Process Flow

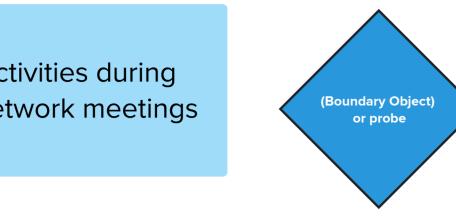
LEGEND

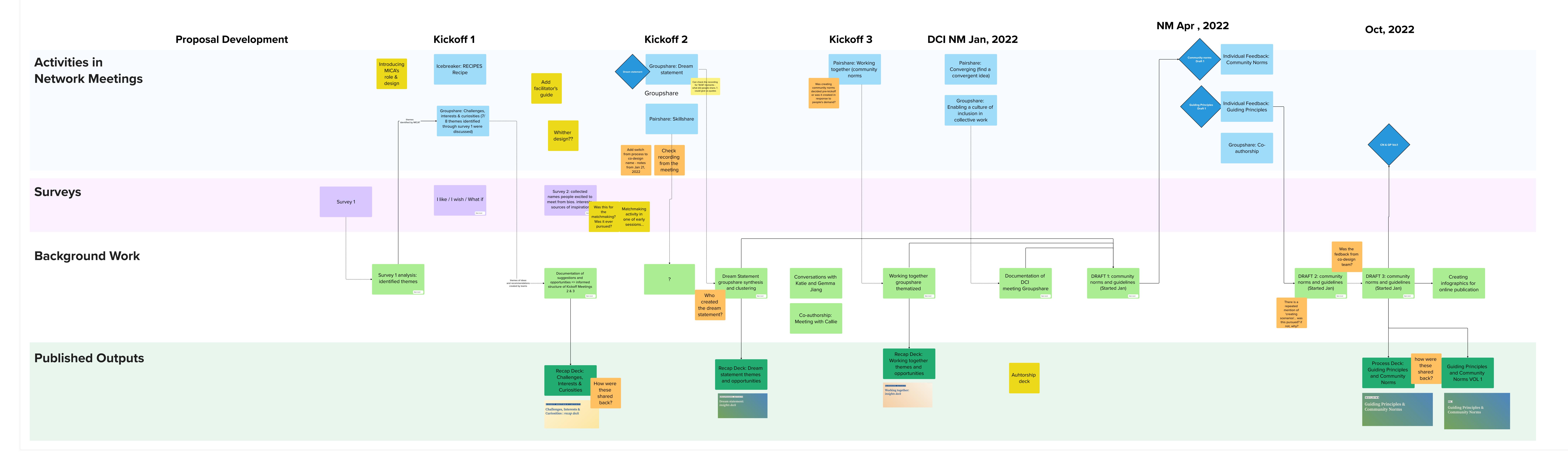
Backend synthesis outputs

How did the understanding of convergence change throughout this process?

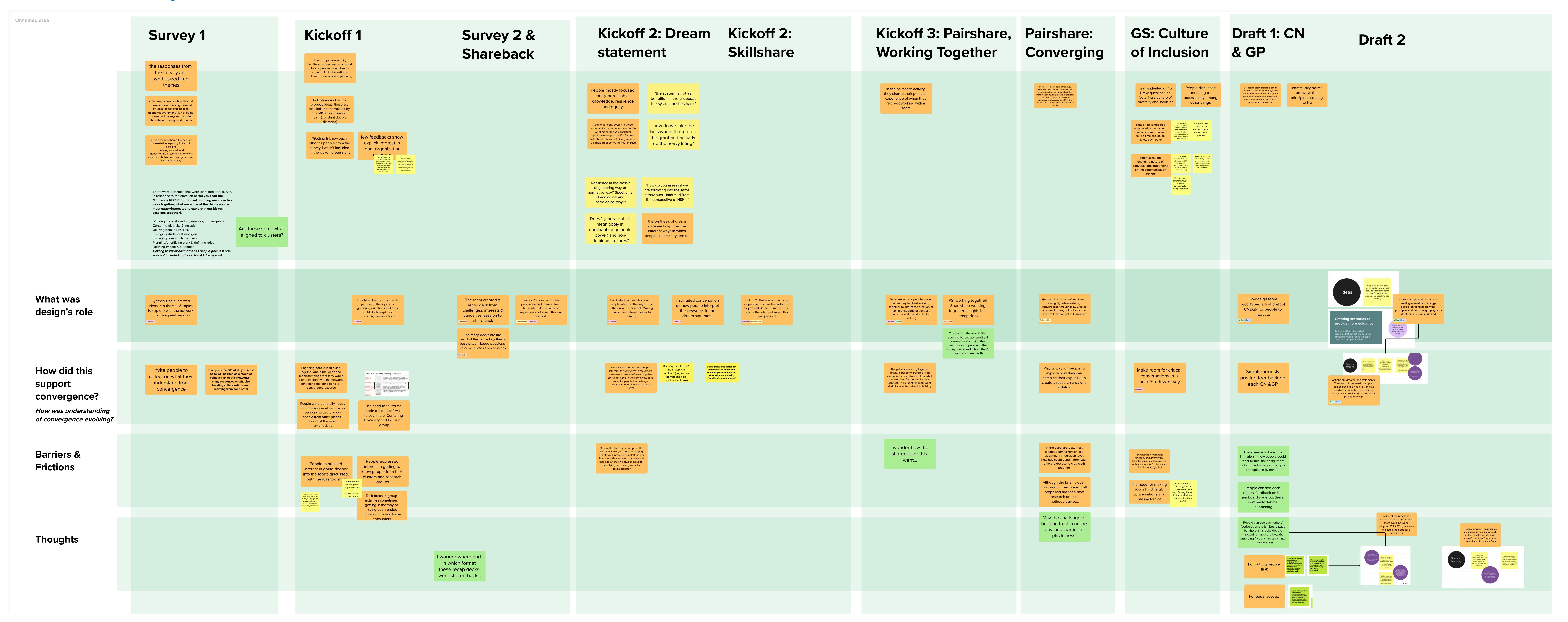
Do you think the perception of the role of design change, if so, how?

