

Thinking with your hands : participatory design and creative practices as knowledge co-creation

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think
WITH YOUR HANDS



Thinking with your hands:

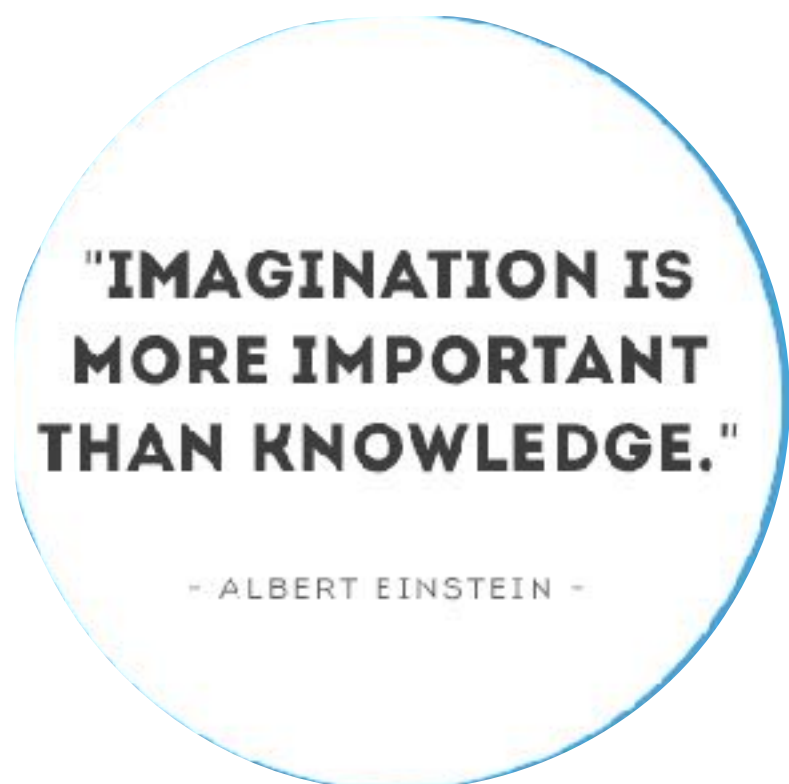
participatory design and creative practices as knowledge co-creation

Learning
Knowing
Doing

think
WITH YOUR HANDS



think
WITH YOUR HANDS



“...for knowledge is limited to all we now know and understand. Whilst imagination embraces the entire world and all there ever will be to know and understand.”

**Learning
Knowing
Doing**

think
WITH YOUR HANDS

@JoeLangley_
#D4HKMb

@PenCLAHRC
#LKD



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<https://www.shu.ac.uk/research/c3ri/>
www.lab4living.org.uk

Learning
Knowing
Doing

think
WITH YOUR HANDS

 LAB 4 LIVING

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My Dangerous Loverboy

[Home](#)[Who](#)[What](#)[Why](#)[Contact](#)[News](#)

My Dangerous Loverboy is a breakthrough campaign that will raise awareness of the **internal trafficking** of vulnerable young girls into **the sex trade**. Watch our **My Dangerous Loverboy video**, rate and comment to spread the word and **raise awareness of the sex trafficking of young girls**. You can help **fight against this crime!**



3:53 blip

other videos...

[More >](#)

Very Young Girls

Clip from US Director and Producer David Schisgall



On the BBC

BBC Crime reporter Ben Ando on the set in Sheffield



MDL Short Film

Excerpt from the film by Virginia Heath

[Facebook](#)[Youtube](#)[Twitter](#)[MySpace](#)[Flickr](#)

