

## ***Design Making***

Engaging with physical artifacts enhance human interaction. In processes of innovation it can be mockups or a variety of tangible materials.

### **1. Method**

- Engaging with tangible materials in conversational interaction between people. Design Making helps employees move beyond abstract talking to concrete acting in iterative processes of developing the thinking and action.
- Creates new spaces for collaboration and enables participants to cut across barriers for innovative thinking.
- A way of bringing something graspable and new into being that is not yet existent; especially that of which lies beyond the point of being fully understood/explained.
- Help facilitate collaboration to frame the activity and provoke insights.
- Visible and tangible standpoints to lead discussions, during which participants can share personal experiences and knowledge.

### **2. Requirements**

- Have access to a variety of tangible materials.
- Skills of facilitation.

### **3. Potential solution/outcome**

- Creates a space for collective exploration and exchange of ideas, while giving each participant a say in the process.
- Supports collaboration, discussion and reflection.
- Instigates relevant associations.
- Creates a dynamic environment that opens up for diverse interpretations of the materials, and where participants are allowed to share radical/disruptive ideas.

### **4. When should you use it?**

- You can design the way you lead, manage, create and innovate.
- Design Making for business innovation.
- When you need to create common ground for discussion and idea generation.
- Cultivate participants' ability to be creative.

### **5. Main Sources**

- Brown (2010) Design thinking
- Brown, Wyatt (2010) Design thinking for social innovation
- Heather (2006) Turning design thinking into design doing
- Leavy (2010) Design thinking - a new mental model