## Nick Bell and Fabiane Lee-Perrella

#### University of the Arts London

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**UAL Chair of Communication Design** 

<u>2D</u>

I am an editorial designer

<u>2D</u>

I am an editorial designer

<u>3D</u>

<u>2D</u>

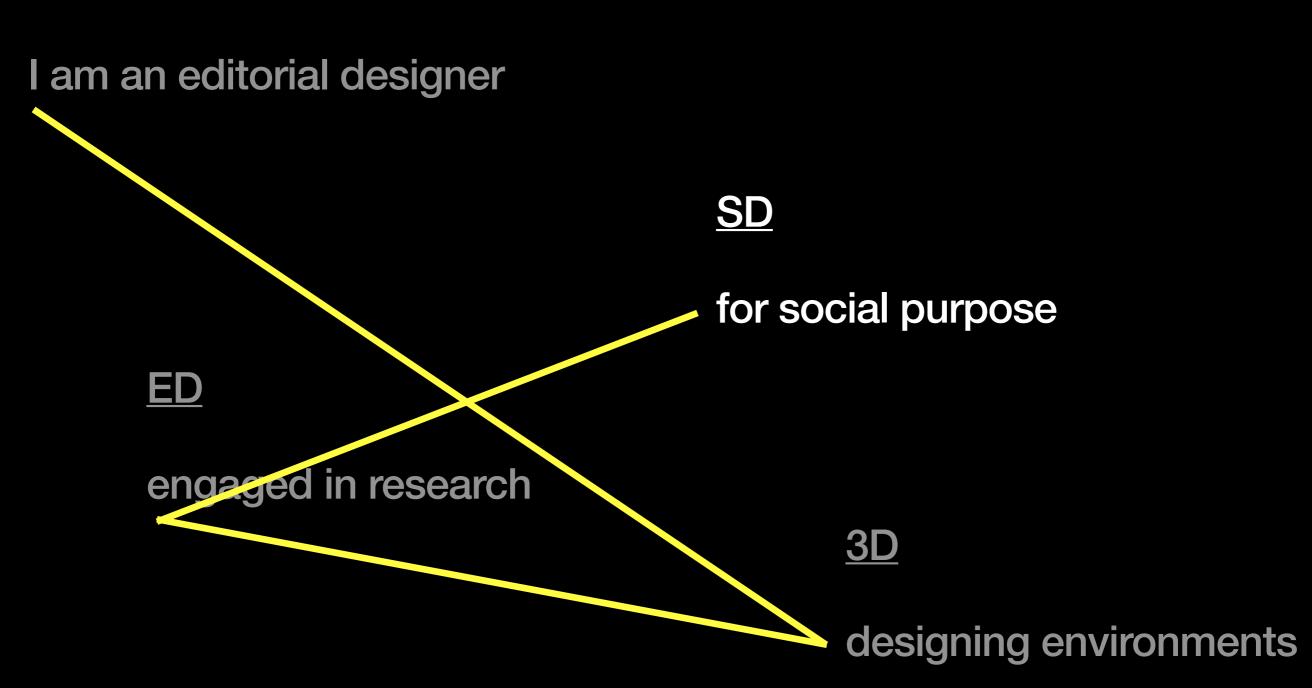
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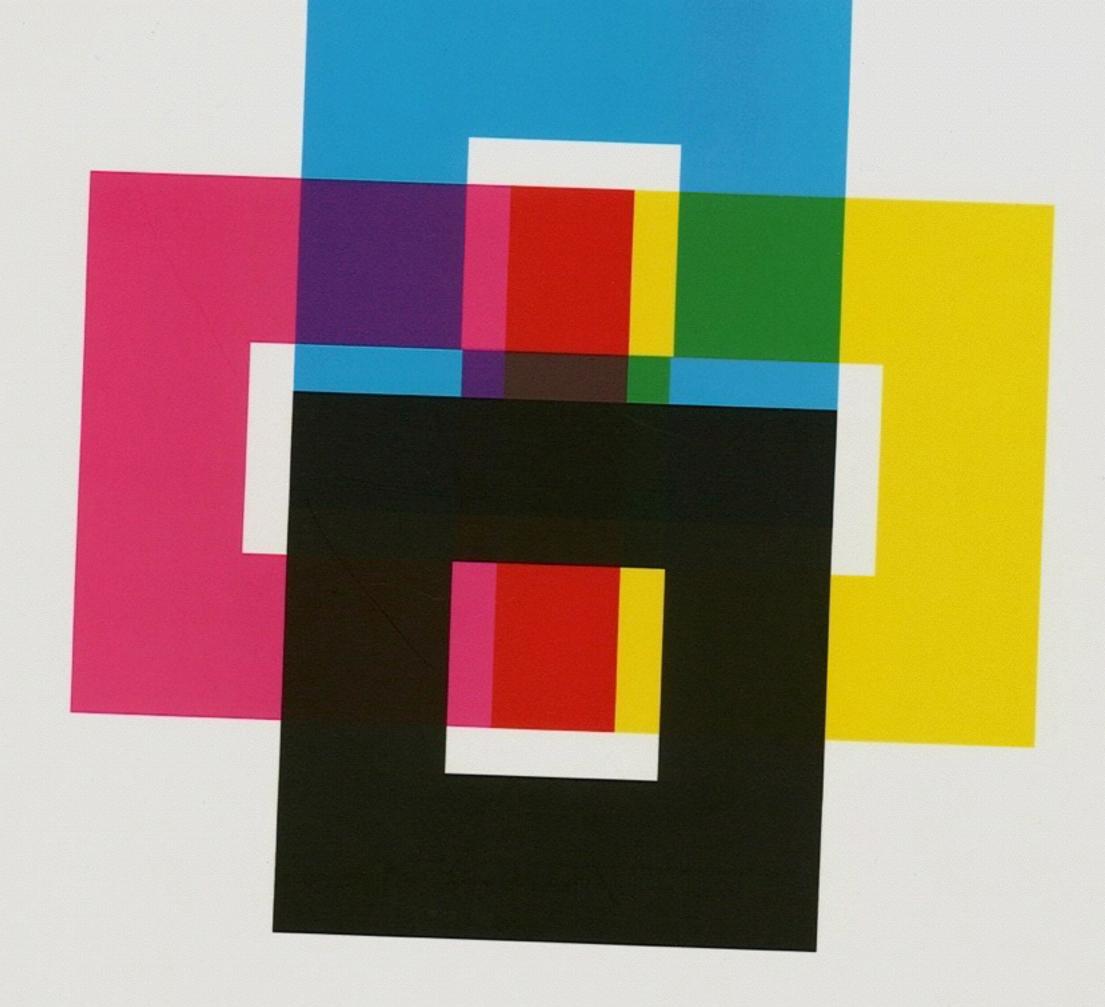
engaged in research

