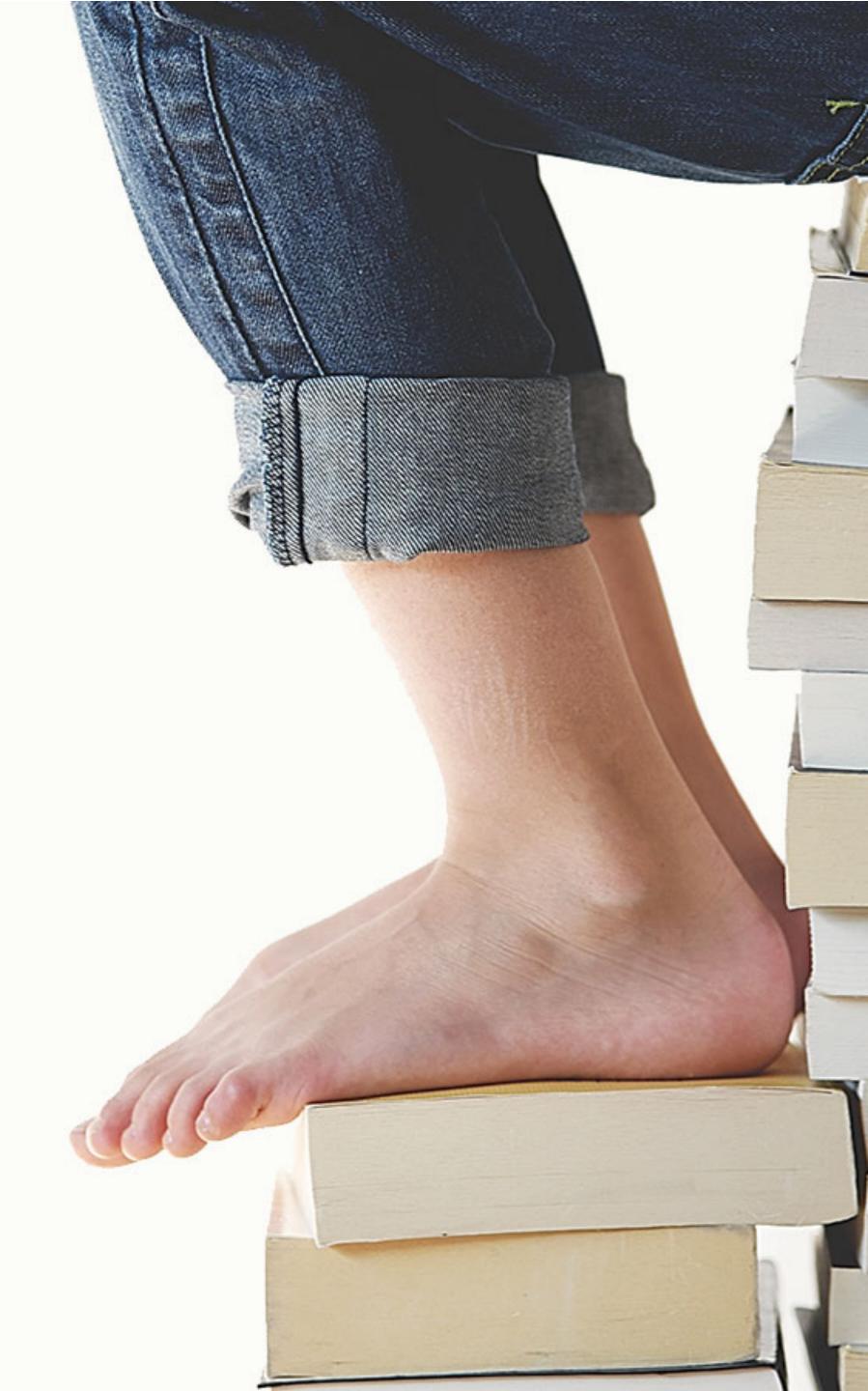# Enabling relationships in a co-creative process with children.

A participatory design process where children are the main stakeholders.

Asking critical questions about using technology. Involving teenagers in the design process so they can explore and fulfil their needs.

Situation & Conference

R.Bonetti presents co-creation to help answer questions about emerging technologies with teenagers.

Teenagers as

Main stakeholders

Drivers of insight

Solutions to their own problems

Can you tell me a little bit about the design-tools used in the workshops with the children? Will these tools stay the same or is this something you like to experiment with?

What makes this method fundamentally suitable for children - or, can the same methodology be applied to adults, or even senior people?

"Although some principles would stay the same (storytelling/ cooperative learning method/reflective diary...), they can change content-wise, and adapt to the situation. "

"Each tool had a certain playfulness staying in between the boundary of real and fiction, which was stretching the participants' imagination and giving them the comfort to go deep into their desires/needs."

Conducting the Workshops

The workshop is facilitated by an anthropologist and a designer.

Anthropologist

Motivates children and closely monitor the activities to relay what was happening to the group.

Designer

Acts as mediator to translate children's ideas into real life objects, resolving formal and technical details.

