

Appendix C

Co-Design Activities and Prompts

1. Set the Stage

1.1 Welcome & Introductions

- My name is...
- I am from ... community
- I live with ... and take care of ...
- In today's workshop, I'd like to ...

1.2 Workshop Purpose, Process, and Ground Rules

- Introduction to workshop objectives
- What are cultural probes and examples
- Workshop process: explore, identify, ideate, create, and evaluate
- Ground rules (based on IDEO U 7 Simple Rules of Brainstorming): Defer Judgment; Encourage Wild Ideas; Build on the Ideas of Others; Stay Focused on the Topic; One Conversation at a Time; Be Visual; Go for Quantity

2. Explore

- What comes to mind when we talk about shelter?
- Imagine that you are a planner in charge of planning a shelter for your community, how does the ideal shelter look like?

3. Identify

- What are the most important aspects of shelter design?

4. Ideate

- If you are a planner to improve shelters, you will need information and understand people's experiences and needs. Using cultural probe (*paquete de actividades*), what type of information

would you need to obtain in order to improve the important aspects of shelter design (identified in previous activity)? How would you obtain the information?

5. Feedback and Evaluate

- Who should have access to the information collected through cultural probe?
- How should the information be shared and used?
- What challenges, doubts or concerns do you have in relation to this method?