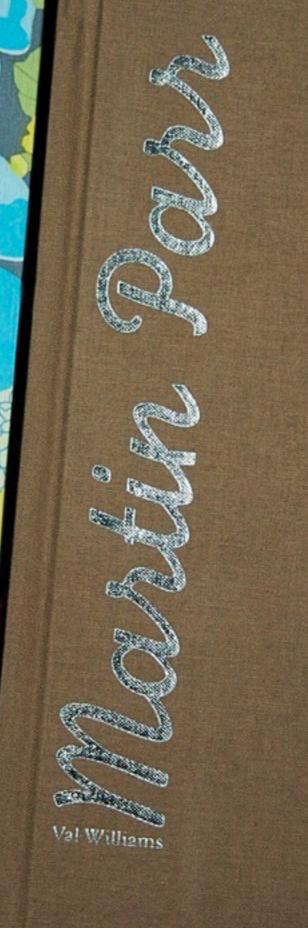
<u>3D</u>

<u>2D</u>









Martin Parr's photographs uncomfortable. He has made the food we eat, the clothes we go; scrutinized the very very some might say that Martin our lack of taste and good just all, latterly in the brightest our petty vanities to the work perhaps a more honed sense



<u>2D</u>

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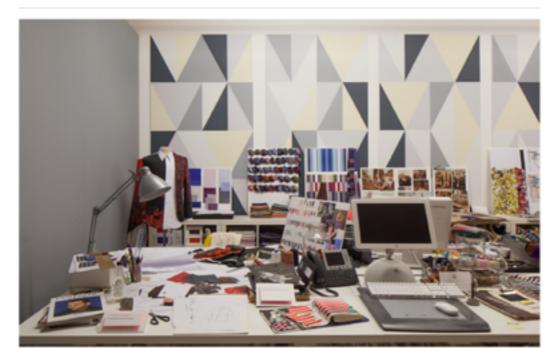
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#### An end to the curatocracy?

'Chaos at the Museum' burned bright. The event was a rare opportunity to share new visions for the future of exhibition design, writes Nick Bell

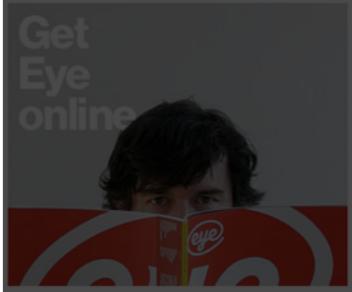


The most unusual thing about the London conference 'Chaos at the Museum' was that it was devoted to design, writes Nick Bell.

