

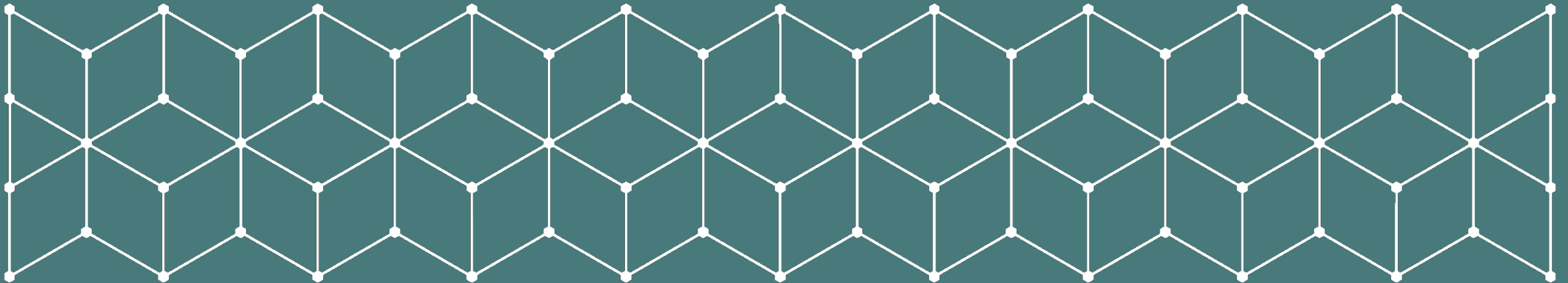


ACHI 2024 Special Track:

Design Practices for Co-Creation and Learning

Editorial

Assoc. Prof. Dr. Susanne Stigberg & Assoc. Prof. Dr. Joakim Karlsen



Susanne Stigberg

Associate professor at the Department of Computer Science and Communication at HIØ.

My research interest is in interaction design and digital fabrication.

Using a human-centered perspective and a participatory methodology, I explore how we can interact with technology beyond the desktop paradigm.

Currently, I am involved in several interdisciplinary projects that create and study technology-based learning experiences.



Joakim Karlsen

Associate professor at the Faculty of Computer Sciences, Engineering and Economics at Østfold University College.

Currently, I research the Co-creation compelling and meaningful museum experiences, as part of the project pARTiciPED, funded by the Research Council of Norway (2021–2024).



Democratizing design practices in the digital society

- Making design accessible to everyone
- Empowering people to actively engage in and contribute to co-creative practices
- Methods, tools and techniques to increase participation



Co-creation

“any act of collective creativity, i.e., creativity that is shared by two or more people.” Sanders & Stappers 2008, Co-Creation and the New Landscapes of Design

Co-creative practices refer to collaborative and participatory approaches that involve “others” in the process of creating a product, service, solution or knowledge.

Related keywords: co-design, participatory design, collaboration

Cross-sectorial collaborations

Cross-sector collaboration is when two or more organizations work together across sectors – industry, nonprofit, and government – to achieve mutually beneficial outcomes.

Collaborations are complex, dynamic, multilevel systems, but needed more than ever.

Cross-sectorial collaborations

Designing and Implementing Cross-Sector Collaborations: Needed and Challenging (John M. Bryson, Barbara C. Crosby and Melissa Middleton Stone | 2015)

- Take a design approach
- Built ongoing learning into the design
- Make sure that committed stakeholders are involved throughout

Design Practices for Co-creation and Learning

8 submissions in three sessions

- Designing digital applications for collaboration
- Present tools and methods for co-creation processes
- Experiences from cross-sectorial collaborations in teacher education

Session I - 12:30-14:00

Exploring Technology Probes in Co-Creation Understanding Stakeholders' Familiarity with Emerging Technologies for Socio-Technical Innovation

Fahd Bin Malek Newaz, Østfold University College, Norway

User-Centric Mobile Application for Long-Term Data Collection: Design and Strategy

Ann-Charlott Karlsen, Østfold University College, Norway

A Collaborative Digital Platform for Charity Thrift Store Workers

Fathima Jubina Pathari, Østfold University College, Norway

Session II - 15:30-17:00

Rules of play to balance ideation and decision making in co-design games

Tina Helene Bunæs, Østfold University College, Norway

Researching x-professional collaborations through co-design and co-creation:
Mapping an emerging field

Joakim Karlsen, Østfold University College, Norway

Facilitating labs for innovating cross-sectorial collaborations in teacher education

Kristine Høeg Karlsen, Østfold University College, Norway

Session III - 17:30-19:00

Educating Student Teachers for Interprofessional Collaboration through Co-design of Cultural Heritage with the Use of AR Technology

Gitte Cecilie Motzfeldt, Østfold University College, Norway

Transprofessional course design in teacher education

Susanne Koch Stigberg, Østfold University College, Norway

Conclusions