initial role in proposal development..?





Roles of Design In Network Activities



Collaborative Synthesis of Design's Roles in Activating Convergence

Themes

Frictions

Quotes

Findings from Activities

CONNECTOR (things, ideas)

Design team 'ties the ties' to keep
the reflection diverging and
converging. but there seems to be
a dependency on their synthesis where some things might have

been over-synthesized

Dream statement: People stir controversy in these conversations - I wonder how and to what extent these conflictual opinions were pursued? - Can we talk about this sort of divergence as a condition of convergence? (+trust)

how these themes are created (could

there be a tension between need for

simplifying and making room for

critical debate?)

Most of the time themes capture the core ideas well, but some emerging debates (ex. power) seem flattened in least the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas well are the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas well are the core ideas where the core ideas wh

In the project work, often, the disciplinary convergence is emphasized: learning from each other's fields, skills etc.

Giving people a taste of creating new things together and building motivation to learn about each other

"how do we take the

buzzwords that got us

the grant and actually

(hegemonic power) and

non-dominant cultures?

&

CONVENER (people)

Co-design team facilitating activities for people to get to know one another and get curious about each other in a low-stakes environment + but also providing structures (Norms, guidelines) to organize more transactional aspects of doing research together (such as co-authorship)

Lack of unstructured time & space to get to know each other and build trust

The structured nature of the 'online' meetings get in the way of "random collisions" - most activities are task based

Convening (network-wide) is mostly in the form of ideation / discussion session with small groups where people get to know one another

Time and space limitation to get to know each other

Conversations throughout meetings and activities emphasize the need for open space to get to know each other and build trust - but there seems to be a tension between project-based goals (things to get done)

Notes from jamboards
emphasasize the value of
human connection and
taking time and get to
know each other

Small break out groups to get to know each other, and associate a name with a face with a personality and a skill set are very helpful

Start first with the human connection and then consider process.

Tension between clayfulness & lack of trust

There is invitation for diverse

opinions, but also: Lack of time

for deeper conversations on

potentially controversial issues

(space for productive friction?)

In the kickoff meeting

people emphasize the

need to have time to go

deeper on their

conversations

There are moments where the some playfulness is introduced, but most things are very task based.

Element of play seems in conflict with the need to get things done in a limited amount of time

Effort to connect people not pursued? there was a
lack of infrastructure to
support this

Survey 2: collected names people excited to meet from bios. interests, sources of inspiration - not sure if this was pursued...

Relationships Convener

Kickoff 2: There was an activity for people to share the skills that they would like to learn from and teach others but not sure if this was pursued

Convener Relationships

LEADER & STORYTELLER

Design team facilitates ongoing conversation by capturing the topics of interest and questions and bringing them back to the table for the network to explore and make sense of (how things should be done, sense of shared purpose (?) etc.)

Convener Vision

Dream statement: Gave room to people to challenge dominant interpretations of keywords such as resilience, equity...

The initial descriptions of convergence (survey 1) focus more on the blend of different disciplines and areas of expertise to solve a problem.

The team strives to share things back: how they analyzed things, what was learned from each activity

Not clear how these recaps were shared and whether there was engagement. Design team is constantly looking for best way to present and engage, but feasibility barrier?

The dream statement deck shares learning of "Members find tension between creating knowledge that's useful for many and falling into the application of dominant structures or cultures (hegemonic power)." - but this power issue gets vague in recommendations that say: "be intentional and conscious: why and how are we making decisions of what is knwowledge"

The team shares thematized insights with recap decks

back to the network

Insights decks also give
links to the boards that
teams used for
analyzing findings

Tension between insights that stir friction and need for being actionable and practical

