GUIDE FOR WORKING WITH COMMUNITY

AT COLLEGE FOR CREATIVE STUDIES

About This Guide

- This guide is a resource for **CCS faculty, staff, and students** to understand the value of working with the community and the process for creating successful projects and lasting relationships between CCS and the broader Detroit community.

- This guide offers **background information, great advice, examples, and a wealth of helpful tools** and resources to help you create great projects and lasting relationships with the Detroit community.

- The guide was developed through a collaborative approach led by the **Office of Institutional Equity & Inclusion, The Office of Industry Partnerships, Community Arts Partnerships, & Design Core.** Together, the departments led the process of creating a framework and sourcing content and feedback from the broader CCS community.

- This guide is a **living document** that should evolve and improve as we get better.

Why was it created?

Working on projects that are based in the community gives you unique and valuable experience that will advance your personal and professional development:

- You will gain a broader & more diverse perspective through knowledge-sharing
- You can expand ideas, potential of what art and design can do
- It will ensure the work and impact of CCS is relevant now and in the future
- Mutually beneficial relationships enrich student experience and community overall

What is community?

"Community" is a extremely broad term meant to describe a group of people who share something in common, whether it be place, identity, or interest. While defined by what the have in common, communities are themselves diverse and dynamic networks of individuals. They hold history while at the same time are constantly evolving.

COMMUNITY CAN HAVE MULTIPLE MEANINGS:

