

We know why, but how?

Methods and tools to support collaborative ecosystems

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Ual university of the arts london



Gender inequality is one of the many 'wicked problems'

Rittel and Webber (1973)





Tackling it requires systemic, transdisciplinary and collaborative design approaches...





Overview

o Systems Thinking -

- Mapping
- Participatory Design
- Transition Design
- \circ Theory of Change
- + Complexity, Compassion & Courage

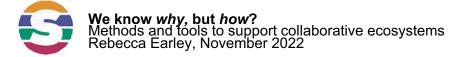
>> A new model for <mark>female-led design for change?</mark>





Shemakes values

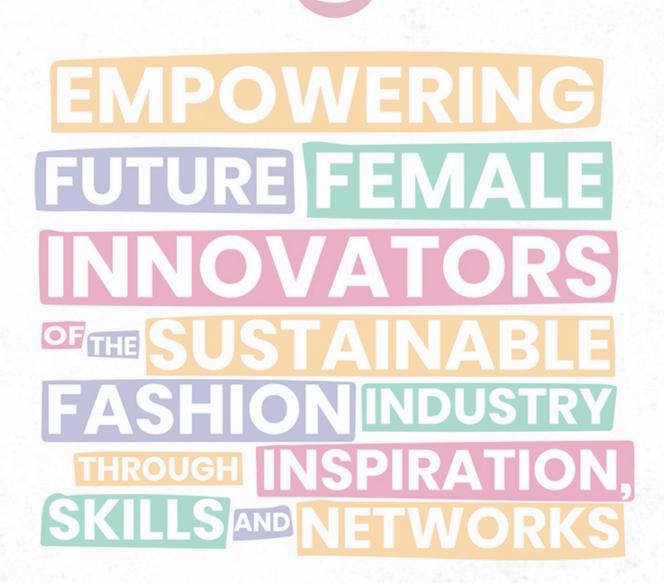
- Equal women and girls participate and are rewarded equally in T+C education and work
- Collaborative women and girls are working with others sharing similar values
- Welcoming difference women and girls and their contributions are valued independent of their backgrounds and gender self-identification
- Empowering women and girls to lead change in T+C and not to be held back by gender stereotypes
- **Inspiring** women and girls about the opportunities in textile and clothing

