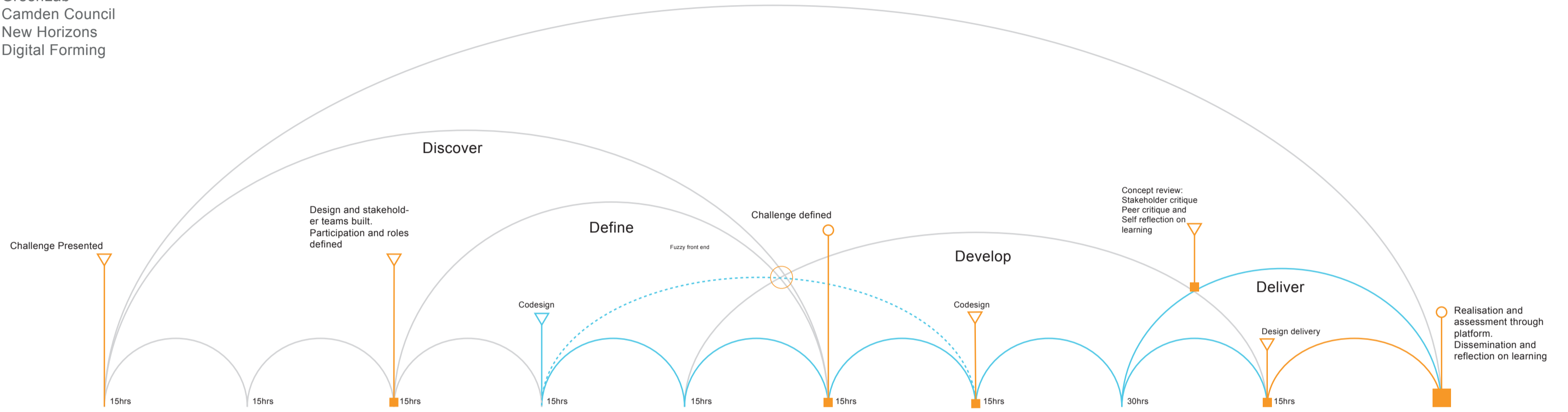


Citizen centred innovation and design for open and distributed manufacture
 15 ETCs UKHE equivalent
 150 Learning hours
 10 Weeks: October to March
 Holistically Assessed by portfolio
 Postgraduate: MA Industrial Design
 Undergraduate: BA Product Design
 UAL Digital Maker Collective
 GreenLab
 Camden Council
 New Horizons
 Digital Forming



Challenge:	Component 1	Component 2	Component 3	Component 4	Component 5	Component 6	Component 7	Component 8	Component 9
Stage	Discover	Discover	Discover						
Activities	Stakeholder briefing	Orientation	Research	Codesign 1	Synthesis	Codesign 2	Prototyping	Realization	Dissemination and evaluation and scaling
Aim	Articulation of the project and building collective understanding between project partners	Team building: Orientation of project stakeholders and build communities of practice	To identify opportunities for innovation within the project and between project stakeholders: UAL students: Maker Space: Third sector and enterprise partners.	To share research and collectively identify opportunities for innovation and learning.	To define a brief informed by research and participation of project stakeholders and their concerns.	Concept Generation through participatory design.	Concept development	Design development	Presentation and communication of project
Integrated Theory	<ul style="list-style-type: none"> Design led social Innovation; Systemic thinking and principles of social design Industry 4.0 Agile design 	<ul style="list-style-type: none"> Industry 4.0 Design thinking: Social innovation and public collaboration in service design Communities of practice. 	<ul style="list-style-type: none"> Industry 4.0 Opportunity mapping Research through design Personas User journey and scenarios 	<ul style="list-style-type: none"> Participatory design 	<ul style="list-style-type: none"> Business modeling: Social enterprise 	<ul style="list-style-type: none"> Participatory design Research through Design 	<ul style="list-style-type: none"> Design for open and distributed manufacture Prosumer technologies 	<ul style="list-style-type: none"> Design for open and distributed manufacture Prosumer technologies 	<ul style="list-style-type: none"> Business/ enterprise modelling Networking and infrastructureing Reflexivity
Core tutors/trainers	<ul style="list-style-type: none"> Adam Thorpe Matt Malpass Ande Gregson Tessa Read 	<ul style="list-style-type: none"> Adam Thorpe Matt Malpass Chris Follows Green Lab Third sector stake holders 	<ul style="list-style-type: none"> Adam Thorpe 	<ul style="list-style-type: none"> Adam Thorpe Matt Malpass 	<ul style="list-style-type: none"> Tessa Read Ande Gregson 	<ul style="list-style-type: none"> Adam Thorpe Matt Malpass 	<ul style="list-style-type: none"> Ande Gregson Chris Follows Asa Assuach (Digital Forming) 		<ul style="list-style-type: none"> Ande Gregson Tessa Read Paul Haywood Matt Malpass Adam Thorpe
Design Practice/ methods	<ul style="list-style-type: none"> Innovation Safari: Field trips to analogous projects, project partners and the range of actors involved. Observation of Makerspaces practices. 	<ul style="list-style-type: none"> Service design tools Stakeholder Mapping Agenda Mapping Resource mapping 	<ul style="list-style-type: none"> Design for open and distributed manufacture. Cultural Probes Empathic design methods. 	<ul style="list-style-type: none"> Visualization Empathic design methods. 	<ul style="list-style-type: none"> Creative attribute analysis. Reflexivity 	<ul style="list-style-type: none"> Visualisation Quick and Dirty Prototyping Design improvisation 	<ul style="list-style-type: none"> Introduction to design for CNC 3D printing 	<ul style="list-style-type: none"> Digital and analogue design 	<ul style="list-style-type: none"> Visualization, narration and presentation of work Evaluation
Open learning resources									
OD&M research informed Learning Gain	<ul style="list-style-type: none"> Planning and organization and project: infrastructureing. 	<ul style="list-style-type: none"> Ability to identify and understand interrelations between actors within the challenge system. Ability to identify and navigate agendas of actors. 	<ul style="list-style-type: none"> Research skills to understand the system in which the challenge is situated and its impact on individual actors at a human scale. Empathy. 	<ul style="list-style-type: none"> Collaboration, an ability to stimulate, provoke, encourage, inspire, and motivate others Ability to manage contradiction amongst agendas of actors. Ability to identify and understand interrelations between actors within the challenge system. Ability to recognize power and agency within the challenge system and accommodate and include diverse actors in an equitable manner. 	<ul style="list-style-type: none"> Storytelling and communication. Planning and organization. 	<ul style="list-style-type: none"> Collaboration, an ability to stimulate, provoke, encourage, inspire, and motivate others. Facilitation, the capacity to facilitate both a project and a holistic view of a prescribed activity. Design visualization which enables communication between various disciplines and stakeholders. 	<ul style="list-style-type: none"> The capacity to translate ideas from the abstract to the concrete quickly, using prototyping skills. Digital and analogue design skills. 	<ul style="list-style-type: none"> Storytelling and communication. 	<ul style="list-style-type: none"> Ability to conceive and co-create socio-economic models by which innovations might be sustained. Planning and organization.
Aligned learning outcomes gain and attributes (Reflection on learning to be populated by the learner)									
Institutional LO									
Institutional MC									
Recognition of Learning Gain REBEL									
Recognition of Creative Attributes									
OD&M badge and descriptor									
OD&M Evaluation									

The project will be structured through studio practice within HEI and Makerspace contexts.
 5 hours a day Tuesday, Wednesday, Thursday where theoretical content workshoped for 3 hours on Thursday evenings