EC.715
Three Movements that Shape D-Lab’s Philosophy
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- Appropriate Technology
- Participatory Development
- Creative Capacity Building
Some Definitions

Human-Centered Design/User-Centered Design

Co-Creation/Participation

Creative Capacity Building
Some Definitions

Human-Centered Design/
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Some Definitions

Human-Centered Design/
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Creative Capacity Building
Another way to look at it

design FOR

design WITH

design BY
Putting it another way

“Give a man a fish, and he’ll eat for a day. Teach a man to fish, and he’ll eat for a lifetime.”

What are some concerns about this statement?
Putting it another way

“Give a man a fish, and he’ll eat for a day. Teach a man to fish, and he’ll eat for a lifetime.”

• Unless there’s no river nearby (AT)
• Unless he doesn’t like fish (PD)
• Until the fishing rod breaks (CCB)
How to foster participation?