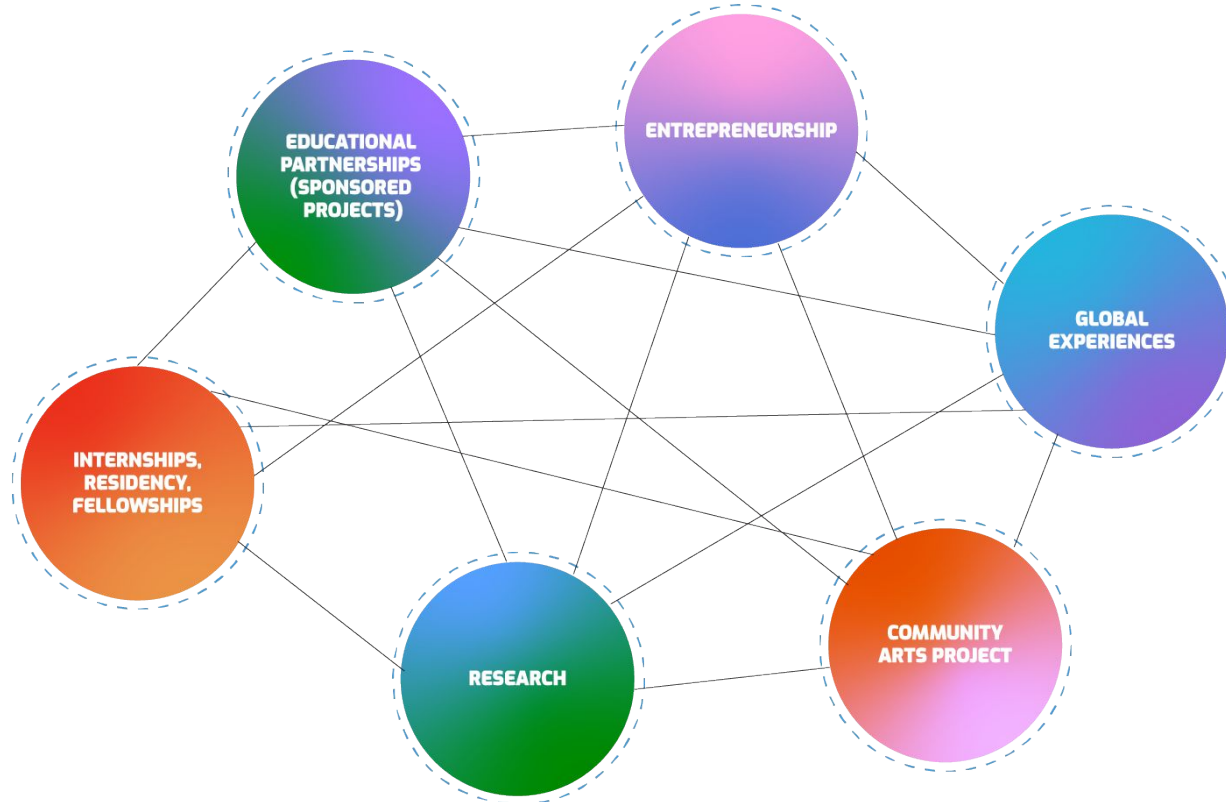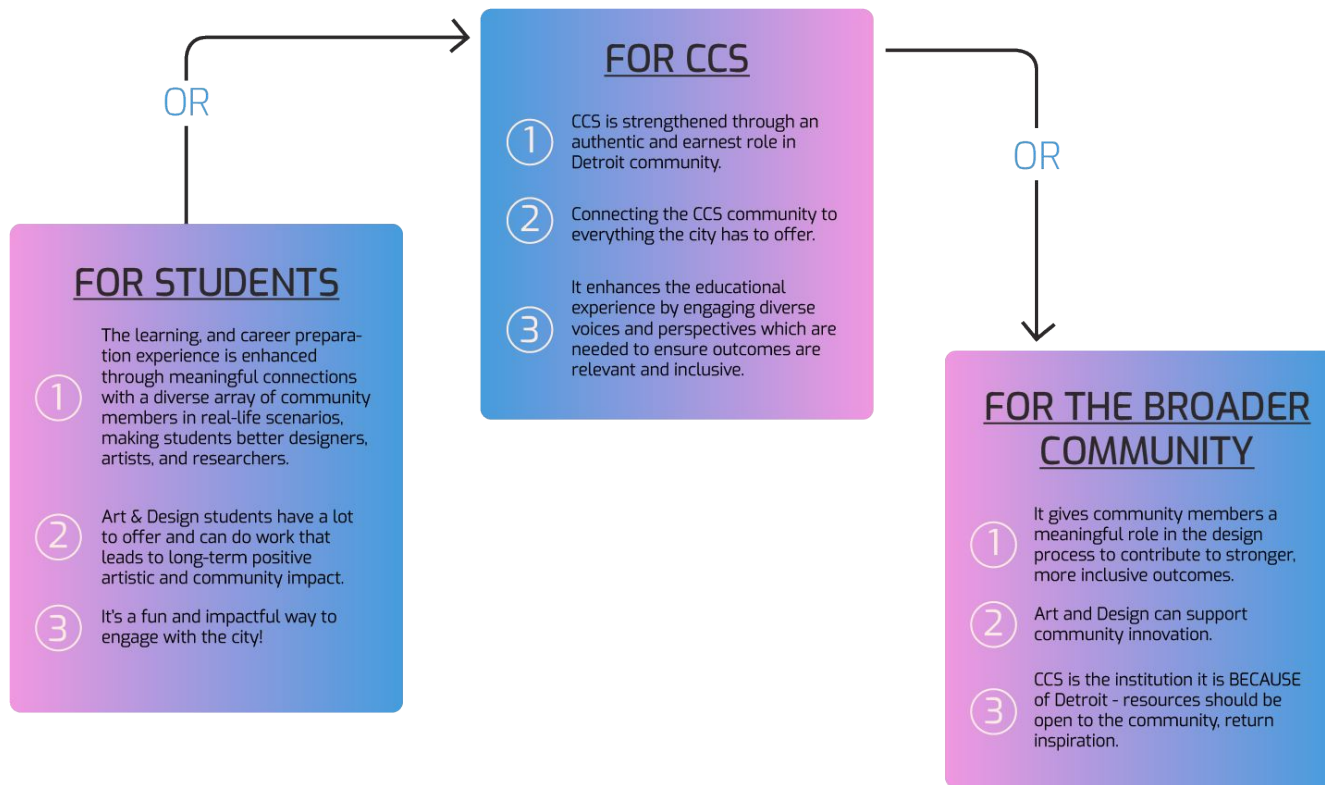BIRDWATCHING CLUBS   CITIES   VIDEO GAMERS   NEIGHBORHOODS   LIBRARIES

THE SPECTRUM OF COMMUNITY PROJECTS

EDUCATIONAL PARTNERSHIPS (SPONSORED PROJECTS)

ENTREPRENEURSHIP

GLOBAL EXPERIENCES

INTERNSHIPS, RESIDENCY, FELLOWSHIPS

RESEARCH

COMMUNITY ARTS PROJECT

WHO BENEFITS?

