

TOOLKIT_02

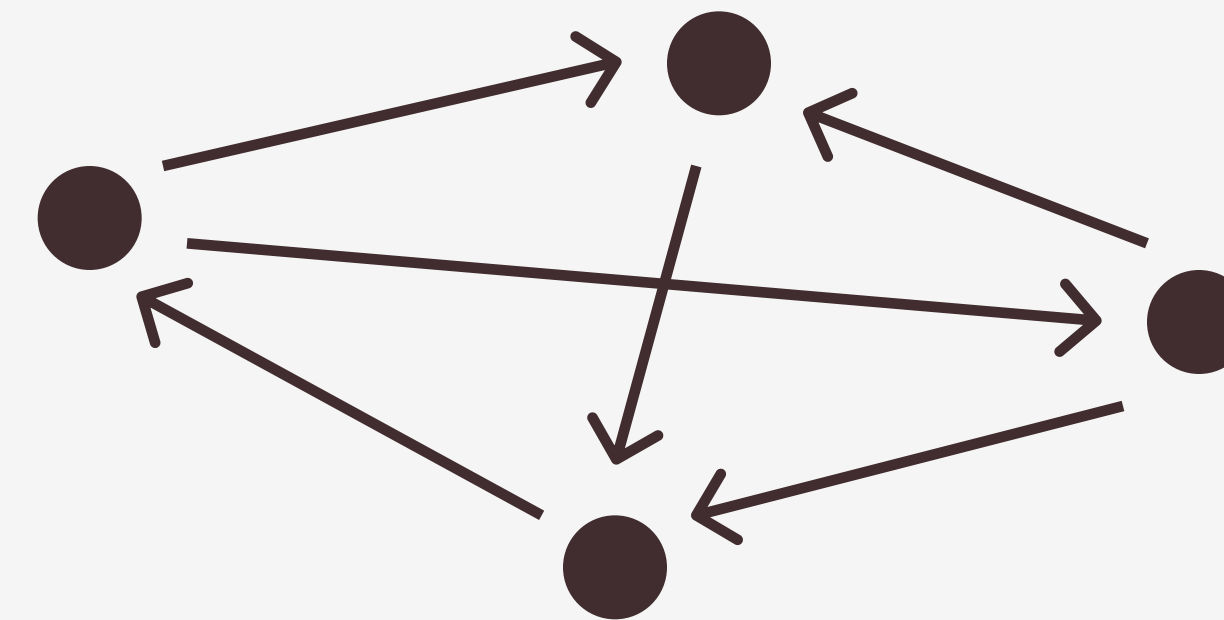
Open Design System

Open Design System

FROM MEASURING TO MAPPING

♥ **Design is a process,**
never a "finished
product" so it traces a
trajectory and never
fixed points

♥ Focus on
relationships and
transformations,
shifting attention **from**
quantities to qualities