Most discussion of museum practice is dominated by curators — whether at conferences or in the media. So it was not surprising that the designers attending 'Chaos at the Museum' (26-27 April 2014) could barely suppress their excitement all day. I've never seen so many smiles since, well, the Martin Creed exhibition at the Hayward. We were like children let out to play at this two-day programme about museums and exhibitions drawn up



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<u>2D</u>

I am an editorial designer <u>SD</u> for social purpose **ED** engaged in research <u>3D</u> designing exhibitions

Lecturer in 3D Design Camberwell College of Arts

<u>3D</u>

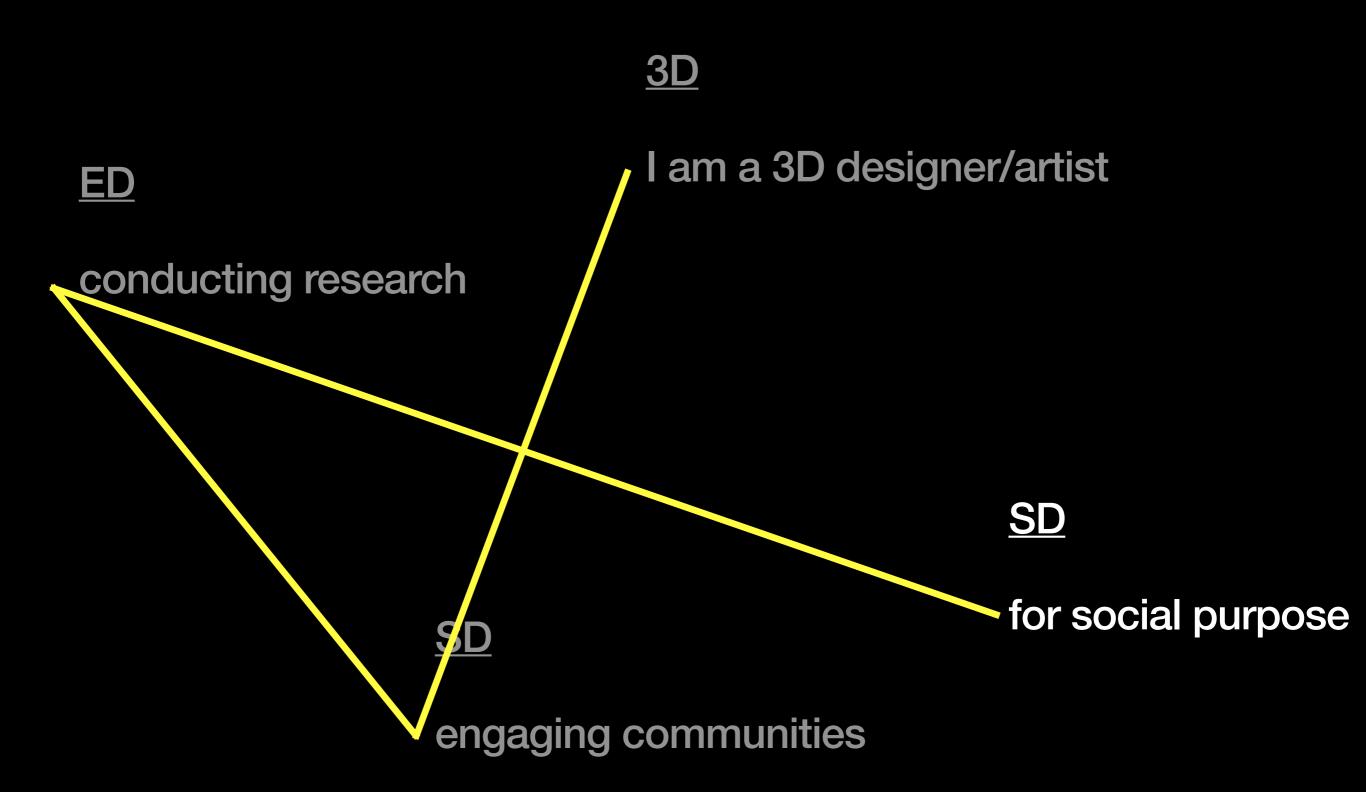
I am a 3D designer/artist

<u>3D</u>

engaging communities

I am a 3D designer/artist

<u>3D</u> I am a 3D designer/artist **ED** conducting research engaging communities







