

## Co-Design Tool | 16/04 Testing Session

Thanks for joining this co-design session with our toolkit! We are now going to ask you some questions to evaluate your experience with CoDesignTool.

\* Obbligatoria

### Informed Consents Form

The experience may require you to communicate verbally with the other participants and consists in the filling in of modules on Google Form. The experience is part of an ongoing research carried out by CNR – Institute of Heritage Science.

The following provisions are made in accordance with the EU General Data Protection Regulation 2016/679 (GDPR). The Data Controllers and Points of Contact are Prof. Sofia Pescarin ([sofia.pescarin@cnr.it](mailto:sofia.pescarin@cnr.it)) and Marcello Massidda ([marcello.massidda@cnr.it](mailto:marcello.massidda@cnr.it)). The legal basis of the processing is your express consent given before participation in the experience. You may revoke your consent at any time by sending an email to the points of contact. Your participation in this research is entirely voluntary and your refusal to participate will have no implications.

The processing will include only personal data that are strictly necessary for the research purposes, i.e., common data such as personal data, contact data (e-mail address), answers to the questions in the forms. The purpose of data processing is to collect information for conducting research on sense of care on cultural heritage through the following methods: audio/video recording or photographic acquisition during the session at the Università di Bologna, administration of a questionnaires, email contact for a possible follow-up on the experience. For more information on the research, you can contact the points of contact.

The processing will be carried out for 2 years after data collection in an automated and/or manual form, using all the necessary measures to ensure the confidentiality of personal data and avoid undue access by unauthorized parties, in compliance with applicable regulations.

The dissemination of data will take place only in an aggregate and anonymous form (i.e., in ways that do not allow the identification of respondents) for publications in scientific journals, reports, presentations at conferences and congresses, and educational activities. At any time and until the deletion of the data, you have the right to request: access to your data; obtain the rectification and cancellation of data; object to the processing at any time when there is other legal ground for the processing than consent; obtain the limitation of the processing; obtain data portability; propose a complaint to a supervisory authority. To exercise one or more of these rights, you can address a request to the Controller's points of contact.

*I, the undersigned, confirm that:*

- I have read the procedures and the information on the use of the devices and I assume any responsibility that may arise from the participation in the experience, releasing the organizers from any civil and criminal liability as a result of injuries caused to myself or third parties and illnesses occurring during the entire duration of the experience, or consequent to the use of the facilities / devices;
- I have read and understood the information contained in the privacy sheet, I have been able to ask any necessary questions, and I have received satisfactory answers;
- I consent to the processing of my data for the purposes, in the forms and modalities described in the privacy information sheet and I authorize the processing and use of audio/video materials acquired during the participation in the experience for scientific purposes and the management, development, and dissemination of research activities and results.

1. I accept the Informed Consent Form \*

☐ Yes

☐ No

## About yourself

2. E-mail \*

3. Which **group** did you belong to? *(Provide your Group Name)* \*

4. What is your **academic/professional background?** \*

- ☐ Humanities / Cultural Heritage
- ☐ Design
- ☐ Computer Science / Engineering
- ☐ Communication / Media
- ☐ Altro

5. Which of the following **tools** or **platforms** have you used before in a work, personal or academic context? \*

- ☐ Miro, Mural, or similar collaborative whiteboards
- ☐ Figma or other UI/UX design tools
- ☐ Canva, Adobe Creative Cloud, or similar creative platforms
- ☐ PowerPoint, Keynote, Google Slides or other presentation tools
- ☐ AI tools for content creation (e.g. ChatGPT, Midjourney, etc.)
- ☐ None of the above
- ☐ Altro

6. Have you ever participated in a **collaborative design / co-design** session before? \*

- ☐ Yes
- ☐ No

7. When working on a project or solving a problem, which of these best describes your **natural preference**? \*

- ☐ I enjoy working independently and taking full control of my process
- ☐ I prefer to work alone at first, then compare ideas with others
- ☐ I enjoy collaborating with a small group of people
- ☐ I thrive in group discussions and co-creation
- ☐ I usually adapt to the group, even if I don't enjoy teamwork

8. How comfortable do you usually feel when participating in **group-based creative activities** (e.g. brainstorming, ideation)? \*

|        | 1=Very<br>uncomfortable | 2                     | 3                     | 4                     | 5=Very<br>comfortable |
|--------|-------------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| I feel | <input type="radio"/>   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

## About the CoDesignTool

9. Did CoDesignTool provide **clear instructions** for the development of your concept? \*

☐ Yes

☐ No

10. How would you rate the **intuitiveness** of the **canvas** and playing **boards**? (*Was it intuitive to set them up?*) \*