FOR CCS

1. CCS is strengthened through an authentic and earnest role in Detroit community.

2. Connecting the CCS community to everything the city has to offer.

3. It enhances the educational experience by engaging diverse voices and perspectives which are needed to ensure outcomes are relevant and inclusive.

OR

FOR STUDENTS

1. The learning, and career preparation experience is enhanced through meaningful connections with a diverse array of community members in real-life scenarios, making students better designers, artists, and researchers.

2. Art & Design students have a lot to offer and can do work that leads to long-term positive artistic and community impact.

3. It's a fun and impactful way to engage with the city!

OR

FOR THE BROADER COMMUNITY

1. It gives community members a meaningful role in the design process to contribute to stronger, more inclusive outcomes.

2. Art and Design can support community innovation.

3. CCS is the institution it is BECAUSE of Detroit - resources should be open to the community, return inspiration.

OVERALL BENEFITS

1. You'll gain a broader & more diverse perspective through knowledge-sharing

2. Expand ideas, potential of what art and design can do

3. Ensure the work and impact of CCS is relevant now and in the future

4. Mutually beneficial relationships enrich student experience and community overall

INCLUSIVE DESIGN BACKGROUND

WHAT IS INCLUSIVE DESIGN?

A **set of approaches** that takes into consideration the **spectrum of human diversity** and the **individual experiences** of each person at **every stage** of the design process to create **solutions** which have a broader **social impact**.

- WHO PARTICIPATES?
- WHO BENEFITS?

3 THINGS YOU NEED TO KNOW:

1

IT TAKES TIME

Like all relationships, they don't happen overnight. It takes time to get to know one another and to establish trust. Working together also requires a lot of time and effort to plan, coordinate, and make decisions, as well as an ability to adapt along the way. This can be challenging to balance with the pace of the academic calendar.

IT TAKES RESOURCES

Successful community partnerships require that you show up with more than just your time and expertise. For many groups, they are usually working with extremely limited time and resources and must prioritize projects that directly benefit their community. While it may always feel like there is never enough time and money, community expertise must be valued through compensation, authority, ownership, or other tangible benefits.

2

3

IT HAS TO BENEFIT THE COMMUNITY

Just because a project is exploring a community issue doesn't automatically equal community benefit. How will you know if your project will truly add value to the community? By having them involved in the project from early on to ensure it aligns with their goals and interests!

AN INCLUSIVE APPROACH TO DESIGN ALLOWS YOU TO:

-Innovate

- Expand your community

-Improve the experience of community members

-Spend less time/money. Pay the cost for bad design
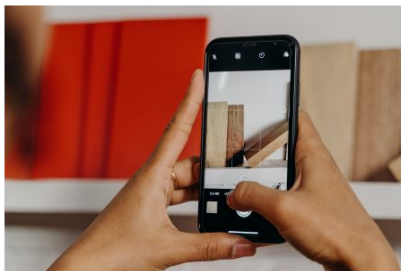
+ PRODUCTS

Touchscreen smartphones evolved from the work of engineer Wayne Westerman, who had carpal tunnel injuries and wanted to create a way to interact with computers using touchpads in-stead of a keyboard. His company, FingerWorks, created a touchpad for each hand to replace the keyboard and gained a following among people with hand disabilities or repetitive-strain injuries. Eventually, the appeal of the touchpad extended to the masses, culminating in Apple buying the technology to use as the foundation for the first gesture-controlled multi-touch interface for the iPhone.

+ SERVICES

The primary use case for captions is to assist people with hearing impairments. But they also help language learners and viewers watching with sound off. Data from Facebook shows that branded content designed for sound off was rated as having 48% more relevance, 38% more brand interest.