MAKER

SYSTEM THINKER

People found the network diagram in the proposal to be helpful

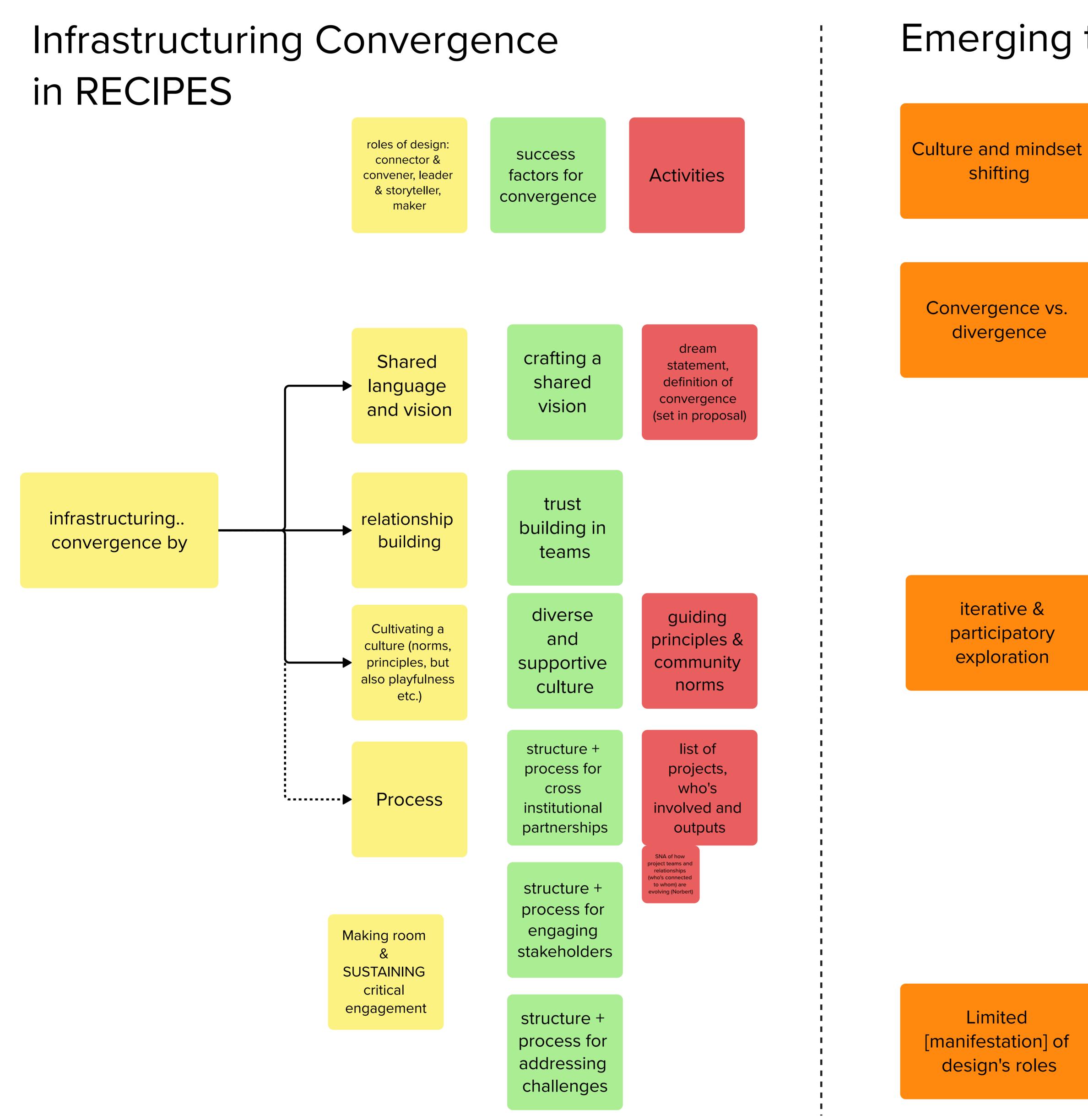
Mentions of visualizing being helful, how else did that role play out?

Design team prototypes things to engage people in debate (provocative)

Prototyping and using probes such as community norms and principles - give sth for people to react to

Reliance on facilitation in the absence of other infrastructures that can support ongoing conversations

Collaborative Synthesis of Themes and Frictions



Emerging themes

supported both by process, and have a foundation of mutual trust to welcome generative friction.

shared concerns and identify topics to explore. An important turning point was GP and CN, when the co-design team shifted into 'making' things. Yet a lot of that process happened with design working from behind the curtain.

The key approach was co-design,

engaging people in activities to surface

Learnings & Frictions

design facilitation of network meetings made room for people to get to know each other as "whole" people not just research subject experts

co-design of guiding principles and community norms

Need for room for critical conversation

open-endedness vs. actionable outputs: important tension between engineering vs. design

little room for critical questions around values alignment; power dynamics, roles and hierarchies

Need for mutual

trust to engage in

critical conversations

importance of (critical) making for engaging > collective outputs through co-design

Barriers to continuous & iterative development

design as "black box" behind the scenes - what opportunities are there to include non-designers in process

lack of clarity on malleability of dream statement etc.

lack of capacity / resources to take findings forward

in year 1, there wasn't a cluster or project level integration of HCD

Lack of clarity about design's capabilities and role

The coord. team's previous experience (workshopbased) had shaped expectations of what design does

Language & approach barriers between quant & qual disciplines

Conflicts between scientific inquiry and designer-ly modes of inquiry?

Influence of widespread, toolkit based HCD approaches on the general perception of design's role

Thematic Clustering of Interview Data