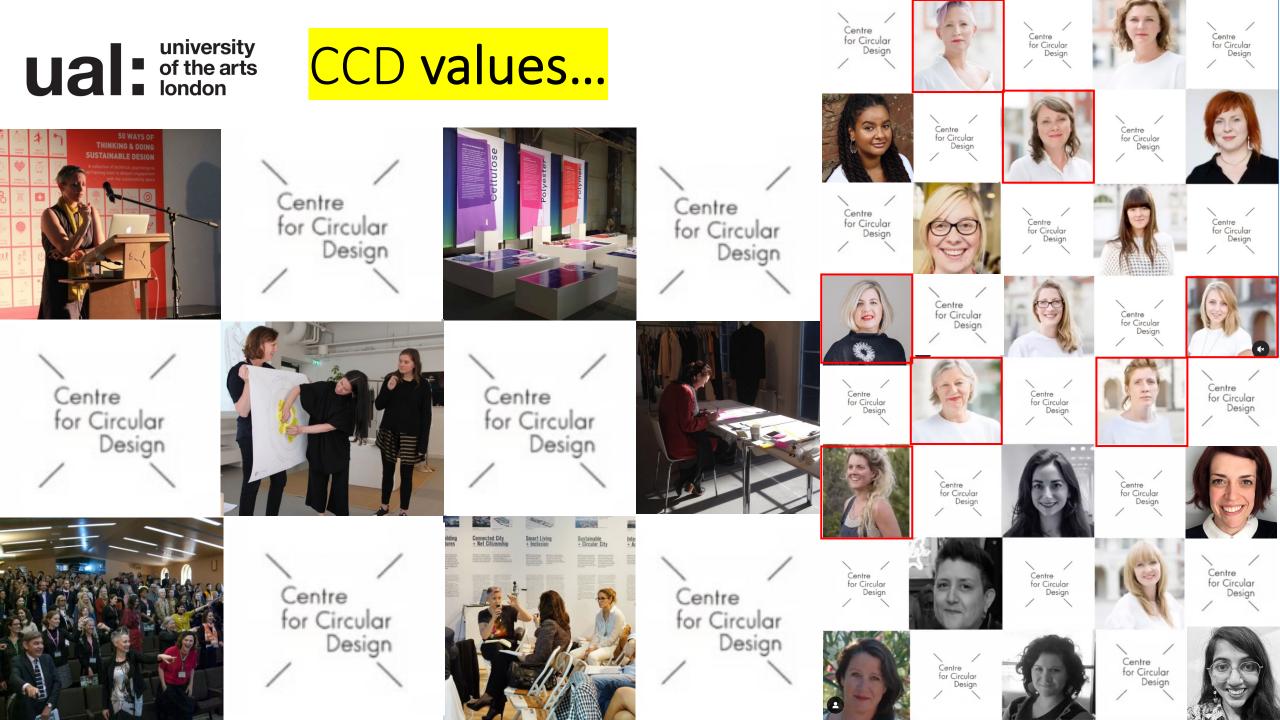




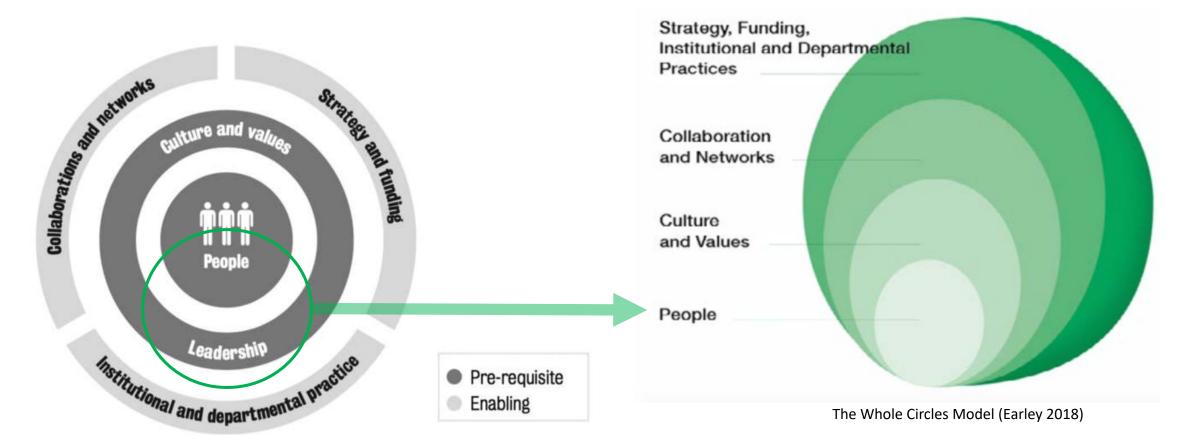
>> A methods question...

How can we work collaboratively and inclusively to empower and inspire women and girls - to labour on equal terms with others through textiles/fashion technology and culture?





ual: ^{university} of the arts london Nurturing Whole Circles



HEFCE model 'Attributes of High-Performing Research Units' (HEFCE 2015)



>> Distributed leadership...

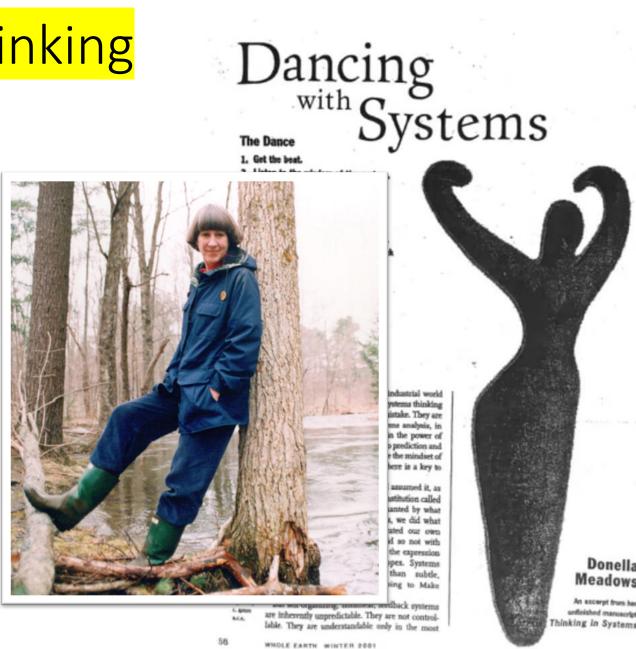


System(s) and system thinking

"A systems is an interconnected set of elements that is coherently organized in a way that achieves something. A system must consist of three kinds of things:

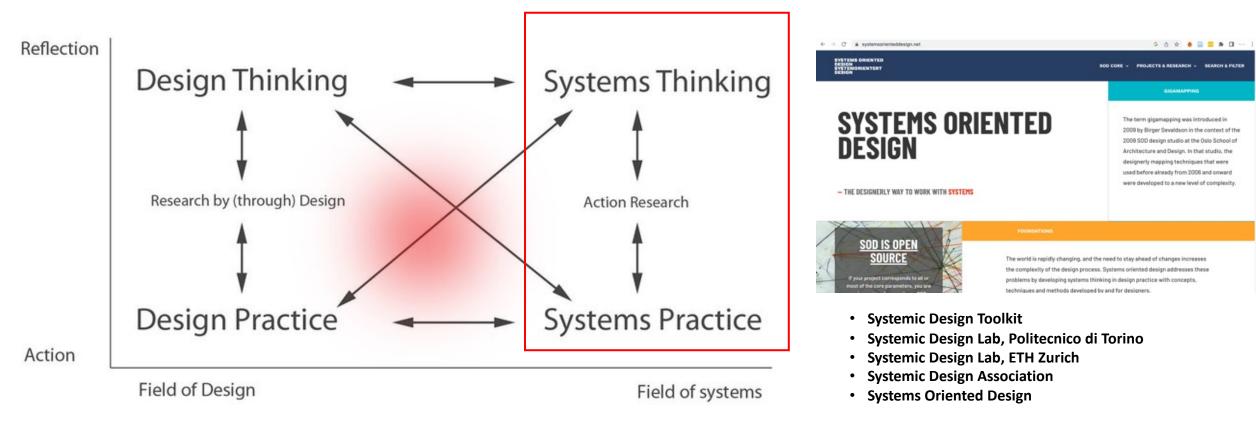
- Elements
- Interconnections
- Function or purpose"