+ PLACES

When local nonprofit MACC Development pur-chased a building, rather than simply using it for their offices, they invited the community to co-design the space, resulting in a cafe/ laundro-mat/ community center that serves a diverse population of community members while also housing MACC development offices.

AN INCLUSIVE APPROACH:

RESIDENTS AS CLIENTS

Pro-bono work for community-based clients with outlined needs (like a clinic).

→

RESIDENTS BENEFIT

Tangible outcome for community.

RESIDENT AS EXPERTS

Resident insight needed around a particular issue for design research.

→

RESIDENT BENEFIT

Compensation. community members as full partners: (community-based participatory projects) - planning, budgeting, implementation, celebration, and sustainability.

RESIDENT AS SUBJECTS

When is IRB triggered?

→

RESIDENT BENEFIT

Full project (co)ownership.

ADVICE FROM EXPERTS

When it comes to designing with community, **there is no one "right" way to do it.** Rather, it is an ongoing practice - an approach you take to **consider inclusivity at every stage of the process**.

GREAT ADVICE & TOOLS

This next section offers wisdom from a diverse array of people who do this work daily, whether for industry, government, education, or their own communities. **Learn from their experience and gain access to tools, exercises, and other resources that will help you to strengthen your relationship with community partners to realize the full potential of design innovation.**

While much of the advice and tools build upon one another, there isn't a perfect order to this process. If you occasionally feel like you're looping back, stopping and starting, or shifting directions, don't be alarmed. The process may be messy and imperfect, but the potential outcomes make it well worth the effort.

ACKNOWLEDGE THE PEOPLE AND THE WORK THAT CAME BEFORE YOU
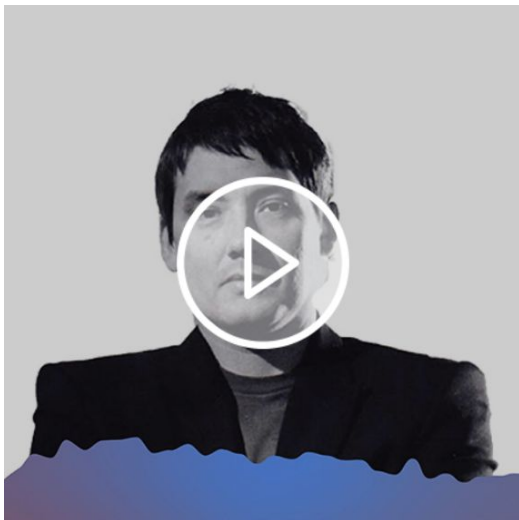
Chris Cornelius
Assistant professor at the University of Wisconsin and founder of Studio Indigenous

"I think that we should be thinking of buildings as if we were related to them. Then we begin to think about the responsibilities we have as designers and then how people use them, and how they interact with the world, and the other beings that inhabit it - both now and before - because once they are in the world they do affect the world and and we should be thinking about that."

TAKEAWAY

Chris Cornelius, an assistant professor at the University of Wisconsin and Founder of Studio Indigenous, talked about how design can be a ceremony. When designing for a community it is important to take time to consider the history of that community, whether it is a physical place or a shared experience. Sometimes this process requires us to reconsider what we have been taught about the history of design and to recognize how many of its core principles are rooted into indigenous practices.

Acknowledgements of Indebtedness

We occupy the ancestral, traditional, and contemporary lands of three Anishinaabe nations of the Council of Three Fires: the Ojibwe, Odawa and Bodewadmi. Our ability to gather and learn here is the result of coercion, dispossession, and colonization. We recognize the grave harms that colonialism brought to these lands including the intertwined legacies of racialized slavery, laws, displacement, and segregation in Detroit and the nation-state. We are grateful for the land itself and the people that have stewarded it through generations.

These acknowledgements do not exist in a past tense, or historical context. They persist today and we need to build our mindfulness of our present participation in these systems as we work toward supporting decolonial and indigenous movements for sovereignty, self-determination, justice, equity, and community. This is a living acknowledgment, and we will continue to revise and strengthen it in collaboration with community members.

