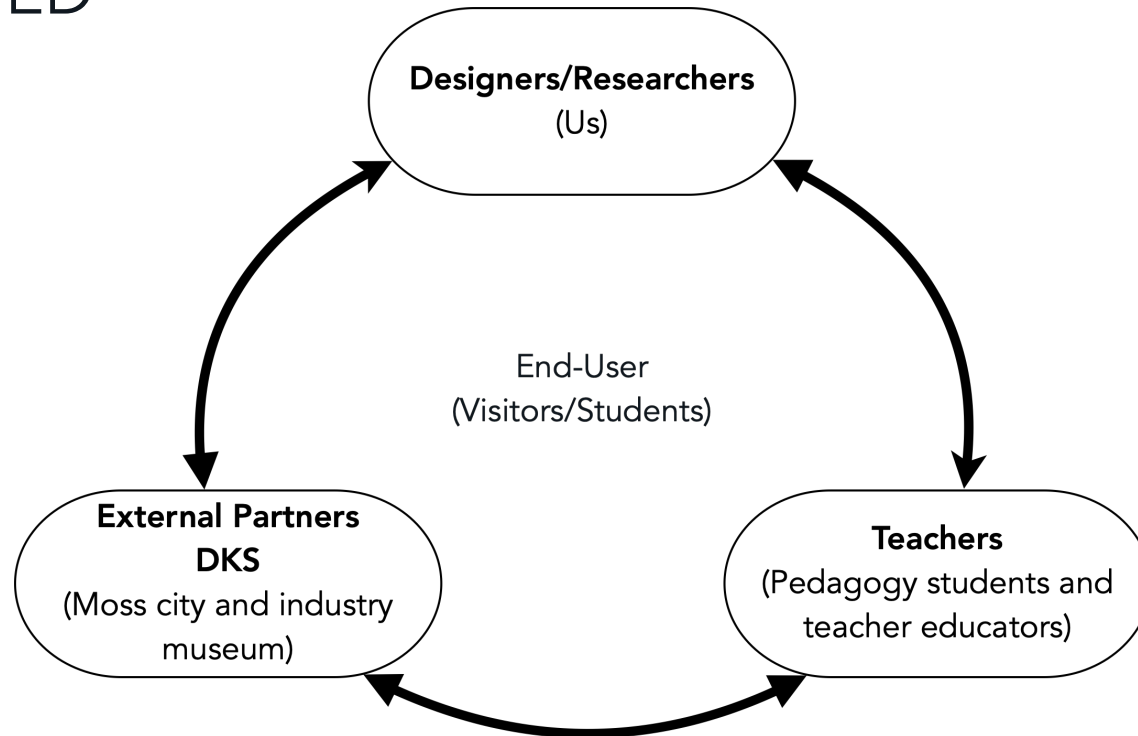
- Introduction – pARTiciPED
- Literature
 - Co-creation
 - Design Choices Framework
- Methods
- Results – Technology's role in co-creation
- Conclusion

In what ways can the representation of a diverse range of technology be used and be of value in co-creation processes?

pARTiciPED

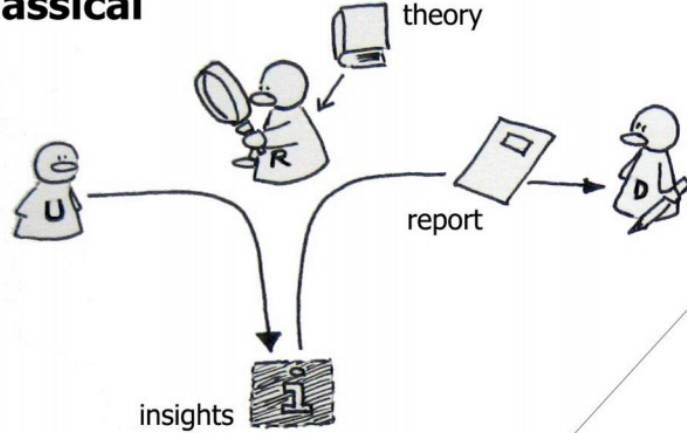
“Empowering student teachers as agents of change in cross-sectorial collaborations using The Cultural Schoolbag (TCS) in Norway as a learning platform.”

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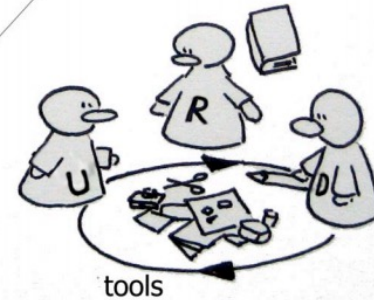


Co-creation

classical



co-design



[1]