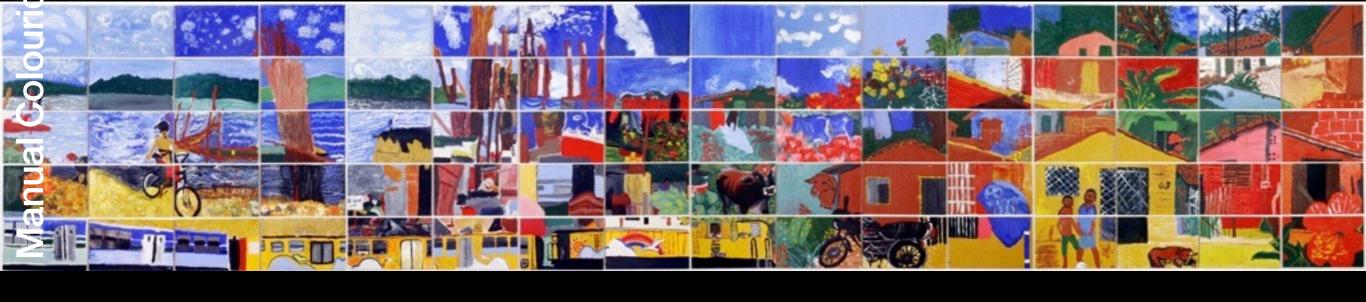


<u>3D</u>

engaging communities

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## Fabiane Lee-Perrella

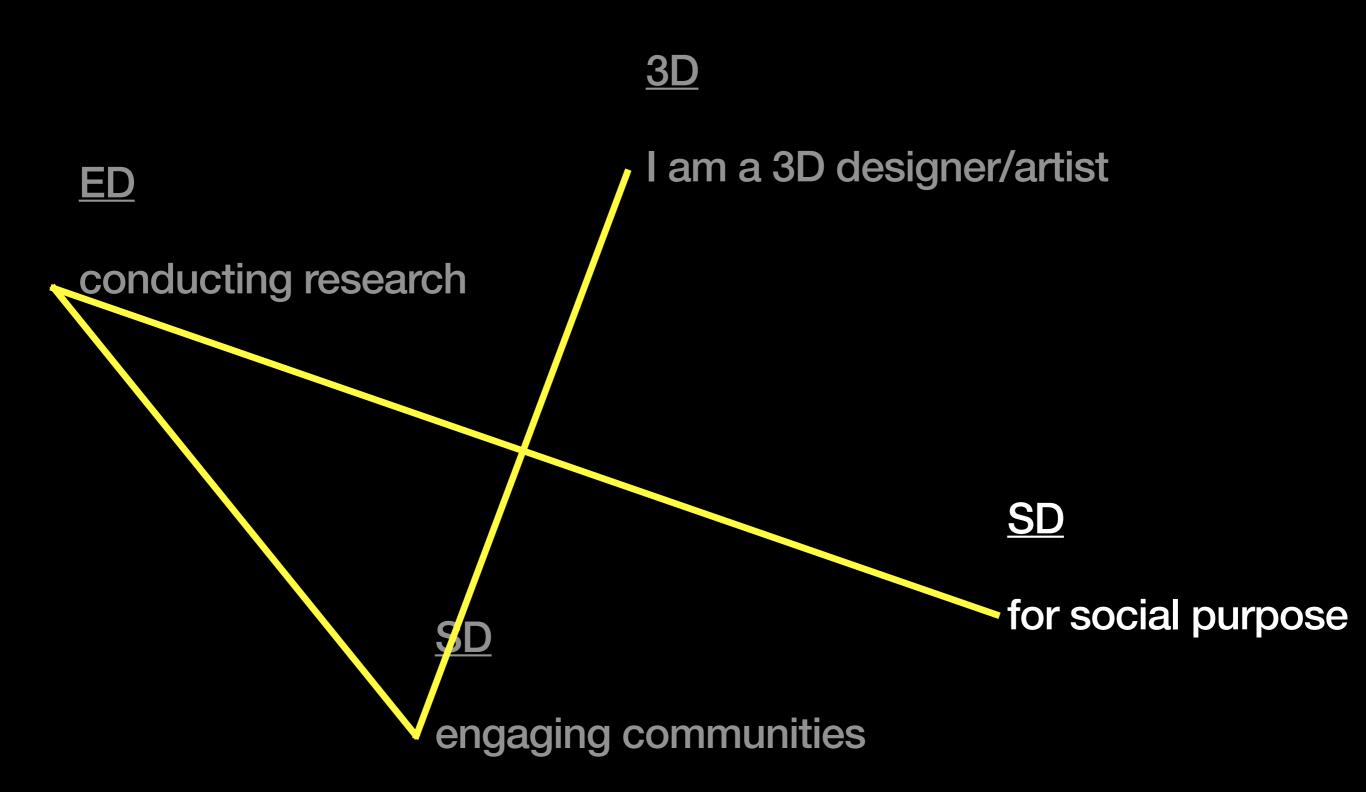
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## Fabiane Lee-Perrella



# Engagement project

A proposal

## A proposal where we are now

You (NSFT) are interested in commissioning the design of youth mental health services differently.