MAKE SURE YOU'RE ASKING THE RIGHT QUESTION

1. Stop. Look. Google.And in Detroit, don't just google, get out there! Attend events, meetings, and other activities to help learn more about, and connect with the local community and the work that's happening there.
2. Does the community agree on the problem you choose to address?
3. Has anyone else solved, or tried to solve this problem?
4. Who else is working on this problem?

TAKEAWAY

Noah Urban has supported dozens of research projects as Senior Policy Analyst at Data Driven Detroit. If you're working on a community project in Detroit, chances are high that someone else has explored this issue already. There is a lot of data being collected out in the world, and it's important for success to make sure you are filling a gap and gathering only what is needed. This helps people to be willing to give you data and creates less garbage data.

Noah Urban
Senior Policy Analyst, Data Driven Detroit

IMAGINE WHAT FAILURE MIGHT LOOK LIKE

rootoftwo
Cezanne Charles & John Marshall

This might seem like opposite advice but it's actually an important step of the process! Why? Because, to quote Cézanne Charles and John Marshall of rootoftwo, "under imagined futures have consequences".

TAKEAWAY

It's important to make your data actionable. The data needs to be able to inform people who actually need to make decisions. This builds trust and allows people to see why their data is necessary.

SPEND SOME TIME LOOKING INWARD

Wes has spent many years "scene building" and growing networks of creatives committed to social justice in Detroit and beyond. Wes is able to achieve this level of impact because he is grounded in the values on a deeply personal level. Part of that process involves recognizing privilege, power, and how they show up in the design process.

TAKEAWAY

Wesley Taylor mentioned, to be inclusive as you design, you have to work with others, but you also have to work on yourself. If you are not inviting the principles into your daily life, it will be hard to address them to others and find solutions. When you scale things, the network or system is only as good as the smallest components - or people that make it up, so if you are not embodying the principles in your daily life, then it is hard to inject coding or programming into a system that you don't necessarily subscribe to.

Wesley Taylor
Graphic Designer, Fine Artist, Musician, And Curator

BE SENSITIVE TO THE WAYS TRAUMA CAN SHOW UP IN THE DESIGN PROCESS


Sarah Miles
LMSW, MDES, Integrative Design, UM

"I think it's really important in trauma work to base your mindset within the strengths of people as opposed to the deficit - so not seeing everybody as traumatized, but focusing on where you can fit within this world of making things better and engaging in a more responsible way" said Sarah Miles.

TAKEAWAY

If you're working in a space where you're trying to address a social issue, be aware that people may have bad past experiences, both with the issue AND with people who have tried to "solve the problem" in the past.

GOOD PARTNERSHIPS ARE BUILT ON TRUST, COMMUNICATION, AND CLARITY
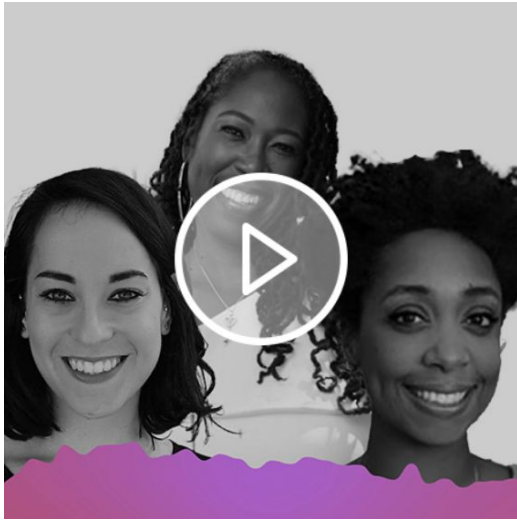
Asandi Connor

Director, DEAL, Founder + CEO Say It Write

Personally or professionally, I am about structure, I need to have some sort of guard rails to operate. and I also find that necessary in creating strong partnerships.

TAKEAWAY

Good collaboration comes from relationships over time and it often works better when you already know that this person has your back and will value the time and effort you are going to put into the work. Often it takes time to establish those relationships before a productive process can take place. Also, we often know the what and the why of a project because it is the vision and why you are passionate in the first place. The who and the how are harder but also more important to nail down because it is difficult to attract the right people without knowing who you need and how you are going to make your vision happen.

