

Open Heart

Open Design Forum 2015

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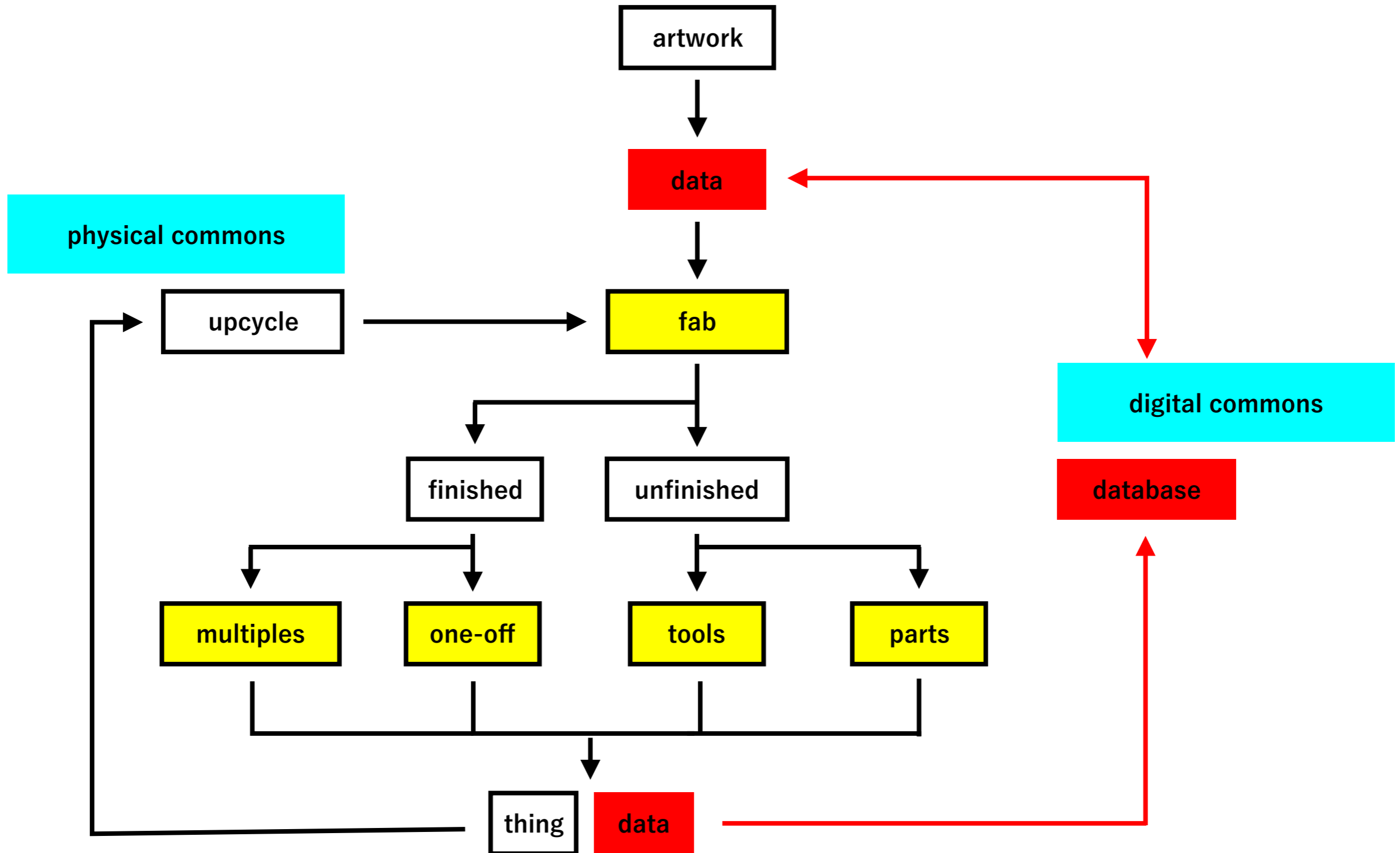
...How do we work with people,  
not as a group of people with a  
bunch of needs, but as people  
that have something to  
contribute,  
as active participants in the  
development and delivery of  
products and services?

How do we (designers) generate  
interest and motivation  
of “ordinary” people for active  
involvement and contribution  
to design under the  
**socio-technical changes?**