Design Choices Framework

Project preconditions

- Openness of the brief
- Purpose of change
- Scope of design

Participants

- Diversity in knowledge
- Differences in interests
- Distribution of power

Co-creation events

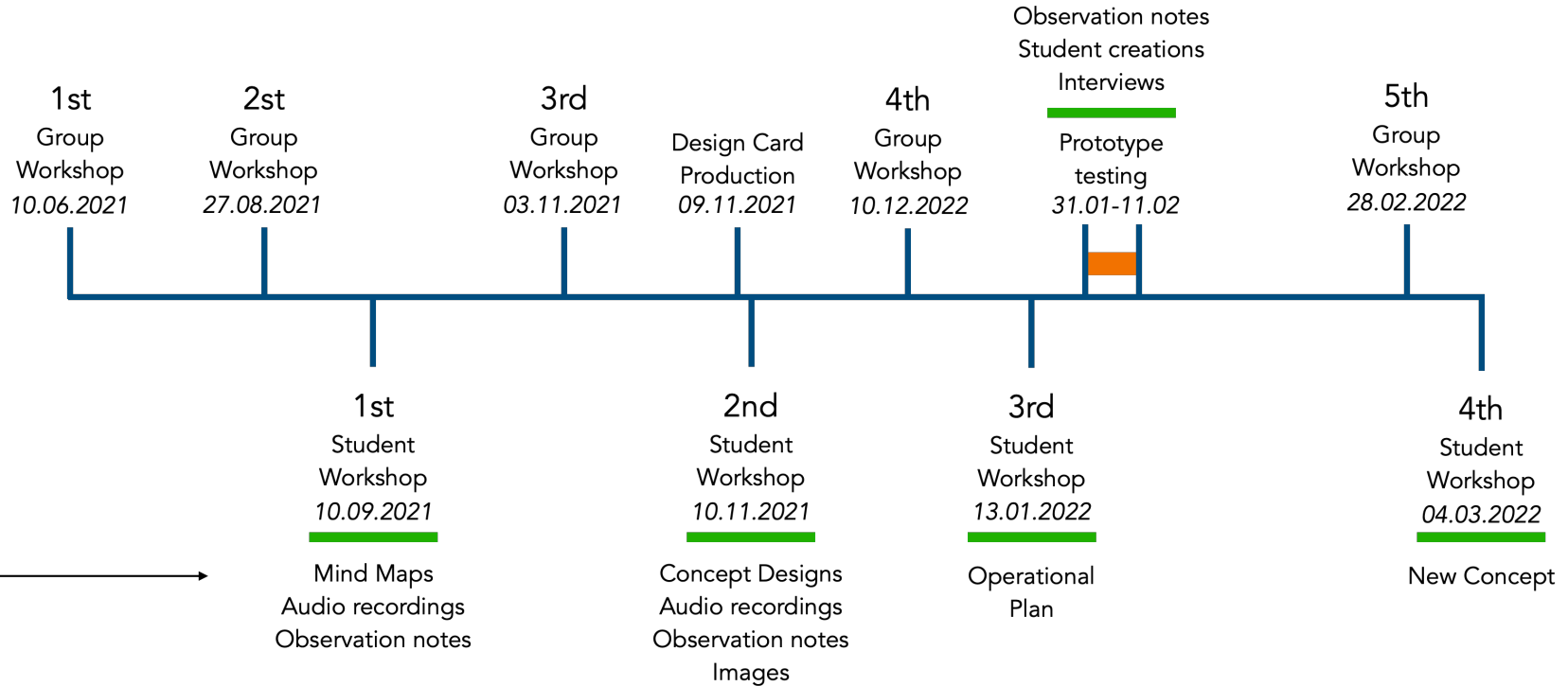
- Types of activities
- Setting for co-creation

Project results

- Outputs of the project
- Outcomes of the project

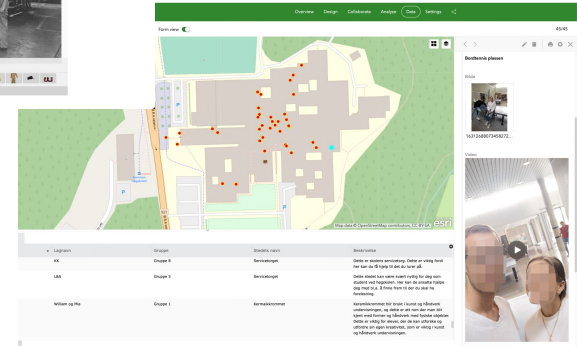
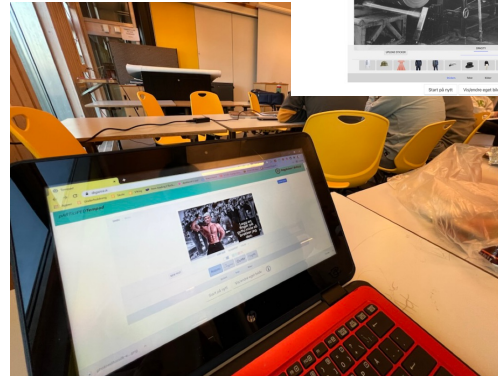
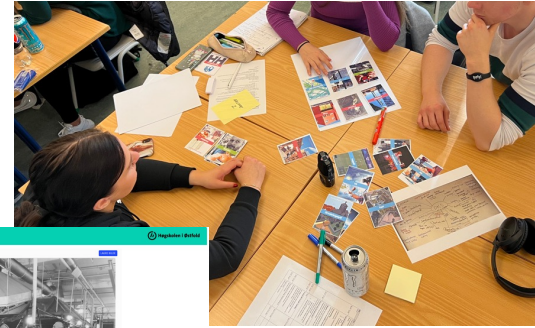
[2]

Methods



Methods

- Oral presentation
- Surveys
- Images
- Design cards
- Demonstrations
- Interactive prototypes



Results



Results

Project preconditions

- Openness of the brief
- Purpose of change
- **Scope of design**

Participants

- Diversity in knowledge
- Differences in interests
- **Distribution of power**

Co-creation events

- **Types of activities**
- **Setting for co-creation**

Project results

- **Outputs of the project**
- **Outcomes of the project**

[2]

Conclusion

Technology DOES Matter
for Processes of Co-Creation and Innovation
in Cross-Sectorial Collaborations

Thank you!



References

- [1] E. B.-N. Sanders and P. J. Stappers, "Co-creation and the new landscapes of design," *CoDesign*, vol. 4, no. 1, pp. 5–18, Mar. 2008, doi: [10.1080/15710880701875068](https://doi.org/10.1080/15710880701875068).
- [2] J. Lee, M. Jaatinen, A. Salmi, T. Mattelmäki, R. Smeds, and M. Holopainen, "Design choices framework for co-creation projects," *International Journal of Design* [Online], vol. 12, no. 2, 2018.

