Experience the Change!

A new climate change exhibit for Te-papa

Overview

Climate change is becoming a significant issue In NZ (and around the world) as slowly it is damaging the earth, causing it to deplete slowly. Humans are the main cause of this issue and the habits obtained from several years of social norms causing negative influences on one another and no real positive change. There are few organizations including Greenpeace and School Strike for Climate that are aimed at creating awareness around this issue which benefits however to an extent. Te papa is looking at creating a new exhibit focussed on awareness around climate change and using a co-design process to inspire and motivate action through this. I think using co-design is the best way of actioning change as it allows the active participation of users with the environment where users can share their perspectives and ideas on the topic knowing they are always valued. Co-design differentiates from other approaches as it is established upon strong principles that allow for the balance of power between stakeholders/end-users which helps to eliminate biases and makes sure every area of lived experiences affected are addressed to ensure an effective solution.

Objective

To leave all users inspired and motivated to act on climate change through an unforgettable experience that will influence positive habits now and in the future. Making sure I conduct this project in a safe and secure environment is a primary focus with people being active participants in the final design and processes.

Proposed Outputs

- An AR experience where people can put on glasses/a headset and physically experience the effect that daily routines are having on the environment presently and futuristic situations. This exhibit will mainly focus on building the capability and participatory means of people through helping them learn by doing. If people can self-discover the problems they are causing, they will not only be able to be active partners in the co-designing of positive influences for themselves to take on but will also be able to support and encourage others to actively facilitate the co-design movement in inspiring people to act in climate change. – This process will involve elevating peoples lived experiences to find out their strengths and weaknesses daily in terms of sustainable methods and then drawing from this, which area needs more awareness. (Could be observational and/or interactional in both cases need consent forms so people feel safe cooperating).

- Having a downloadable app to interact/control a visual exhibit would be a great way of prioritising relationships and sharing power. Using the idea of elevating lived experiences, giving control to people to be responsible for the 'decisions' in given situations helps to share the power in a co-design planning process for change. This sort of exhibit would also offer a significant emphasis on prioritising relationships as by allocating initiative towards people, I will be able to earn trust and connection towards others which will help facilitate a stronger co-design process. – This process will involve workshops/collective meetings, etc drawing from diverse perspectives and responsibilities posed from others and producing a lack of. This would require a safe environment through valuing everyone's perspectives and practicing the balance of power in the room so one feels left out.

- Another proposed activity for an exhibit could be a slideshow/Short film accompanied by questions/quiz relating to climate change causes and showing its effects in specific areas of the environment. This would put special emphasis on building capability through the experience of learning from others and creating/influencing new thought processes for themselves that would enable them to pass that onto others. This could also practice the use of curiosity and participatory means through giving people an opportunity to share their thoughts on the subject matter which enables various and more diverse insights allowing for a more efficient co-design process. – This would also involve an environment where people can share their thought processes or spot new/unseen opportunities which would require the 'be in the grey' type mindset where you eliminate your assumptions and value all ideas. This would also ideally be an empathetic and safe environment where everyone is classed with equal power.

Team Capabilities

- Creative thinking
- Empathic understanding
- Loves to help people/people focussed
- Impactful/influential mindsets
- Talking and working with people
- Innovators/positive thinkers
- Knowledge of ethics/accessibility
- Knowledge of UI/UX prototyping
- Conducting/facilitating meetings
- 'In the grey' mindsets
- Curious minded
- Presenting/speaking with large groups
- Not afraid to share ideas/take initiative/lead

Milestones and Dates

- Prepare it! – Discovering the main problems and insights into climate change and then discussing the most efficient and influential ways to create the awareness desired. Involving primary and secondary research – eliminating assumptions. *(2 weeks inclusive of recruiting, interviewing/gaining first-hand insights and online research)*

- Design it! – Starting to physically make inroads into the final design by collaborating on diagrams, sketches, etc to build on current findings and diverge ideas. Using research to inform design plans, assuming all biases and presumed assumptions are confirmed/backed up/eliminated. *(1 week depending on fidelity/quality of wireframes desired – collaborations/workshops on this too)*

- Assess it! – Evaluating status and scope of the project and querying various areas of potential improvement, adaptation, or innovation. This also includes building conditions and evaluating whether the influences are appropriate, effective, and useful. *(1 – 2 weeks also depending on recruitment process and extent of assessment criteria)*

- Implement it! – Using evaluations and feedback to co-design better/adapted ways to influence and learn the directions of the project in the user-centred direction. *(2 -3 weeks, inclusive of workshops and constant working towards final design, assuming the right direction has been established)*

- Test it! – Co-creating prototypes and testing methods to analyse channels of engagement and functions/contexts of the designs *(1 week to test efficiency and effectivity of prototypes – of course process could be longer if recruitment process prolongs)*

- Deliver it! – Refining the most effective and purposeful prototype and co-producing a better and finalized version to be able to present to others (*1 week to finalize design and share your presentation)*.

Project Risks and Mitigation

- Biases – There uprising of biases as a cause of different views/perspectives within collaboration can be mitigated from the start of the project through meetings that allow for the safe sharing of ideas and experiences to address them. Helping each other query other/opposite ways to their original perspectives would be beneficial.

- Commitments – With lots of other things going on around this project, commitment and time issues could arise but can be mitigated through prioritizing relationships by trusting co-designers and providing support whenever needed. Regularized meeting with individuals (technologically or physically) could increase confidence for stressed individuals.

- Minorities – Having different levels of knowledge can bring about the presence of minorities however this can be mitigated through building capability and supporting each other to build everyone's knowledge. Offering help and hospitality especially in meeting situations can relax minorities and make them feel more open to sharing and learning.

- Subject Matter – Arising questions about personal questions relating to peoples' contributions to climate change could spark emotional responses from other recruitments. To mitigate this, an information consent form would let them know what they're getting into and be more prepared to cooperate or leave if need be.