

## Co-design methods and results

### Co-design

Co-designing was a big part of this project. Working with a person that is designed for is quite a different experience and in many ways helpful. Questions are answered by a first hand experienter and design can be adapted to the one person. Our co-designer worked well with us and was excited, however his positive attitude made it a bit difficult at the beginning to unearth a design direction.

### Organization

The group kept in contact with the co-designer via email. Meetings were held almost every week to keep ourselves and the co-designer informed. These meetings were held via Skype and the usual combination of agenda and minutes was used.

### Incorporation

The group really put emphasis into incorporating the co-designer into the group, trying to make the person feel like a part of the design team. This was important because it made sure the co-designer did not feel left out, was a part of the decision making and could put in the necessary effort and information. The opinion of the co-designer was important to the team. This worked out well, the co-designer was motivated and energetic helping the team out along the way.

In meetings the co-designer was shown progress, could ask questions and answered questions the group had. In the meetings discussion was held on certain topics that needed work as well as design ideation, directions and concepts. When choosing concepts the opinion of the co-designer was taken into account as a big factor. Once the concept was chosen the design and outside look of the concept was solely chosen by the co-designer, as it has to accompany him if used.

### Playdate

One of the methods used in the project was a playdate. The team scheduled a so-called playdate with the co-designer where multiple steps were taken. The 'date' started off with a brainstorm session about the direction of the then two design directions of 'car addition' and 'height help'. These are shown on figure (1,2). A wordweb style application was used to see what the main points of attention are for both ideas. This was discussed and followed up by tempo-ideation by everyone. Results can be seen on figure (3,...).

### Conclusion

Co-designing works. It removes a step for the designers and can give necessary information. One thing to note however, is that the product created in this project is specified to one person. If it were to be made for mass produce, co-design might be less effective as the designers need to research a broader range of users than just the co-designer.