Workshop Components

1. Children asked to keep diaries.

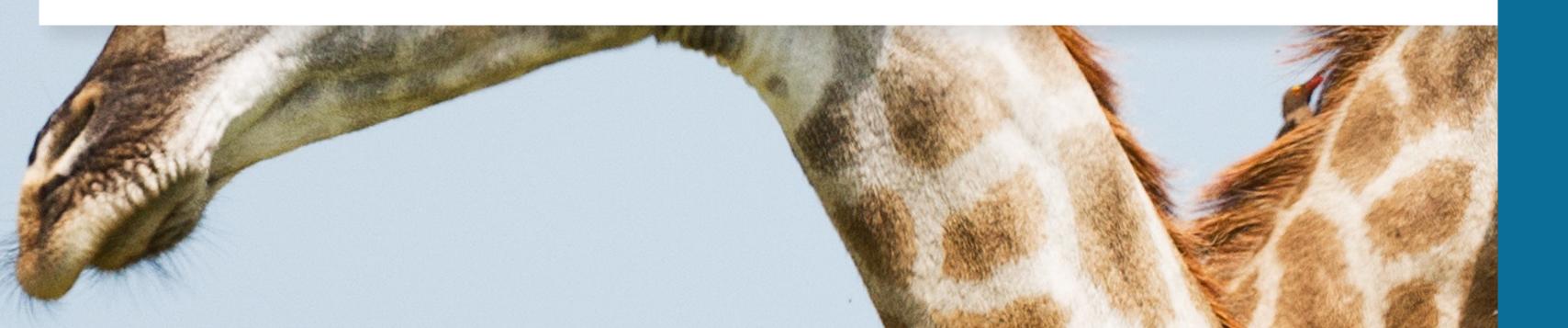**Using reflective techniques**

Workshop Components

1. Children asked to keep diaries.
2. Design tools based on participation / generating ideas for smart projects.

Storytelling, Cooperative learning, role-playing

Workshop Components

1. Children asked to keep diaries.
2. Design tools based on participation / generating ideas for smart projects.
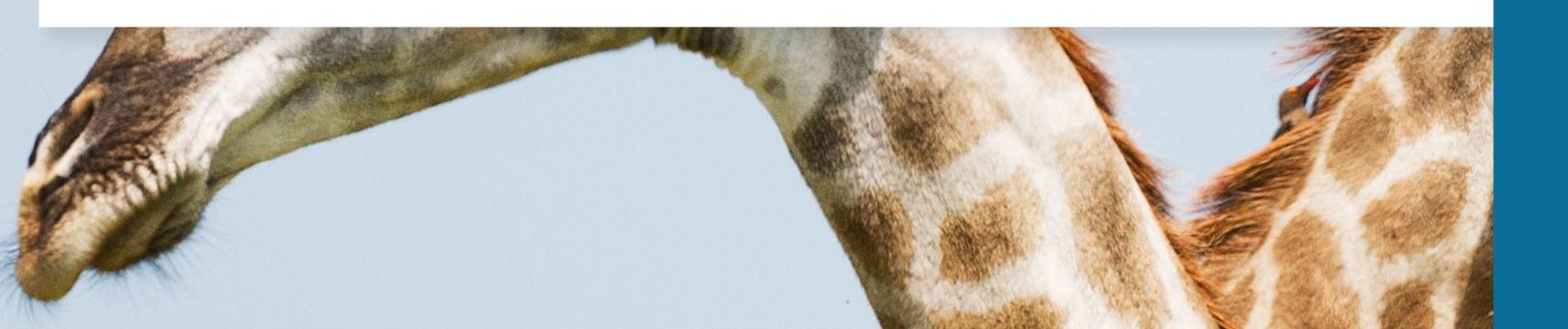3. Designer develops set of interactive objects to be used in the following workshop.

Anthropolical Analysis supports the designer

Workshop Components

1. Children asked to keep diaries.
2. Design tools based on participation / generating ideas for smart projects.
3. Designer develops set of interactive objects to be used in the following workshop.
4. Children asked to develop scenarios based on the object, focussing on self-expression.

Scenario's written on sheets. Each group reporter presented a scenario's.

Workshop Components

1. Children asked to keep diaries.
2. Design tools based on participation / generating ideas for smart projects.
3. Designer develops set of interactive objects to be used in the following workshop.
4. Children asked to develop scenarios based on the object, focussing on self-expression.
5. One idea is to be worked out as a prototype, and named by the children.

In the workshop discussed in the presentation, an artefact named "Emotion Capsule" was co-created with participants.

Emotion Capsule

A smart object that allowed children to upload a message anonymously that can be shared with the rest of his/her peers.

How it works

- Circular setting
- Given a theme
- Input messages/recordings
- Proposal to use capsule to hear messages

Emotion Capsule

A smart object that allowed children to upload a message anonymously that can be shared with the rest of his/her peers.

The prototype is used in a circular setting, and given a theme; **Communication.**

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If teenagers will solve their own problems how can we cultivate morally sound desires?

Or.. How might we design something to figure this out?