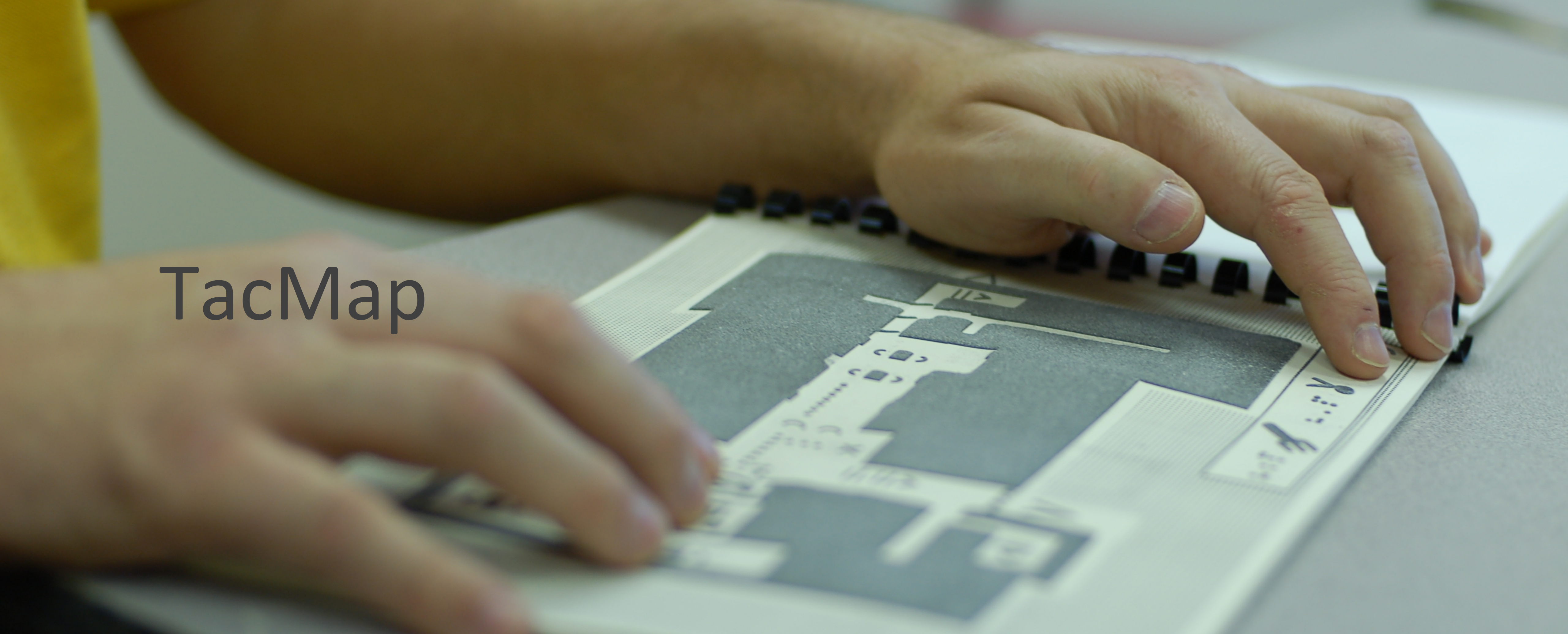
my dangerous loverboy blog...