DIVERSE PERSPECTIVES ENRICH THE EXPERIENCE AND IMPROVE THE FINAL OUTCOME
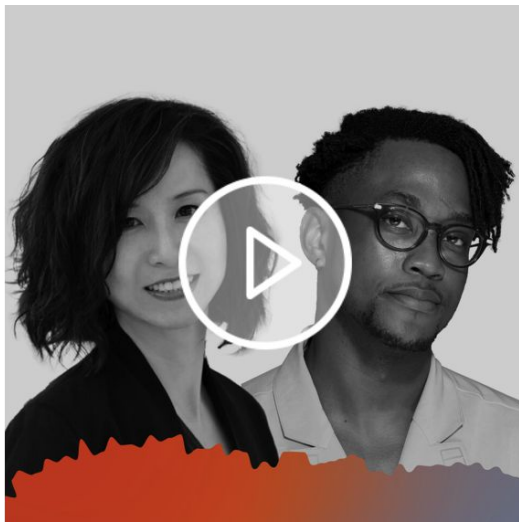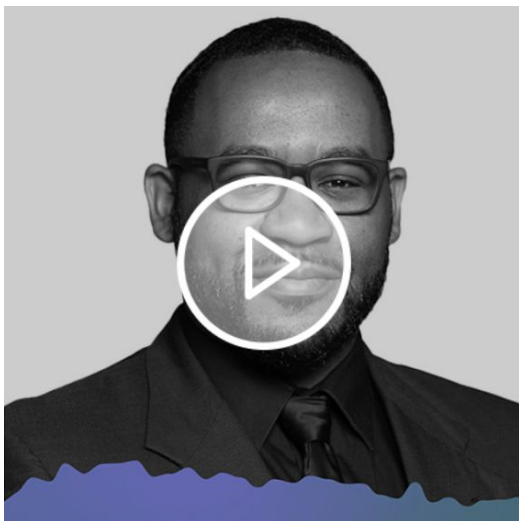

Jocelyn Chen
Director, Design Connect

A common trait among youth is that their minds are not really inhibited or constrained by reality - they do need that and as they grow they will attain that - but in creative design, that imagination is so critical. I see that through the entries the students submit for our design competition, and some of them are just, you can say, crazy out there, but that's exactly what we need to expand our horizon and to really design something for the future.

TAKEAWAY

Jocelyn talked about the importance of long-term mentoring for youth. This refines in their skill and gives them the mental support needed, especially for kids in the arts.

CONFLICT IS INHERENT IN COLLABORATIVE WORK, BUT IT CAN PRESENT OPPORTUNITY IF YOU ARE AWARE OF HOW YOU RESPOND TO IT.

Some of the best relationships I've built with neighborhood leaders, and various community organizations and grassroots organizations, many times, have started off with conflict - something has been proposed, or something is happening, and people may not agree with it. But then in the end it's not about that conflict initially but it's about how you respond to it. And I find that many times, that's the basis of some of the strongest relationships that I've come to, to have. First and foremost, we have to give up our right to be right.

TAKEAWAY

Kimani mentioned that in conversation we often aren't properly listening because we are coming up with our rebuttal as the other person is talking. Without listening, you aren't able to have a healthy and fair conversation. It is important to put your pride aside and really take in the conversation as you are having it. You may realize that your opinions are not as far off as you originally thought.

Kimani Jeffrey

Detroit City Planner,
Planning & Commission Department

TAKE AN ASSET-BASED APPROACH TO HOW YOU VIEW COMMUNITY.
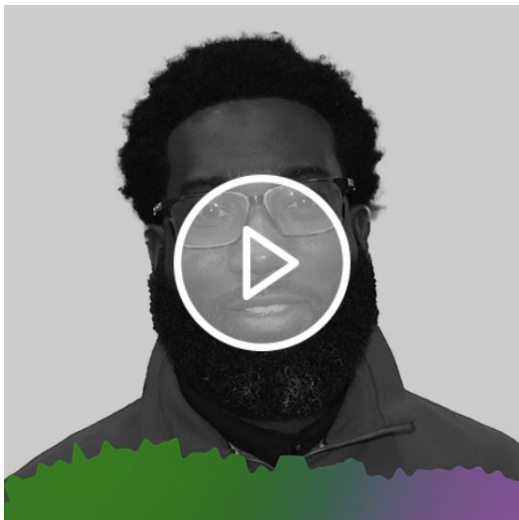
Shamichael Hallman