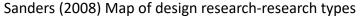
Donella Meadows, 2008

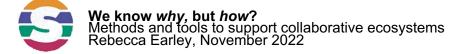




Systemic Design — an orientation, not a discipline

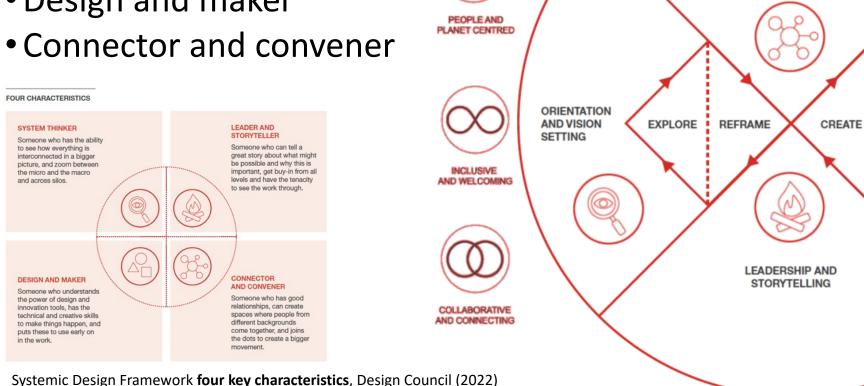






>> Design Council's <mark>Systemic Design Framework</mark>

- System thinker
- Leader & storyteller
- Design and maker





CONNECTIONS AND RELATIONSHIPS

PROPOSING, MAKING

AND ITERATING

GIVING BACK

AND SUPPORTING

ZOOMING IN

ZOOMING OUT

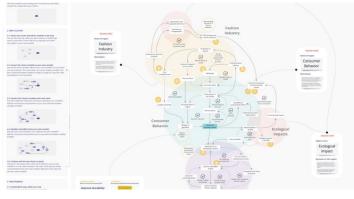
CONTINUING

THE JOURNEY

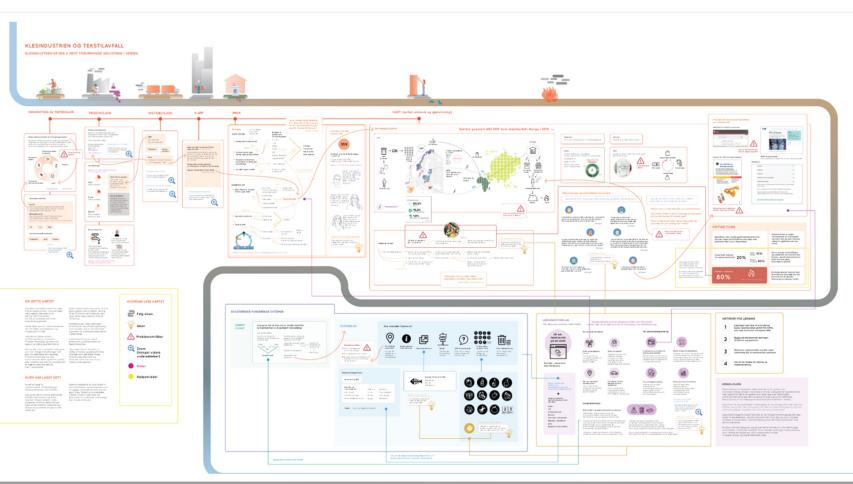
CATALYSE

System mapping

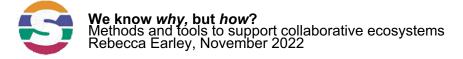
- Stakeholder maps
- Causal loop diagrams
- GIGA maps



Systemic Design Group System map Miro template: <u>https://miro.com/miroverse/system-mapping-toolkit/</u>



Brokstad (date unknown) Giga Mapping of Textileand Textile Waste- industry, accessed via <u>https://vanessabrokstad.webnode.page/giga-</u> <u>mapping-of-textile-and-textile-waste-industry/</u>