War & Medicine

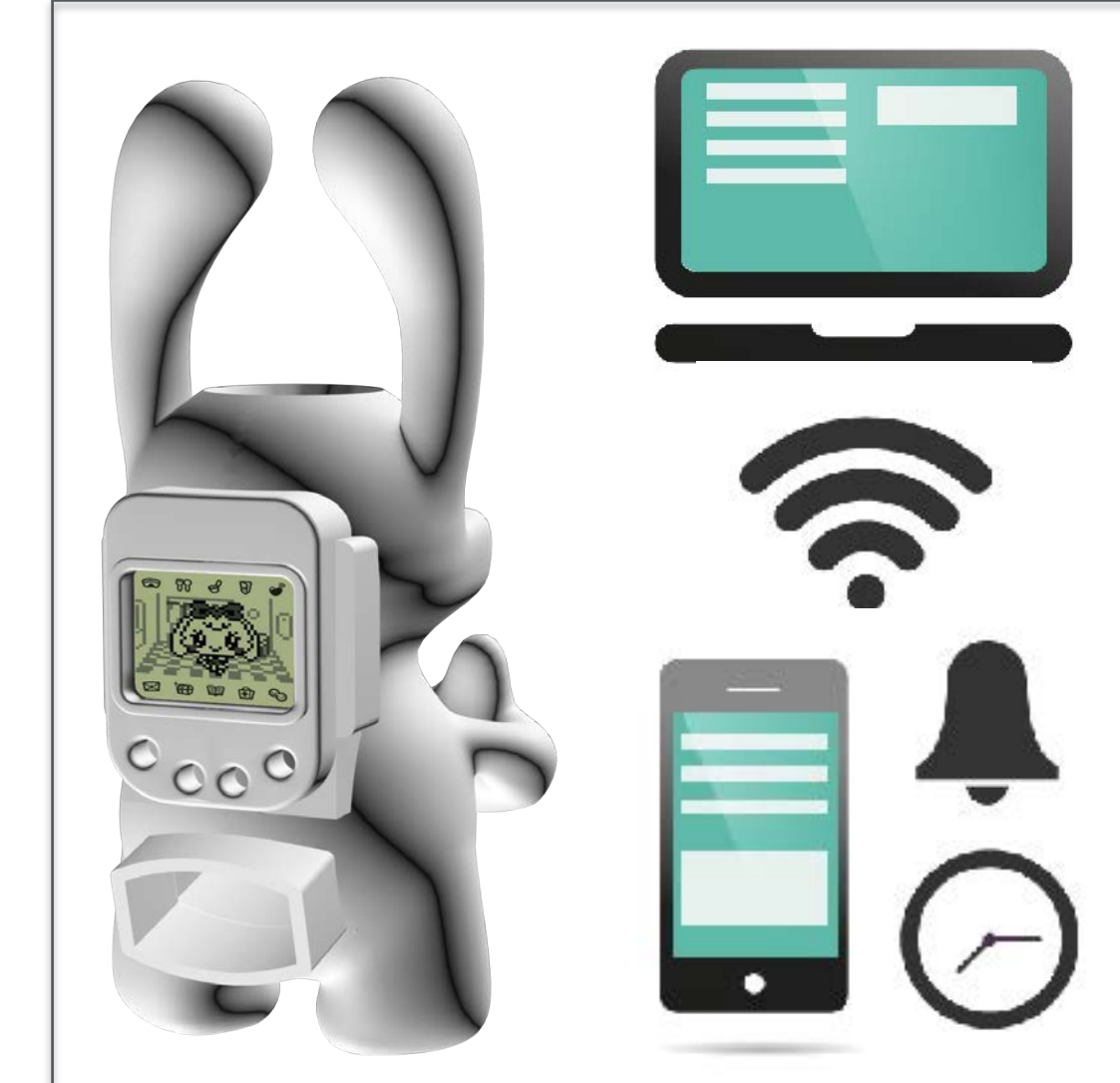


TacMap



Head-Up





Inhalers for children and young people: personalised medical devices





EngagingAging and STIGMAS





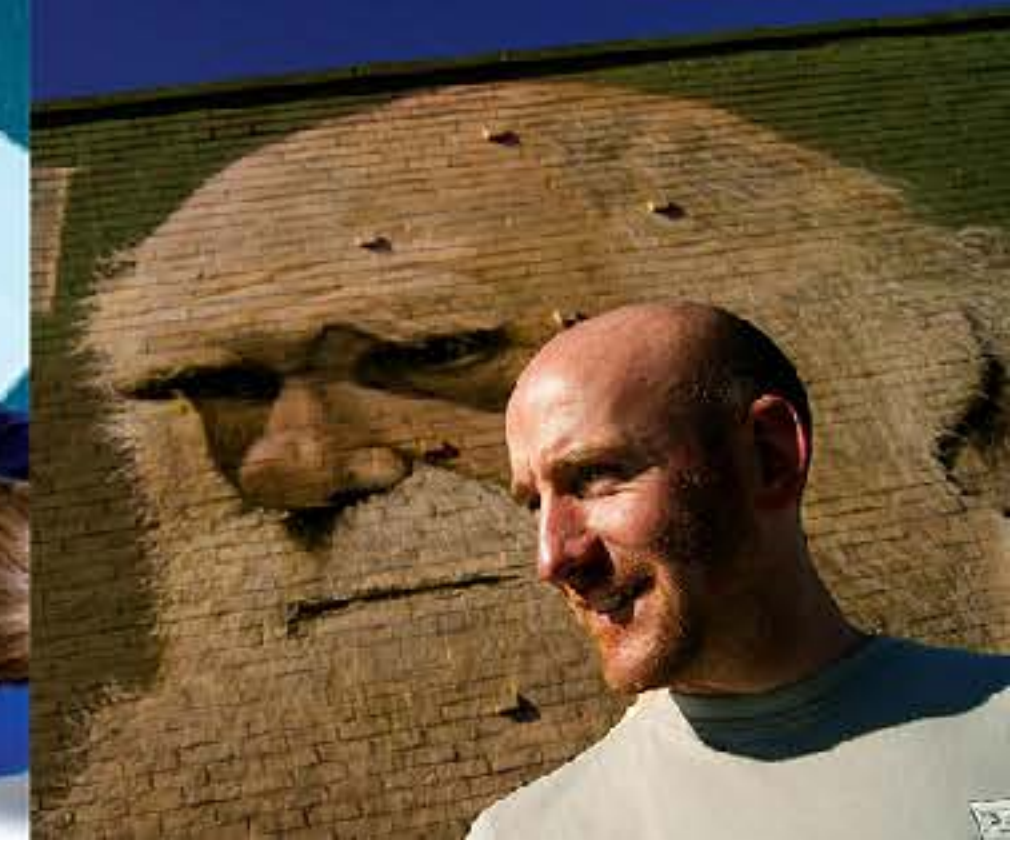
Future Bathroom







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Knowledge Mobilisation