You already have a vision.

A vision already implemented by others elsewhere

that you can learn from.

The situation is very urgent, there is pressure to act

but you cannot afford to implement something not fit for purpose.

You want to create a service that does not stigmatise.

And involve service users in it's process of conception.

That's where we come in.

You want physical environments young people seeking help want to be in,

online media that young people will use to connect.

A service experience that young people, not seeking the help they need, will feel comfortable with.

With our students, we think we can help.

Think of us as a creative team,

a team of young people (UAL design students),

designing with young people (users of mental health services),

supported by an experienced team of designers (Fabiane and me).

Our methods are participative.

We engage groups of people, (treating them as experts of their own context),

in a scaffolded but informal process of thinking through making (design, art).

**Enabling them to:** 

reflect on their circumstances,

express dreams, visions,

and make positive proposals.

Often, people sense they are defined merely as recipients (of services).

We try to reverse this,

and help people feel they have something to offer – currency.

We also propose to invite those at the frontline to participate:

doctors, nurses, care providers – the experts.

However, this kind of participation happens best on equal terms.

Therefore, all experts, including us, must be skilled

at suppressing the aura of expertise,

masking the whiff of the institution.

Having other younger voices,

familiar with the local context users inhabit,

in this case, members of the Youth Council,

will help enormously!

Together with these local contributors, our creative team

can <u>breathe the</u> <u>same air</u>

and first, build familiarity and earn trust.

Then, we can begin softly by

sensing the conditions,

getting the conversation going,

raising tentative questions,

mapping needs and desires,

uncovering behaviours, values, identities,

and through dialogue, develop the intelligence of the group.

Using workshops, we work out the best ways,

often through a process of thinking-through-making,

of encouraging people to find ways to tap personal capacities

and express their vision of how things could be better.

Our process attempts to tease out the essential ingredients of what better is.

## A proposal stage 1

With our students, we can help mental health service users and frontline staff:

- express what is positive, negative and missing from the service
- frame a number of the key issues likely to influence service design
- mock-up service scenarios to test out new ideas and approaches

This might turn out to be ambitious to achieve...

but let this be the first draft of our intentions for now.

## A proposal stage 2

Our student team would take the outputs of Stage 1 away

and use their creative skills to develop them to a level appropriate

for presentation to senior mental health service commissioners. An appropriate communication vehicle could be a physical exhibition or pilot.

Such an event could be attended by mental health service users and frontline staff who contributed to it –

giving them a chance to signal their contributions to it and share advocacy.

## A proposal stage 2

The output of Stage 2,

that is, merely completing the initial stages of your project,

would be a Design Brief

(in written, visual and physical form)

that sets out the aims and objectives

that would need to be satisfied in the design of what you call a 'one-stop-shop' service

that is <u>fit for</u> <u>purpose</u>.

This is how we can help –

we can help you devise the correct Design Brief

that matches yours and your colleagues' visions

but also one that is informed by service users

and frontline service personnel.

## A proposal beyond stage 2

The process of producing the Design Brief

is a kind of experiment with a tangible and very useful outcome.

Our involvement could end here if you so decided.

However, our UAL team of students,

would be very happy to respond to the Design Brief

through the design and proposal of a prototype service at a local scale.

For example, the design of a single 'one-stop-shop'

(physical space, digital media, service plan, brand identity etc.)

that would be scalable.

## A proposal beyond stage 2

Alternatively,

senior health commissioners would be free

to invite other design companies

to respond to the Design Brief.

Either way,

the commission is likely to be conducted

through a two stage tender process

commensurate with project budget and NHS procurement regulations.

We can discuss procurement routes later.

## A proposal the student project timetable

### Late Feb/early March 2015

- frame research project to students
- interestedstudents apply

#### Mid March

Workshop series on:

- engagement methodologies
- trans-disciplinary collaboration
- curatorial content development
- exhibition as speculative design

#### Mid to late March

15-20 students will be selected for the final project team after the workshops.

#### Late March

Project preparation sessions with the final project team.

#### 28 March – 4 April

A week long community engagement field trip.

#### **April**

Curate research material from field trip.

#### **Early May**

Design and build either:

- an exhibition or
- a pilot

#### Late May

Open exhibition or launch pilot.

## What the students will get how to be a designer at the start of things

This research project will provide UAL students with a yearly opportunity

It will deliver an introduction to community engagement methodologies

The findings from this will be shared publicly through a speculative vehicle

for cross-university, trans-disciplinary collaboration. that are tested on a field trip where students will engage directly with a community group.

such as an exhibition or pilot or event curated and designed by the students

and given exposure at a high profile design industry event

like the London Design Festival in September 2015.