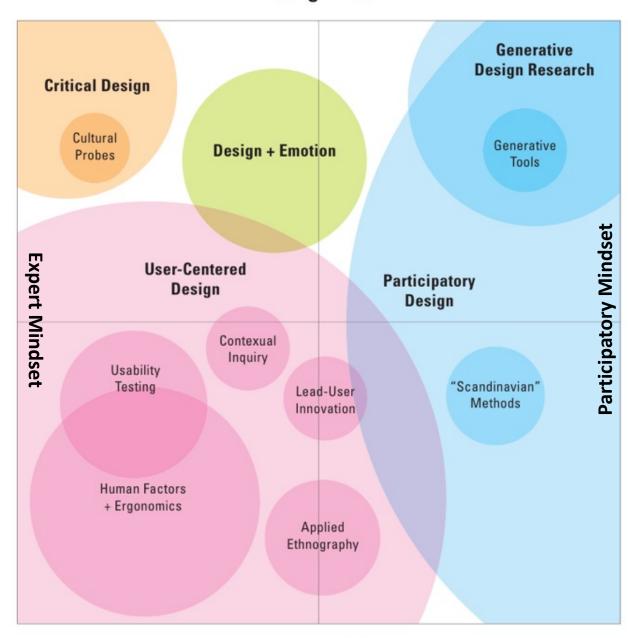


Participatory Design, or '<mark>co-design</mark>'

Instead of designing *at* people or *for* people (user-centred design), Participatory Design (PD), or currently also more widely known as co-design, is design *with* people

"PD is an approach to design that attempts to actively involve the people who are being served through design in the process to help ensure that the designed product/service meets their needs."

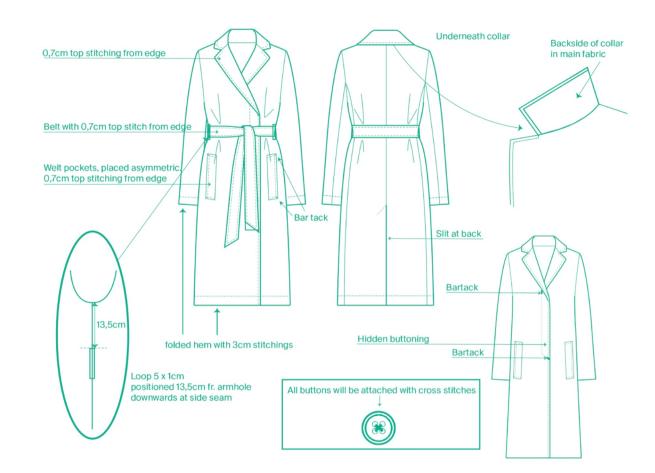
(Sanders, 2008)



Design-Led







>> Super Slow Fashion

(Earley & Goldsworthy 2019)





>> Ultra Fast Fashion

(Earley & Goldsworthy 2019)



Orientation: Identifying the problem(s)

Iceberg model -

The iceberg model of systems thinking is a way of understanding the origin of a problem



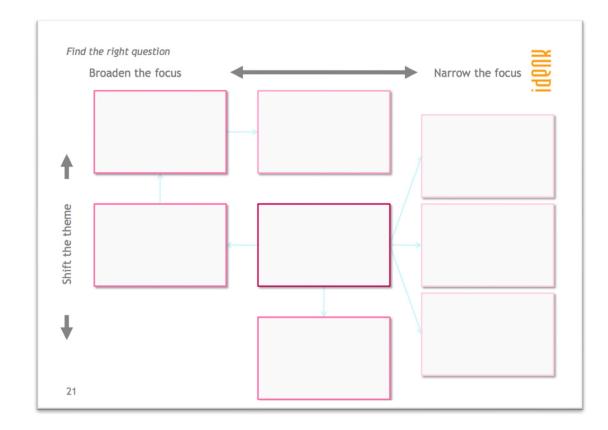


Academy for Systems Change

Orientation: Identifying the problem(s)

Question Fanning -

An Idenk method we use often to check our research questions and make sure we are asking the right question at the outset.





Ideation phase

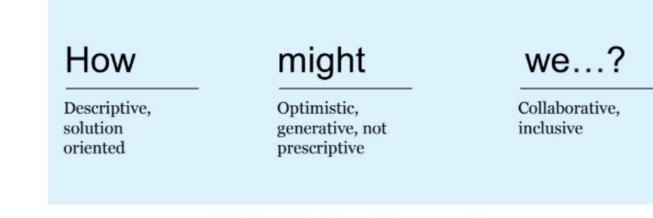
'How Might We'

Constructing how-might-we questions generates creative solutions while keeping teams focused on the right problems to solve

Crazy 8

Is a design sprint, which includes a fast sketching exercise that challenges people to sketch eight distinct ideas in eight minutes.