“There is a gap between today’s scientific advances and their application: between what we know and what is actually being done.”

“Health work teaches us with great rigour that action without knowledge is wasted effort, just as knowledge without action is a wasted resource.”



LEE Jong-wook
WHO Director-General, 2004

Design

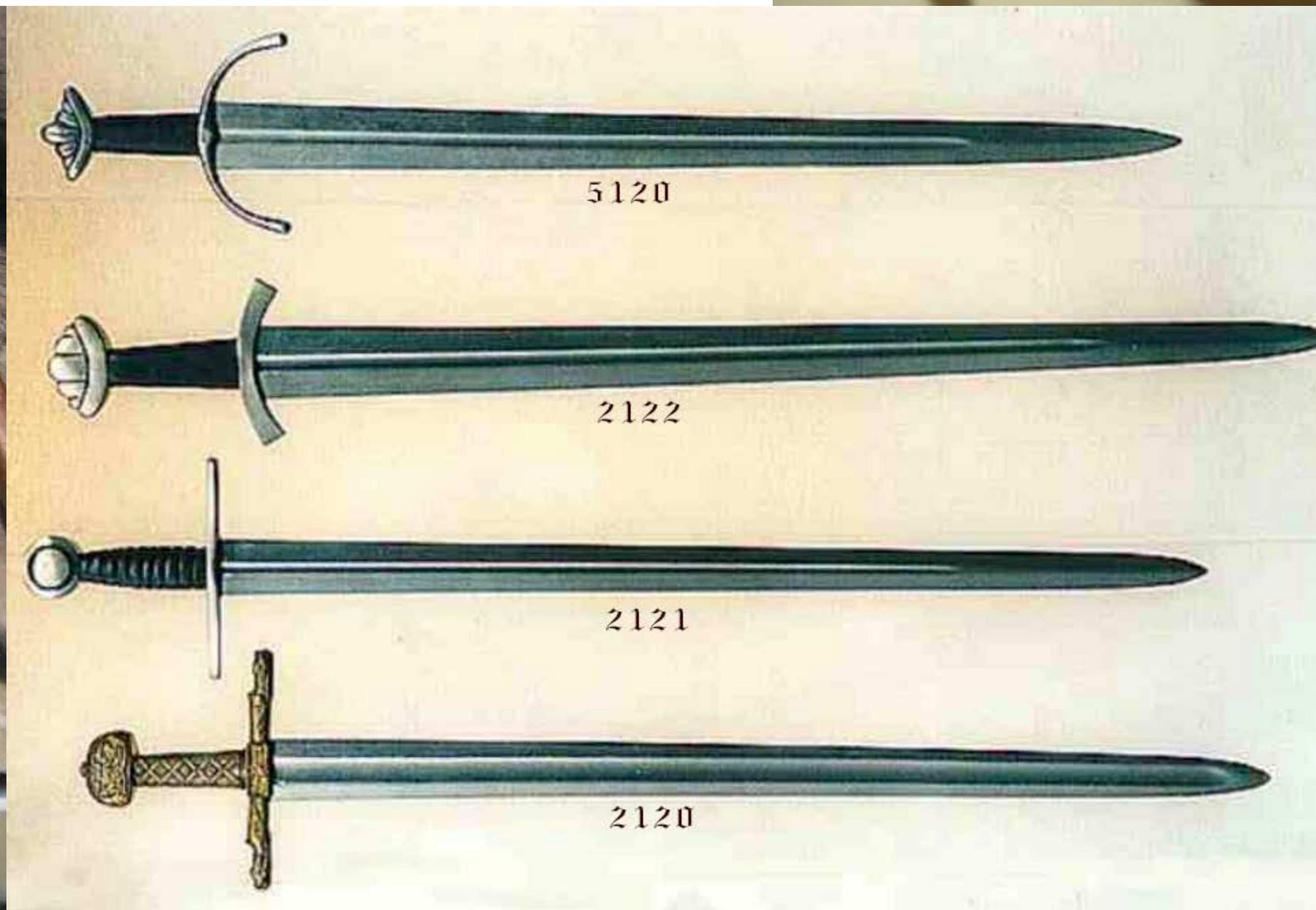
“Creativity” is the generation of new ideas.