Interconnections

Open Design System

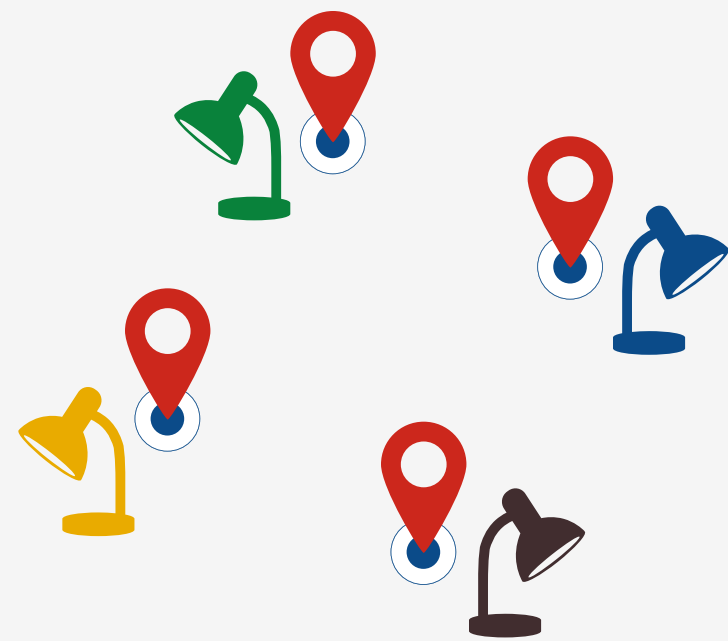
TOOL



		AREAS OF INTEREST		
		A	B	C
AREAS OF COMPETENCE	1			
	2			
	3			

Design/Project PROCESS

- ♥ identify the **interest(s)** of the project



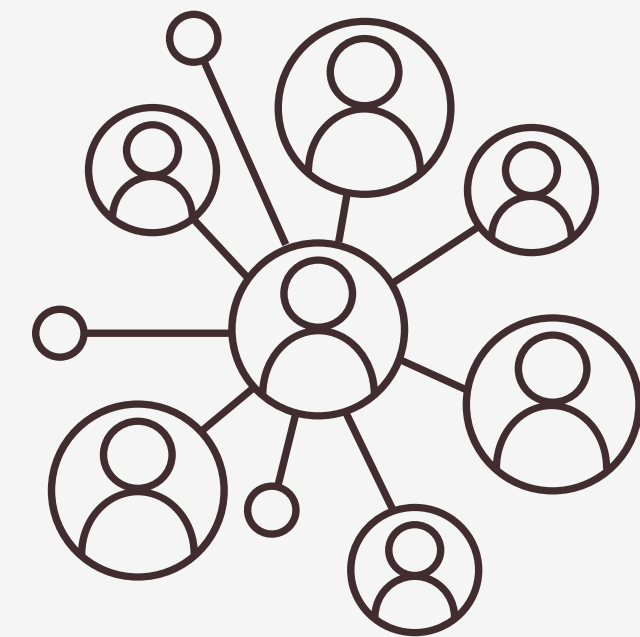
...a (locally produced) lamp?

1st



...an alternative lighting system (open source)?

2



...a community?

3

4

Design/Project PROCESS

A clarification on how the word “**DESIGN**” should be understood to fix this tool, as it differs from “Designers.”

"DESIGN" refers to "PROJECT" and NOT to "PRODUCT".

It would seem strange to put it among the ACTORS (as you can see in the next slides) but I think we have to understand the interest of the project before that of the DESIGNERS behind it.

In fact, if in INPUT we are actually DESIGNERS, in OUTPUT we tend to come back as USERS and show more personal interests (to say one, remuneration/compensation) than community interests (to say another, LOWER CONSUMPTION/FAVOUR LOCAL ACTIVITIES/CHANGING THE SYSTEM.... and all those nice things we say to each other in the design phase).

Stakeholders

GOOD POINTS FOR YOUR PROCESS

📌 identify the **actors** to be involved

NB: you can call all of them stakeholders because there is an assumption that you only participate in a process if there is an interest (reward)

DESIGN
MAKER
USER
DEVELOPER
CONTRIBUTOR

Involvement

GOOD ARROWS FOR YOUR PROCESS

📌 identify **interest(s)** and **competence(s)** of stakeholders

INTEREST: *from the Latin verb “interesse” “to be in the middle of; to participate in; to import” (transl. Treccani), noun (INVOLVEMENT) - corresponds to a “reward”*

COMPETENCE: *Knowledge that serves the fulfillment of an interest, i.e. the expertise a stakeholder can bring to contribute on the implementation and/or development of the project*

AREAS OF INTEREST	A	B	C
AREAS OF COMPETENCE	1	2	3
NECESSARY SKILLS			
PRO SKILLS			
APPRECIATED SKILLS			

Contact

WHERE THE PROCESS IS (*LIVE*)

Touchpoint

📍 designing the **touchpoints** between stakeholders and their interests

NB: *clusterize the interests in order to optimize the touchpoints*

...a web site?