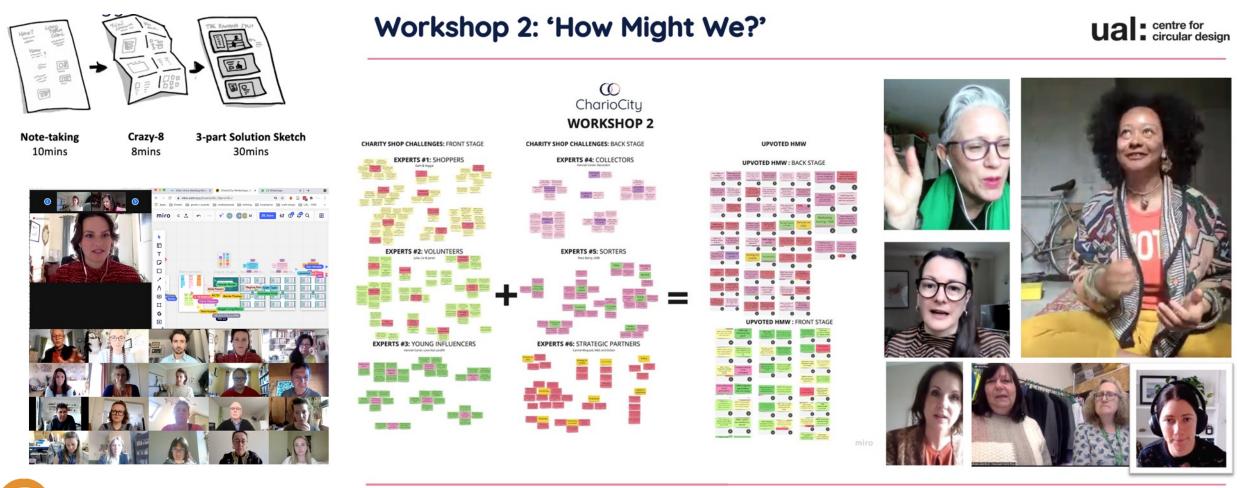
IDEO's How Might We method to see a problem

How might we method, originated in the 70s by Procter and Gamble and adopted by IDEO



Crazy 8 design sprint reference often used in UX design

CharioCity project: 'How Might We?' & Crazy 8

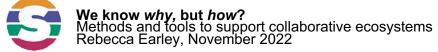


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CharioCity project: The P Card Tool



WHERE YOUR OLD



Transition Design

TRANSITION DESIGN FRAMEWORK

Four mutually reinforcing and co-evolving areas of knowledge, action and self-reflection

will continue to be developed.

designing

evolve and change.

New Ways

of Designing

characterized by:

Visions for transitions to sustainable societies are needed, based upon the reconception of entire life-styles that are human scale, place-based, but globally connected in their exchange of technology, information and culture. These visions are based upon communities that are in symbiotic relationships to the ecosystems within which they are embedded.

Visions for

Transition

Transition visions must be informed by new

knowledge about natural, social, and built

in turn, evolve the vision.

Theories

of Change

/designed systems. This new knowledge will,

Theories from many varied

fields and disciplines inform

a deep understanding of the

dynamics of change within

the natural & social worlds.

Living Systems theory,
 Max-Neef's theory

· Post normal science, · Critiques of everyday

life · Alternative economics, · Social Practice

of needs, . Sociotechnical regime theory,

theory . Social pyschology research

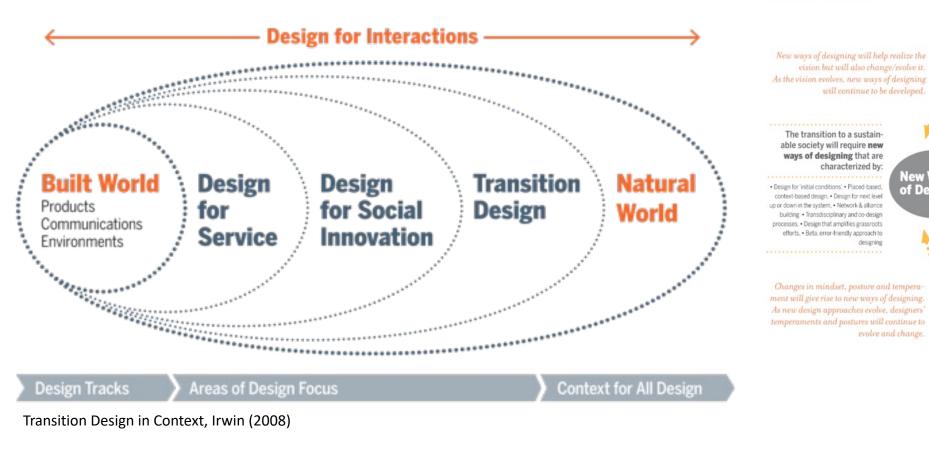
New theories of change will reshape design-

And, these 'new ways of being' in the world

ers' temperaments, mindsets and postures.

will motivate the search for new, more

relevant knowldege.