“Innovation” is the successful exploitation of new ideas.

“Design” is what links creativity and innovation. It shapes ideas to become practical and attractive propositions to users and customers. Design may be described as creativity deployed to a specific end”

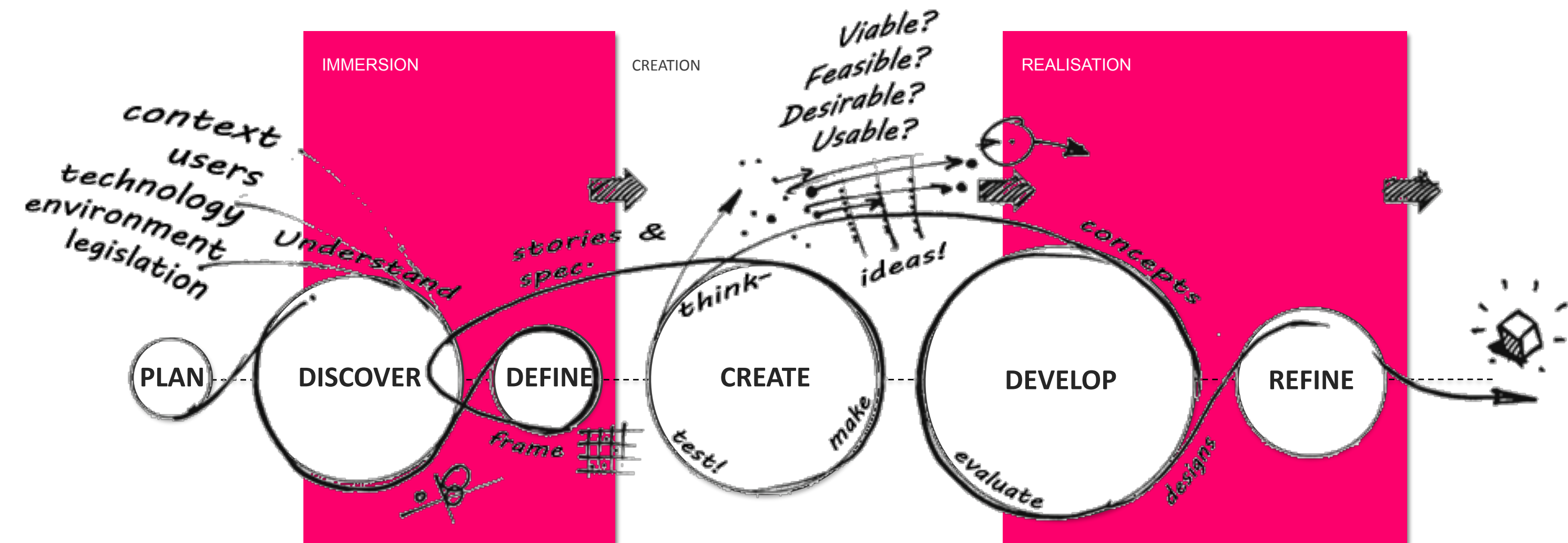


Design





Design

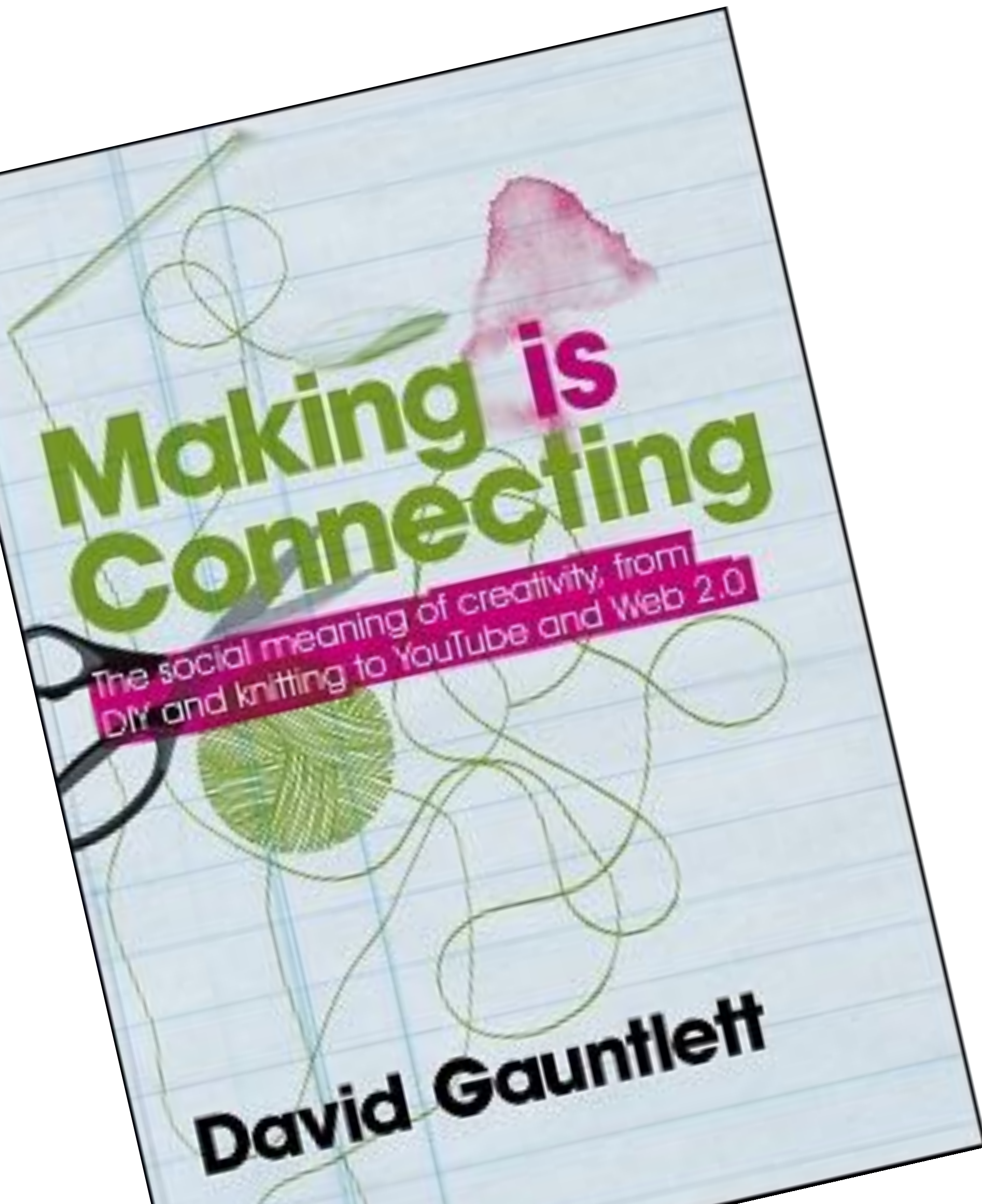


Design

Design is not a science at all – and nor, incidentally, is it an art.
Design is a ***practice*** – specifically, an uncertain, paradox-laden, judgement-dependent, science-using, technology-supported practice, catalysed and driven by creativity and the imagination.



Participatory Design



“Making is about transforming materials into something new, but it is also about transforming one’s own sense of self. Creativity is a gift, not in the sense of it being a talent but in the sense that it is a way of sharing meaningful things, ideas or wisdom which forms bridges between people and communities”

Participatory Design



“If you have an apple and I have an apple and we exchange apples then you and I still have one apple. But if you have an idea and I have an idea and we exchange ideas, then each of us will have two ideas.”

- George Bernard Shaw

think WITH YOUR HANDS

‘Cognitive Interaction’ - from **‘How Designers Work’**

- Henrik Gedenryd

Designers

Deduction

What + How = ??

Induction

What + ?? = Result

Abduction 1

?? + How = Result

Abduction 2

?? + ?? = Result

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