1 = Difficult to set up

2

3

4

5 = Intuitive

Canvas/Boards were

☐☐☐☐☐

11. Was it **intuitive** for you to **place the cards** in the correct position? \*

☐ Yes

☐ No

12. Was the **content of the cards** clear and easy to understand? \*

1 = Difficult to understand

2

3

4

5 = Clear and easy to understand

The cards were

☐☐☐☐☐

13. Were there any cards or concepts that you found particularly confusing or difficult to interpret?

14. Was the **Drawer of Alternatives** useful in your session? Did you also rely on alternative design solutions stored in that area? \*

1 = Exrtremely unusefull

2

3

4

5 = Extremely useful

The DoA was

☐☐☐☐☐

15. How do you feel about this format (**paper version**) for collaborative design? \*

- ☐ I found it engaging and tactile, it helped collaboration
- ☐ It worked well but felt a bit outdated
- ☐ I prefer digital tools for this kind of work
- ☐ I found it limiting (e.g. legibility, logistics)

16. If you had access to both a **paper-based and a digital version** (currently under development) of the CoDesign Tool, which would you prefer for future sessions? \*

- ☐ Paper version
- ☐ Digital version
- ☐ I think it depends on the context
- ☐ I'd need to try the digital version before comparing them

17. How well did the **structure** of the CoDesign Tool (stages, boards, flow) support your group in responding to the initial client brief? \*

1 = Not at all

2

3

4

5 = Very much

☐☐☐☐☐

18. Would you have **approached the brief** differently without the structure of the CoDesign Tool? *(If not, simply write "No")* \*

## About Stage 6 | Disruption

19. Did the **Disruption Stage** (where a challenge card questioned your solution) help your group reflect critically on your concept? \*

|                             | 1 = Exrtremely<br>unusefull | 2                     | 3                     | 4                     | 5 = Extremely<br>useful |
|-----------------------------|-----------------------------|-----------------------|-----------------------|-----------------------|-------------------------|
| The Disruption<br>Stage was | <input type="radio"/>       | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/>   |

20. Did your group **revise or modify** your initial idea after the Disruption Stage? \*

- ☐ Yes, we made significant changes
- ☐ Yes, but only minor adjustments
- ☐ No, our idea remained the same

21. In your opinion, what was the **main value** of the Disruption Stage? \*

- ☐ It helped test idea feasibility
- ☐ It sparked unexpected insights or changes
- ☐ It encouraged team discussion
- ☐ It didn't really add much value
- ☐ Altro

## About Participation

22. How did the co-design tool **make you feel** during the session with respect to the other members of your group? \*

|                       | 1 = Marginal and ignored | 2                     | 3                     | 4                     | 5 = Included and participatory |
|-----------------------|--------------------------|-----------------------|-----------------------|-----------------------|--------------------------------|
| The tool made me feel | <input type="radio"/>    | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/>          |

23. Did you feel your team had **well-balanced participation**, or did **specific roles** emerge clearly? \*

- ☐ Balanced participation – everyone interacted equally
- ☐ Roles were clear and distinct

24. Which of the following labels resonates the most with **the role you played** within your group? \*

- ☐ **Leader** (first to speak, they manage group discussion, have opinions on anything and everything, ...)
- ☐ **Supporter** (a sort of second leader, chatty, present, ...)
- ☐ **Antagonist** (Devil's advocate, easy to get worked up, not very respectful of speaking turns, ...)
- ☐ **Doubter** (they don't speak often but when they do they are able to elicit useful debates, highlight pain points, ...)
- ☐ **Enthusiastic** (impulsive, inventive/full of ideas, not very concrete, dispersive/unmethodical, ...)
- ☐ Altro

## Duration of your session

Please answer the following questions about the duration of the different steps of CoDesignTool with the **exact length in minutes** that you were asked to time at the beginning of this session.

25. How long was your **Stage 1 | "Context Definition"**? *(It was based on the Context Canvas for the definition of Target Audience and Star Assets) \**

26. How long was your **Stage 2 | "Institutional Goal Definition"**? *(It was based on the Institutional Goals Canvas and cards) \**

27. How long was your **Stage 3 | "Audience Goal Definition"**? *(It was based on the Audience Goals Canvas and cards) \**

28. How long was your **Stage 4 | "Design Brief"**? *(It was based on the Design Brief Board and cards for the definition of design requirements) \**

29. How long was your **Stage 5 | "Ideation"**? *(It was based on the Ideation Canvas and cards for the definition of some ideas for your final experience) \**

30. How long was your **Stage 6 | "Disruption"**? *(It was based on the Disruption Canvas and cards for the disruption of your initial ideas) \**

31. How long was your **Stage 7 | "Storyboard"**? *(It was based on the Story Board where you sketched the structure of your experience) [Non-mandatory]*



Thanks for participating to the survey!

32. Is there anything you'd **improve or change** in the CoDesign Tool?

33. Any other **comment, observation or suggestion** to the CoDesign Tool?

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