Posture

& Mindset

Living in & thru transitional times requires a mindset and posture of openess, mindfulness, self-reflection, a willingness to

collaborate, and 'optimistic grumpiness'

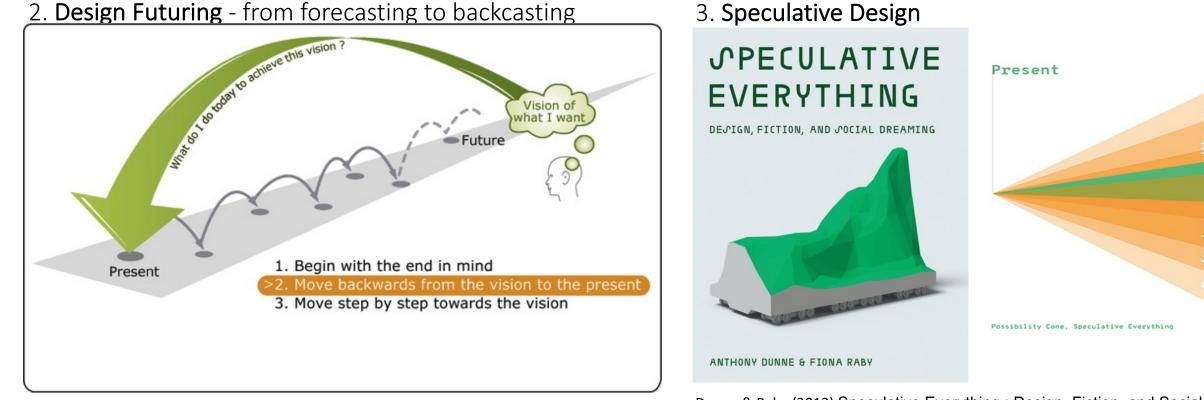


Towards a future ecosystem of material and service solutions

Earley (2020) The Covid-24 Family Fashion Diary







https://www.naturalstep.ca/backcasting



Dunne & Raby (2013) <u>Speculative Everything : Design, Fiction, and Social</u> <u>Dreaming</u> Futu:

Pos

Pla

Pro

Pre Pro Pla Pla

Pos

Fashion Fictions

Dr Amy Twigger-Holroyd

World 178

in which footballers lead the transformation of consumer culture

World 175

in which peak oil leads to the cease of synthetic fibre production

World 172

in which radical anarchist sewists destroy capitalism

World 169

in which clothes are marketed using only personalised images

World 177

in which an identical garment, worn by all, expresses creativity

World 174

in which wearable technology communicates antiracist messages

World 171

in which clothes become part of the extended household

World 168

in which ironing becomes an unstoppable trend among young people

World 176

enjoyed a shared wardrobe for decades

World 173

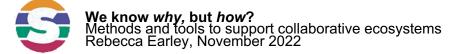
in which sewing clubs are more common than slimming clubs

World 170

in which stitched signatures

in which traditional handmade costumes are worn across the world

Holroyd (2020), Fashion Fiction, accessed via https://fashionfictions.org/



in which an island has

represent complex identities

World 167



Shemakes – Gender Visions workshop

10.00/13.00 G April 2022 Centre for Circular Design

Gender Visions

Bridging the gender gap in the textile industry through inspiration, shared experiences and creating new visions

A participatory workshop giving people the opportunity to share experiences, barriers and ideas around the gender gap and enable female empowerment in the textiles industry. A small group of people are invited from across the quadruple helix, to participate in a private workshop session. Findings of this workshop will feed into the Shemakes research project.



f y 💿 D www.circulardesign.

www.circulardesign.org.uk



aved funding from the torizon 2020 research gramme under grant shemakes.eu



Gender Vision Workshop at CCD, led by Sanne Visser and Marilena Georgantzi



'Gender Futures' Workshop - worldbuilding

Sual: centre for circular design

14.00/17.00 **31 March 2022** Centre for Circular Design

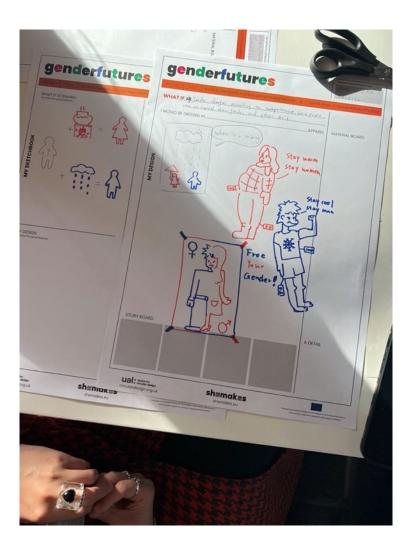


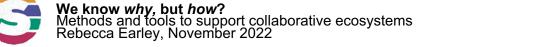
Bridging the gender gap in the textile design industry through world building and speculative design

A 3 hour workshop which aims to raise awareness on gender biases as well as empower self expression and personal vision