# Case Studies

-Designing Objects, Services and Places to Design

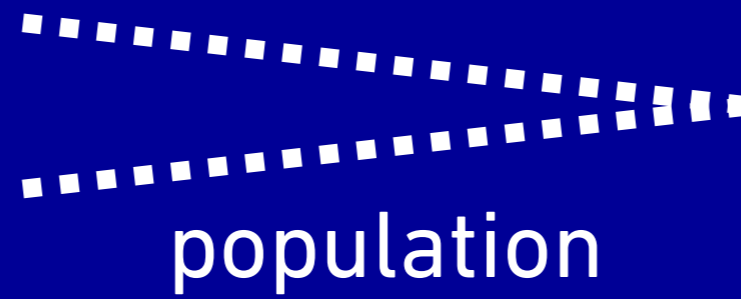
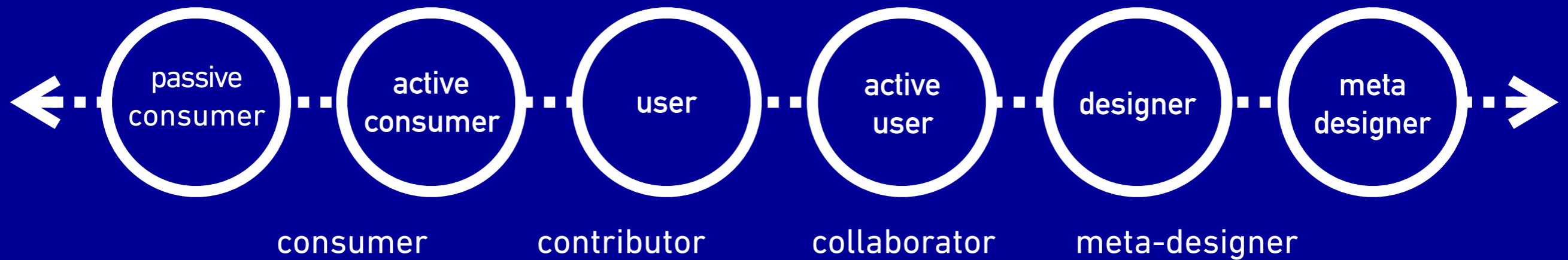
inclusive design and digital fabrication(2013-)



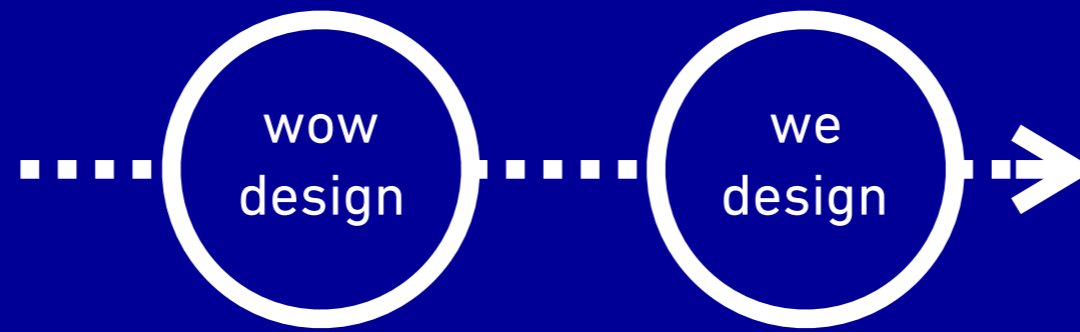
# Summary

-How do we generate motivation/involvement?

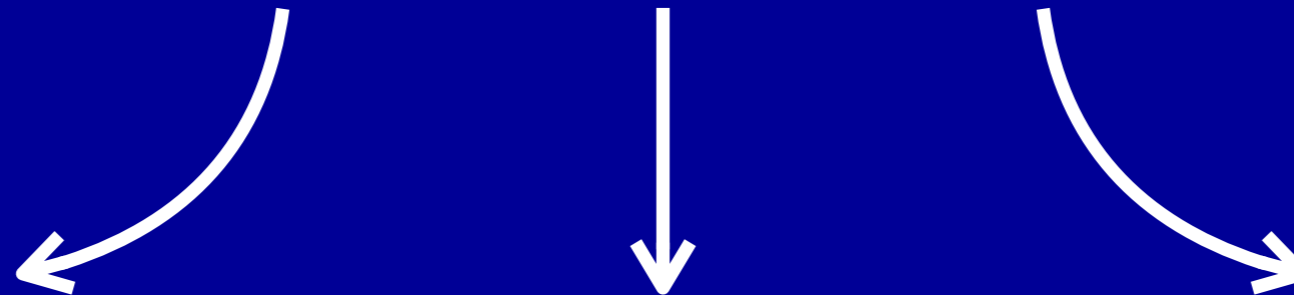
to create open heart bedrocks



based on Fischer,G. (2009)



input / process / output



designer as  
-  
motivator  
for  
meaningful  
projects

designer as  
-  
trainer,  
translator,  
integrator,  
facilitator

designer as  
-  
archivist  
for  
greater  
participation



to create open heart bedrocks

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## Technological incentives

-

diversity: variety of available sources

visibility: accessible and usable by anyone

## Social incentives

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money: quantitative reward

honors: respect from the community

enjoyment: making things as a way of life

to create open heart bedrocks

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## Imagination for our future selves

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generativity:

guiding the next generation

engaging in personally meaningful activities

incompleted-ness:

allowance for autonomous developments

storytelling-ability:

sharing empathic personal stories