



Design School in Okinawa 2017 Facilitation Course
デザインスクール in 沖縄2017 ファシリテーション講習
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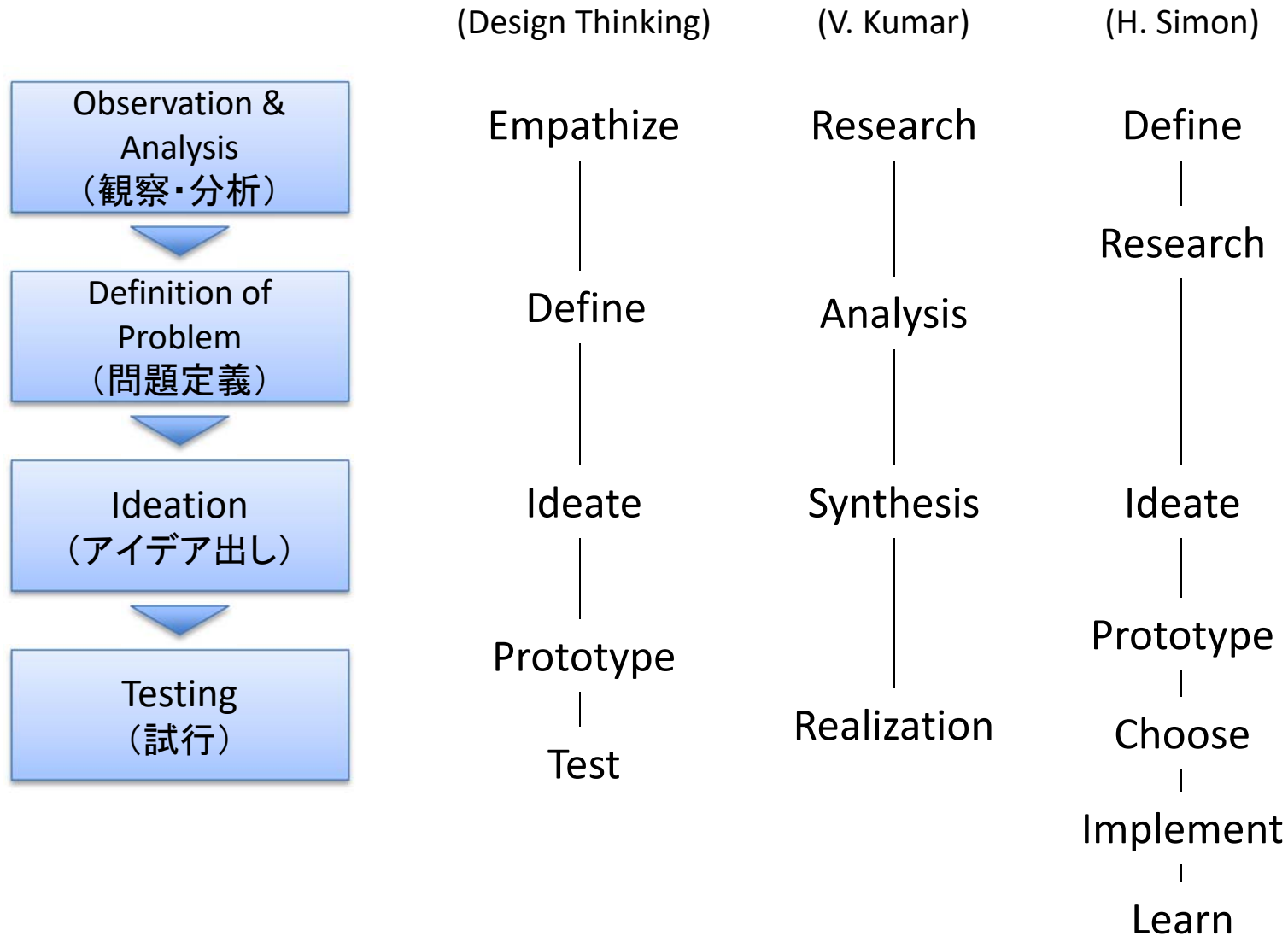
ファシリテーション講習: WSプログラムのデザイン Facilitation Course: Designing the WS program

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- Theme: Child Poverty
 - In recent years, the poverty ratio of children is rising in Japan. Especially, that in Okinawa prefecture is almost twice the national average. The goal of this school is to propose solutions to this problem, with the cooperation of Okinawa prefecture and volunteers.
- Participants
 - Approx. 20 students + KU students
(mainly from U. Ryukyus, some from Meio U. (名桜大学), Ehime U. (愛媛大学), and from high school (!))
- Your role (assigned based on your experience)
 - Main facilitator: facilitate your team members properly, as well as to create ideas as an participant in the workshop.
 - Sub facilitator: help your team's main facilitator.
 - Participant: discuss with team members, create ideas, ...

Typical Design Process



- Procedure
 1. Define the goals of the workshop.
 - Of course, our goal is to find good solution(s) to the issue.
 - And more: who becomes how? For example:
 - The participants feel that they could say what they wanted to say.
 - The city officials get to know the real needs of the residents.
 - The participants get to know the difference of culture between Okinawa and Kyoto.
 2. Design the process of the workshop.
 - The process is composed of a series of sessions.
 - For example:
 - When, where, and for what purpose do you go for a fieldwork?
 - When do you brainstorm, on what topic?
 - What questions do you ask people in the fieldwork?

- Tips
 - Facilitators should also pay attention to time keeping.
 - Don't insist on the initial program.
 - On the day of the workshop, you should be flexible enough to change the program according to the situation.

Homework Assignment

- Main and sub facilitators
 - Collaborate to prepare the workshop program of your team.
- All participants
 - It is recommend that you have a small-scale preliminary survey about the theme.
- Reminders (to facilitators)
 - Think about “questions” you’d like to ask other participants in each session, rather than think about design methods
 - cf. 「ワークショップ・デザイン」216～223ページ
 - For optimists: You will have much to gain with adequate preparation.
 - For pessimists: Don’t be too serious! Enjoy it!