Theory of Change

Step

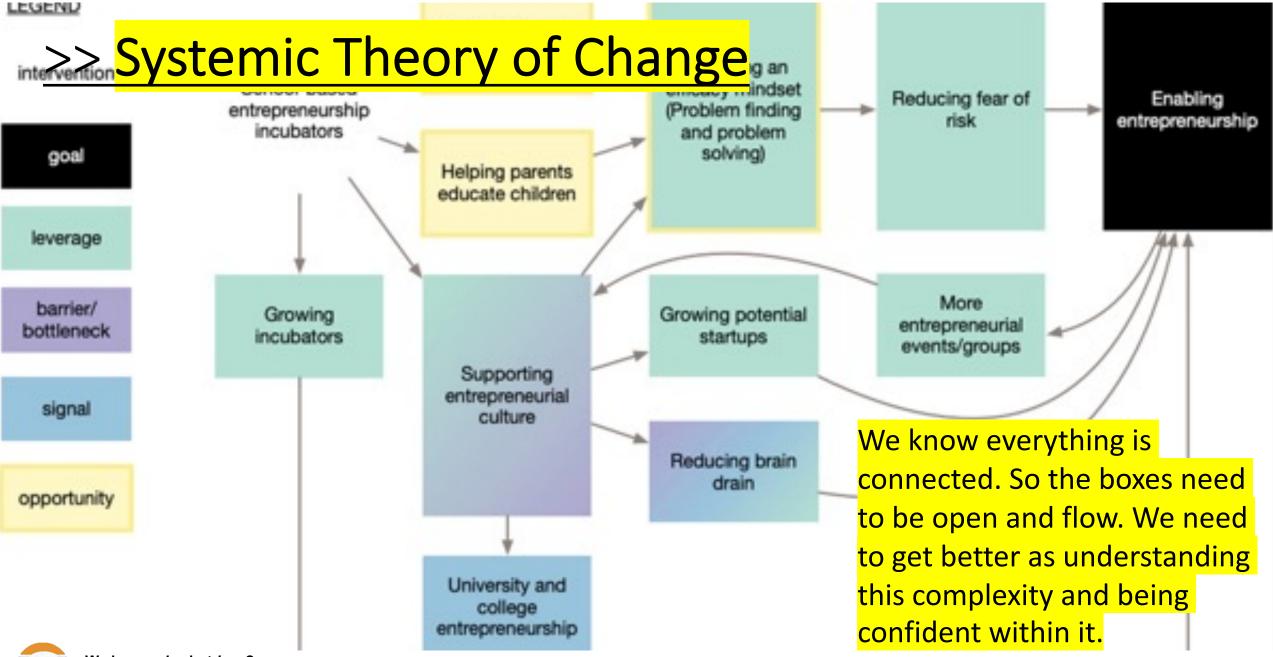
Theory of Change Model Template

The business and/or social problem we are solving is...

Inputs	Processes	Outputs	Outcomes	Impact
Write all the resources you need to complete the task (people, places, funding etc)	What are the key activities you will conduct to reach the goal?	How will we measure the initial success of the project/initiative?	How we will see signs that the project has been effective post initial launch etc?	What is the ultimate, strategic impact of the work want to achieve? This can be bold and visionary.
Quantify the above with budgets, employee numbers etc.	Write the key milestones and timeframes.	Short term (0-6 months) success measurements. Example: # of people involved, % participation etc)	Mid term (12-18 months) success measurements. Example: follow up survey/research results, increase sales	Long term (18 months onwards). Note: The impact time frame depends on the project type.



Planet B. https://planetb.com.au/2019/05/14/a-simple-guide-to-the-theory-of-change-model/

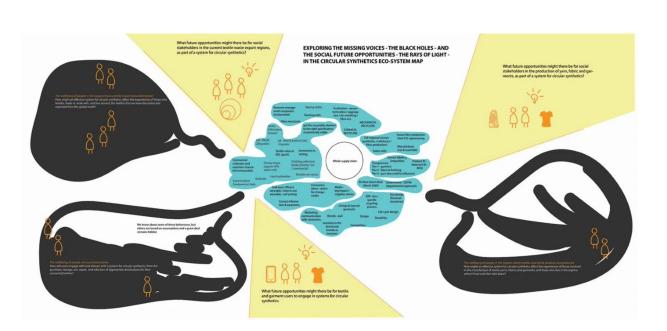


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Murphy and Jones (2020) A systemic change sub-theory with school-based entrepreneurial incubators.