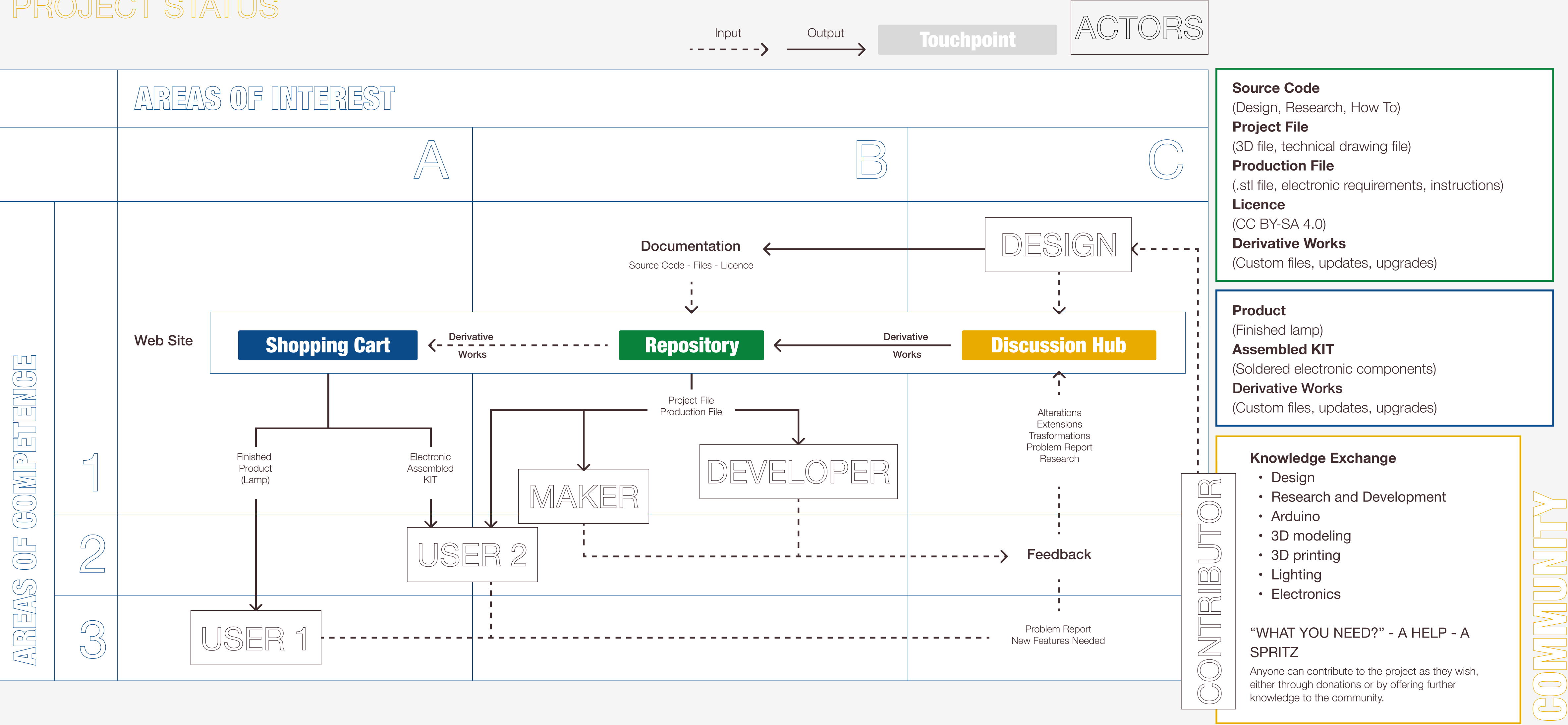
...a workshop?

...a place?

...an event?

DEFAULT OPEN DESIGN SYSTEM

PROJECT STATUS



CLASSIFICATION SCHEME OF STAKEHOLDERS BASED ON SKILLS

AREAS OF INTEREST	A	B	C	DESIGNC1
	<ul style="list-style-type: none">ProductAssembled KITDerivative WorksSpend more time outside	<ul style="list-style-type: none">Source CodeLicenceProject FileProduction FileDerivative Works	<ul style="list-style-type: none">Community BuildingKnowledge ExchangePeople spend more time outsideReduce ConsumptionNo Over-ProductionEnsure Local Production	MAKERB1/2
AREAS OF COMPETENCE	1	2	3	USER 1A3
				USER 2A/B2
NECESSARY SKILLS	<ul style="list-style-type: none">3D printing3D modelingBasic Electronics	<ul style="list-style-type: none">3D printing3D modeling	<ul style="list-style-type: none">Internet User (or get in touch with It)	DEVELOPERB1
PRO SKILLS	<ul style="list-style-type: none">ArduinoLighting			
APPRECIATED SKILLS	<ul style="list-style-type: none">DesignResearch and Development	<ul style="list-style-type: none">DesignResearch and Development	<ul style="list-style-type: none">DesignResearch and Development	CONTRIBUTOR/