# Community engagement

Our approach

In this collaboration we are not aiming for consensus

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but instead, a deliberate generous atmosphere

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where different disciplines, knowledge and personalities meet

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but instead, a deliberate generous atmosphere

where different disciplines, knowledge and personalities meet

to see and create what would not be possible alone.

#### Locality

- past
- presentfuture

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- present
- future

#### People

- user
- local community
- staff
- us(we are not outsiders)

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#### Intimacy

- familiarity
- layers of knowledge
- landscape

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- space
- objects
- art/design
- tradition
- new technologies

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#### Meaning

create relevance

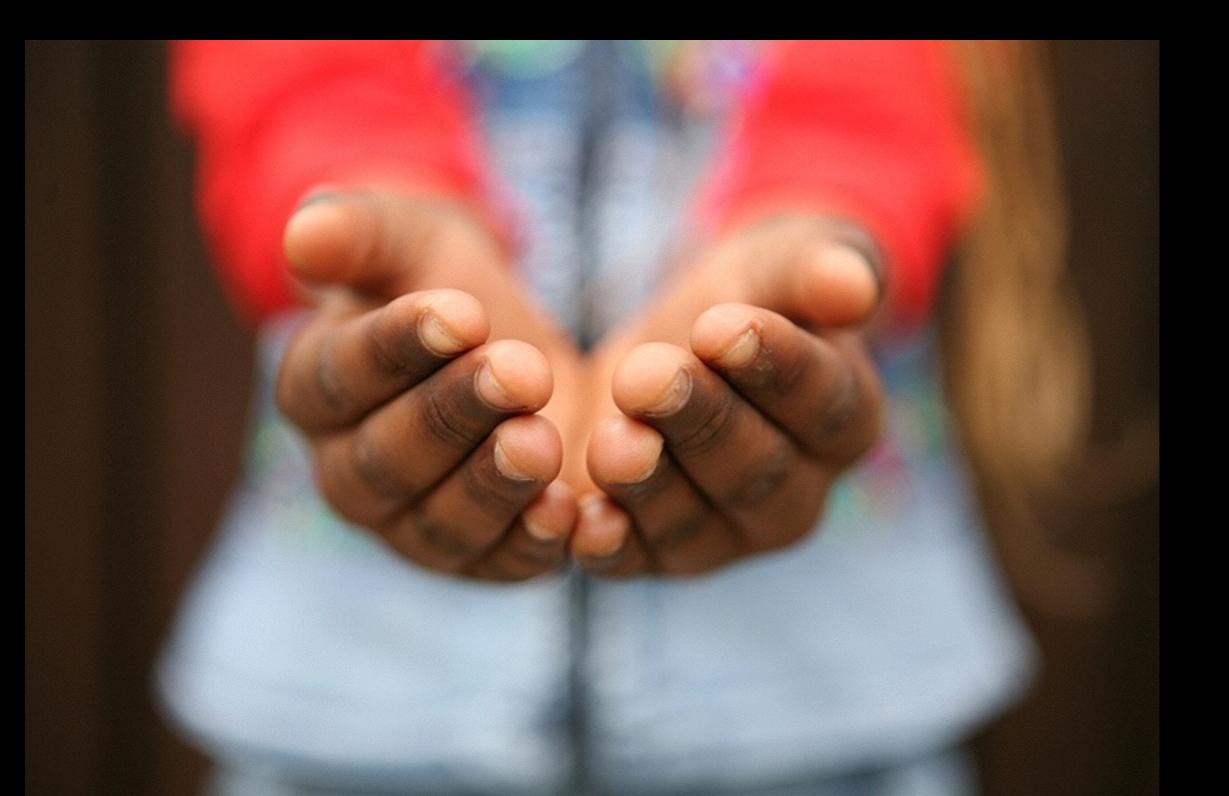
## Community engagement

Some project examples

### Negotiation and currency



## Spaces of encounter – building anticipation



## Spaces of encounter – building anticipation



## Spaces of encounter – food



## Spaces of encounter – food



## Spaces of encounter – walks



## Mapping – personal stories



### Mapping – personal stories



## Mapping – routes



Mapping
– informal names and uses



Mapping
– informal names and uses

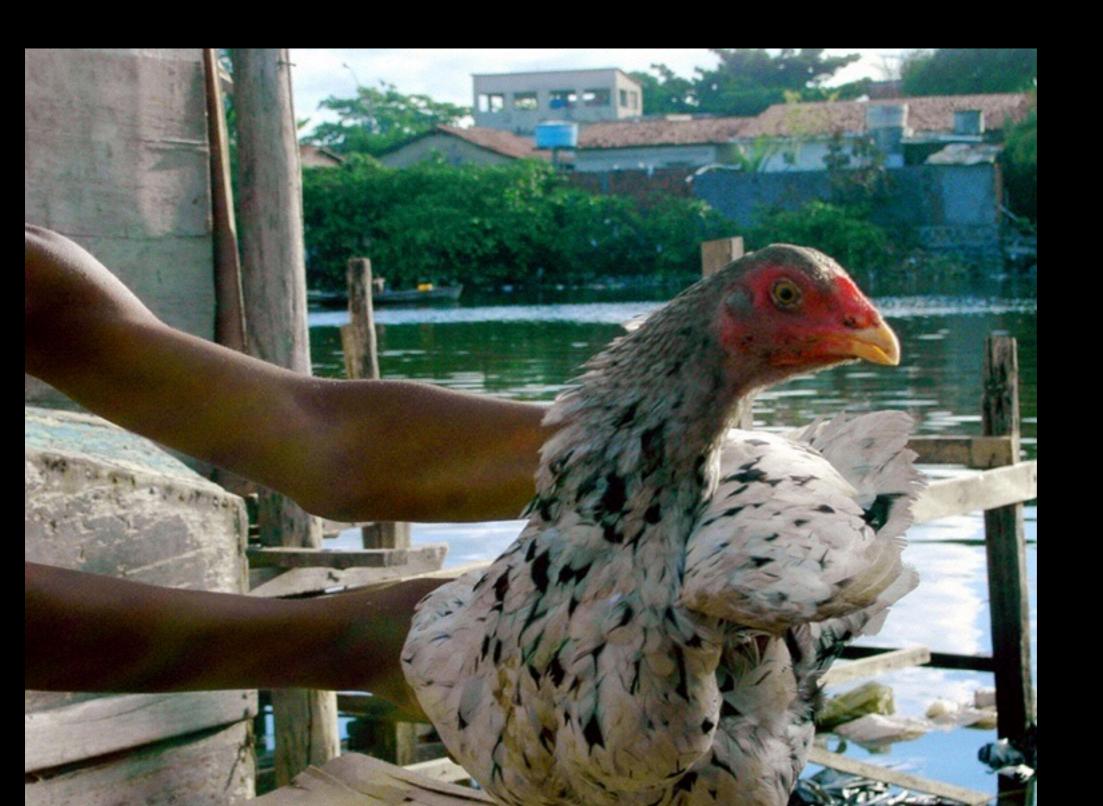


## Memory – remembering and forgetting





#### Photography



#### Photography



#### Photography



#### Active observer



#### Active observer



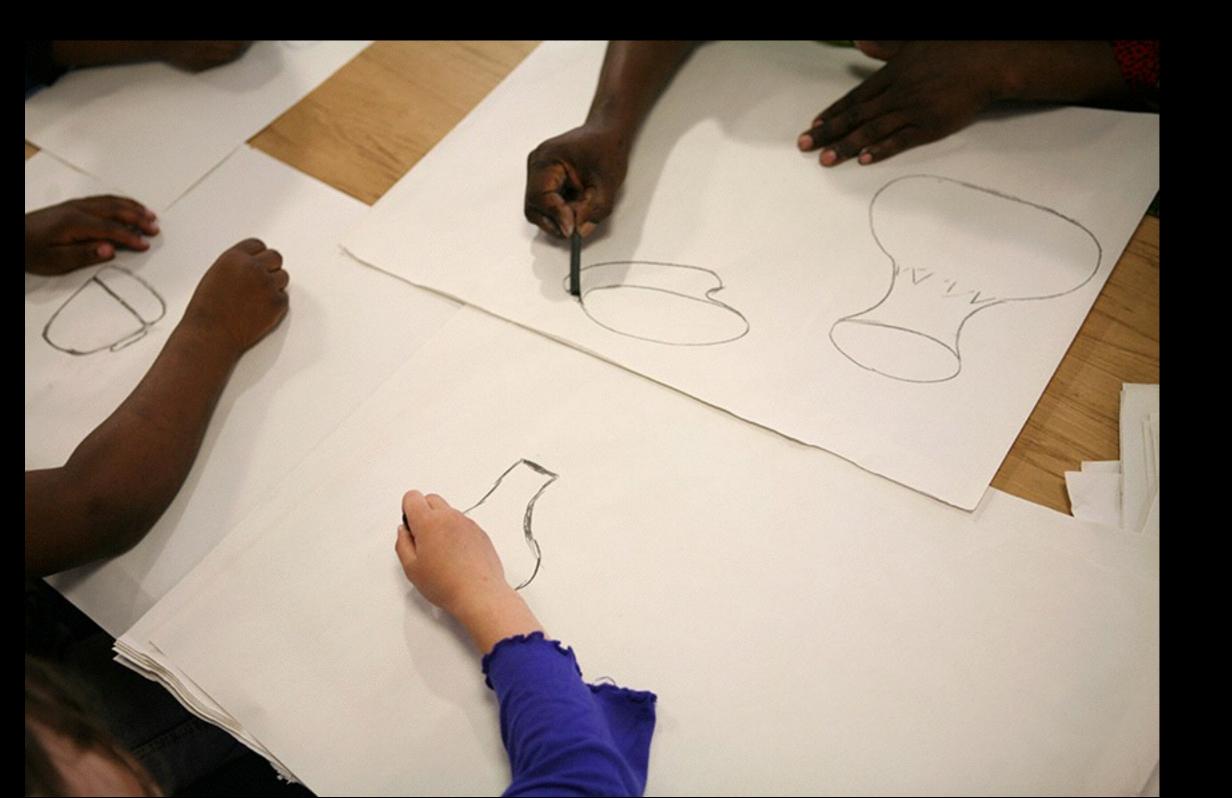
## Breaking the communications barrier – making



