

Inventory of Participatory Design Experiences

Examples of Shared Norms



ASPECT OF FACILITATION ROUTINE	EXPERIENCES (AS A PARTICIPANT OR FACILITATOR)	IN THE FUTURE, I WOULD LIKE TO
Creating and clarifying roles Helping people understand how their contributions will be elicited and taken up.		
Structuring ideation processes that amplify voices without power Helping people understand Setting up ways to ensure equity of participation, recognizing intersections of power and culture with dominant systems.		
Building consensus Helping diverse teams come to agreement on design directions, including when there are signifi- cant disagreements and conse- quences of particular choices.		
Building understanding of and commitment to ideas and values Helping a new design team identify what values animate members and can serve as a basis for shared work, as well as what theories and strategies are key to the work.		
Anticipating consequences of decisions Activity of imagining possible benefits as well as harms that might result from actions taken by a team for those present and those absent.		



ASPECT OF FACILITATION OCCASIONAL, AS NEEDED	EXPERIENCES (AS A PARTICIPANT OR FACILITATOR)	IN THE FUTURE, I WOULD LIKE TO
Making initial contacts Making invitations to people and organizations to participate		
Boundary spanning moves Perspective taking, perspective making, guiding the sense that people make of something		
Brokering to bring in new expertise Identifying and inviting a new member mid-design, when it's realized someone is missing		
Integrating new members Integrating a new person into the co-design process		
Facing differences Naming tensions, disagreements, repairing relationships		
Recognizing confusion over terms Naming when people are using terms in ways that are familiar to some but not others or in ways that make it difficult for everyone to enter conversations		

