



FoV WORKSHOP

The Fields of View workshop creates a space for participants from diverse backgrounds to design together.

OBJECTIVE

Social problems are complex, involving multiple dimensions. We need people from diverse disciplines, backgrounds, and perspectives to come together to design for these problems.

Though bringing together people from different backgrounds is acknowledged as a first-step to a more participatory, bottom-up approach to design, often such sessions become difficult to manage, and leave participants frustrated at the lack of productive outcomes.

The Fields of View workshop involves a guided process that creates a space for participants from diverse backgrounds to design together.

Intended Audience

The FoV workshop can be adapted to different contexts. We have conducted the workshop with diverse groups that include designers, government officials, civil society groups, and academia.

Keywords

Design, interdisciplinary, participatory processes.

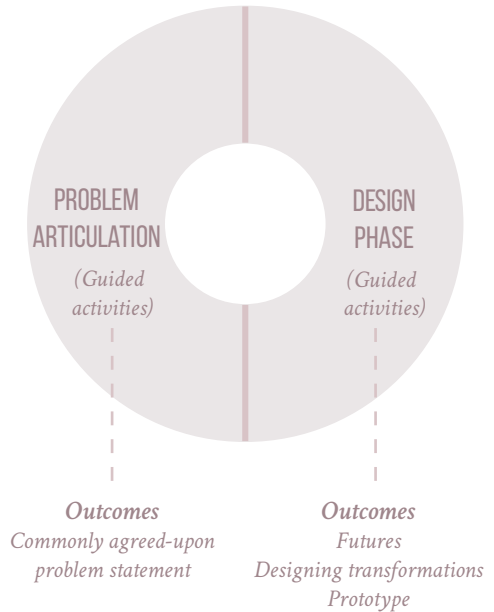


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APPROACH

In game terminology, a field of view refers to what is visible to the player. Fields of View thus refers to the common ground, where different people with different perspectives can come together and have a dialogue. Drawing upon our in-house interdisciplinary methodology, the Fields of View workshop involves a guided process involving two phases — the Problem Articulation and the Design phase.

The first phase of the workshop involves participants working through different activities that lets them come up with a commonly agreed upon problem statement. In the design phase, participants work together to imagine futures and figure out how to design for these transformations.



OUTCOMES

Commonly agreed upon problem statement, visions for the future, prototype of interventions.



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