## Breaking the communications barrier – making



## Breaking the communications barrier – drawing



#### Miniature worlds



#### Miniature worlds



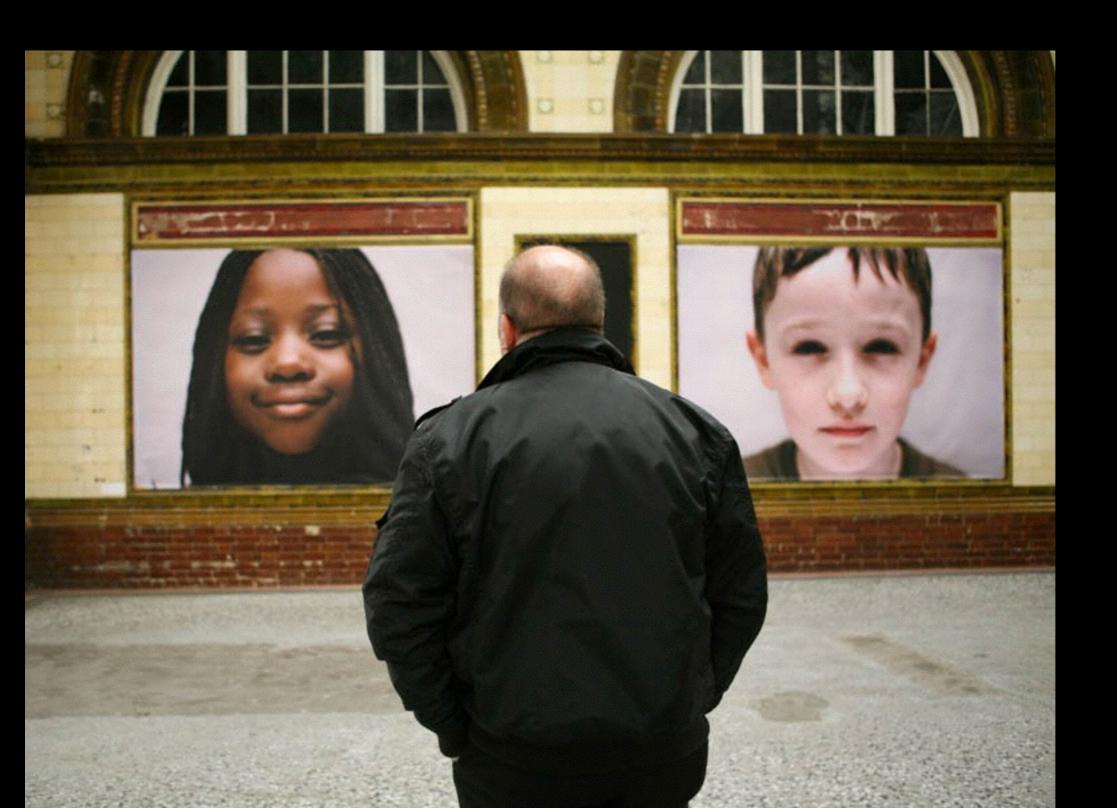
### Celebration – exhibition



### Celebration – exhibition



#### Celebration – exhibition



## Celebration – event/party



## Celebration – pilot



## Celebration – pilot



# Thank you

Basically,

we do the experimenting, participatively, right at the very beginning

that sets your project on the right tracks and gets it going.

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