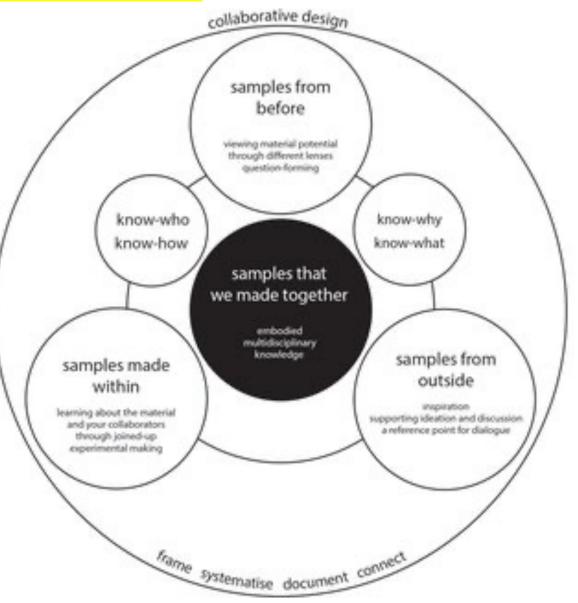


Complexity & (Design) Collaboration



Dr Rosie Hornbuckle, PDRF/UAL, brings these frameworks together, along with materials/textile knowledge, communication, network and behaviourial insights





Complexity & (Design) Collaboration



sh≣mak≣s

centre for

circular design

Circular Wool UK

Exploring research, creativity, innovation and systemic design

10.00-12.30 BST [online] 15 June 2022

Centre for Circular Design

world circular

textiles day

Designing the Circular Design Team



June 2022

+ Circular Wool UK (seminar)

+ Who is in the Circular Design Team? (DRS workshop)









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What fears did you overcome?

What fears do you still need to overcome?



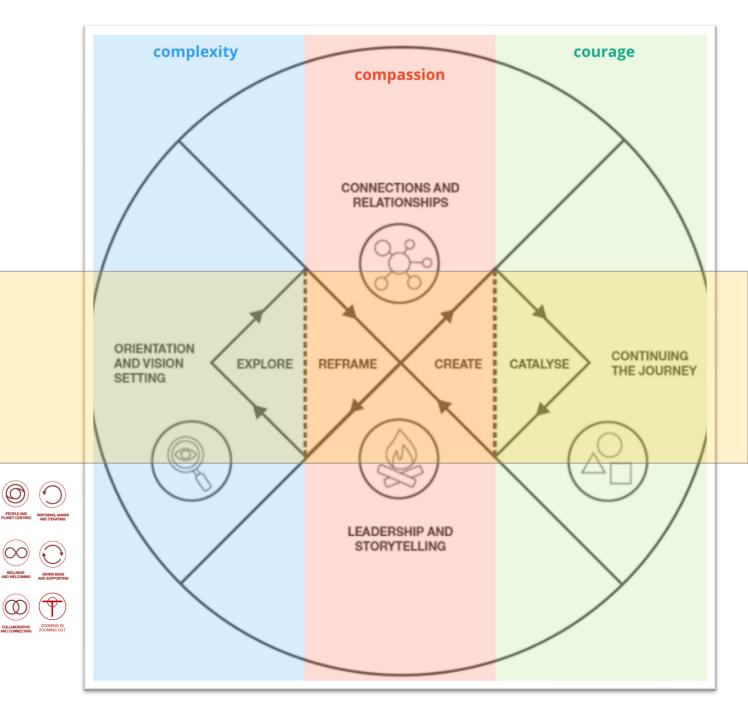
A new model for <mark>female-led</mark> design for change?

Complex, compassionate & courageous...

- System thinkers
- Leaders & storytellers
- Designers and makers
- Connectors and conveners

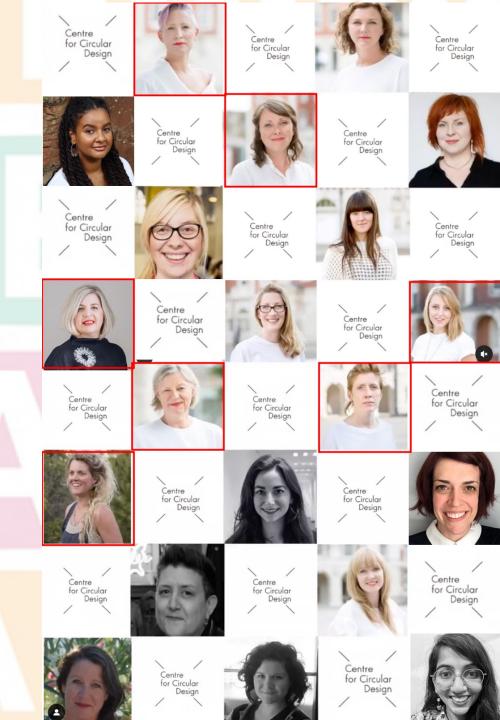
Who put people and planet first... working in inclusive and welcoming ways, through collaborating and creating connections – proposing, making and iterating reflexive solutions - whilst seeking to give back and support others.





Research & KE, UAL Sanne Visser Dr Lynn Wilson Clare Lowther

Dr Rosie Hornbuckle Dr Bridget Harvey Dr Cathryn Hall Prof Kay Politowicz



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HA

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