1865
THE UNIVERSITY OF
MAINE
Center for Community Inclusion
and Disability Studies
University Center for Excellence in Developmental Disabilities

# Co-Design: A Contemporary Path to Innovation and Entrepreneurship for People with Disabilities

Liz DePoy, Ph.D. and Stephen F. Gilson, Ph.D.

Co-Design History and Theory

40 Year History: Began as participatory design. Was aimed at redressing product failure.

Today: Co-design engages service and product users as full collaborators in a collective intelligence and invention process at the fuzzy front end of the design process (Figure 1).

Figure 1
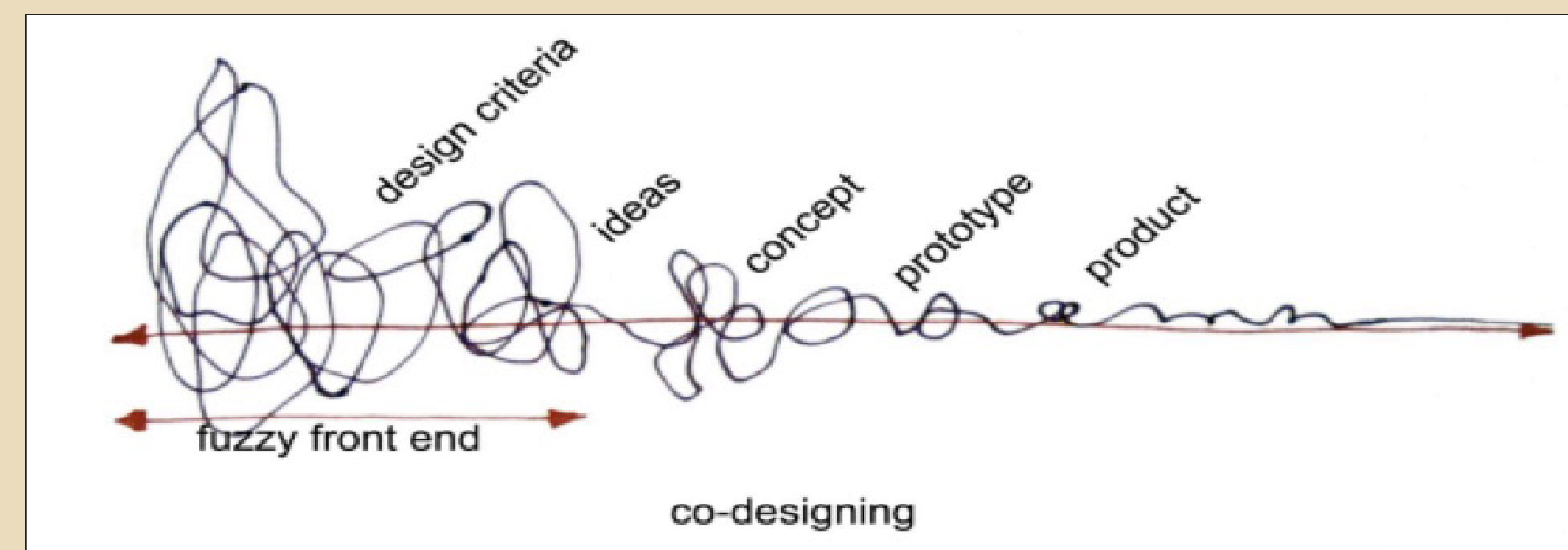
Concept Co-Design Laboratory

1. Grounded in a framework synthesizing co-design theory with systematic and rigorous multi-method research; and
2. Builds on the empowerment model of involvement of individuals with disabilities in designing solutions for problems which concern them and for which they hold unique knowledge.

DePoy, E. & Gilson, S. F. (2014). *Branding and designing disability*. London, UK: Routledge.

Sanders, E. & Stappers, P. J. (2008). *Co-creation and the new landscapes of design*. Retrieved from http://www.tandfonline.com/doi/full/10.1080/15710880701875068

Evolution of the Co-Design Lab

Two innovative products that needed input from users:

MOJO Lab Work

Afari™ Lab Work

Curriculum-Sample Assignment

Accessibility and Participation Technology

Select a technology from the list provided:

1. Describe and demonstrate the technology.
2. Work with an approved group of tech users to conduct a forensic analysis of the tech–what is wrong with it and what failures do you find?
3. What potential users remain excluded by this technology and why?
4. What other solutions exist for the problem for which this tech was developed?
5. What solutions to these exclusions and expansions are developed by the users?
6. What aesthetic changes need to be made?
7. What functional changes need to be made?