Senior Library Manager,
Cossitt Library, Memphis, TN

There are a number of issues in our city around transportation, education, access to medical care, housing - any number of things that intersect with libraries in multiple ways. Our first step is to develop this asset based view of the community. There are many other organizations many other individuals collectives sororities fraternities, you know, churches, you know, there are other people that are doing the work. Perhaps the best thing that we can do is to figure out where they're already doing work and insert ourselves into that work right there. We're not coming in with our own objectives, our own agenda and getting these people to join. Certainly we have a set of principles that govern our library and what we stand for, but they should also help root ourselves into the community.

TAKEAWAY

Shamichael reinforced the importance of libraries and how they can impact communities. Libraries hope as a consumer, people aren't only grabbing a book and immediately leaving. Instead, libraries aspire that everyone will be a contributor and will actively be a part of what is happening at the libraries while having a say in what is happening.

CCS CASE STUDIES

COALITION ON TEMPORARY SHELTER PROJECT
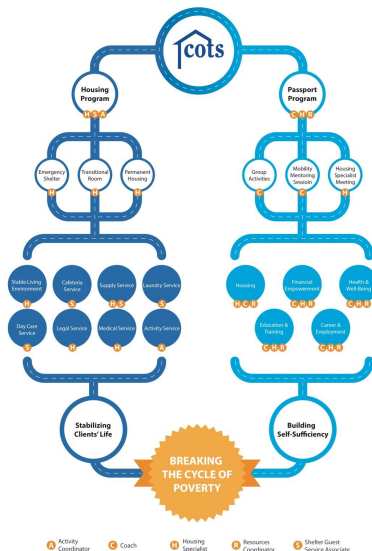
COALITION ON TEMPORARY SHELTER PROJECT

COMMUNITY AS FULL PARTNER

COMMUNITY-BASED PARTICIPATORY PROJECTS/RESEARCH

In this sponsored project, MFA Integrated Design students helped to design a touch-point action plan for COTS' Passport to Self-Sufficiency™ pilot phase that has been developed to create poverty resistant families. Students have learned how to diagram and understand the complexity of services; frame large, multi-faceted, and often scattered problems, and how to design changes and/or improvement to these services.

COTS' Passport to Self-Sufficiency methodology helps families reach their housing, economic, health, education, and career goals, by way of coaching, mentorship, and support to overcome homelessness and break the cycle of poverty for themselves and future generations.

COALITION ON TEMPORARY SHELTER PROJECT

WHO WAS INVOLVED:

Faculty Involved | Maria Luisa Rossi, Chair and Professor, MFA System Design Thinking

Students Involved | MFA, Systems Design Thinking

Sponsor | COTS "Coalition On Temporary Shelter"

Funder | Ford Blue Oval Network – Ford Community Corps

BENEFITS TO THE COMMUNITY:

The class results were immediately applicable to their program development for the homeless, and suggested to focus also on other users categories (teeagers). Some internal "clogs" were spotted by the students (all international). The leadership appreciates the fact that "external" individuals could help communication more effectively.

OUTCOME:

CUSTOMER JOURNEY MAP | Communication of the service
Served for showing to the new user all those aspects that were making up the service interface, which plays a vital role in terms of communication.

LASER CUT POSTER | Communication of the service
A branding tool that illustrates the COTS mission to the client, encouraging them to move forward.

SYSTEM MAP | Communication within the service
A visual depiction of the service technical organization.

ACTORS MAP | Communication within the service
A systemic view of the service, and the system of actors that interact within it.

ACTORS TASK ANALYSIS GRID | Communication within the service
To show the entire scope of the project and all of the features on the same page in a unique schematic description.

PERSONAS | Communication within the service
Archetypes built after an exhaustive observation of the user

MOOD-BOARD | Co-creation tool
Ice breaking tool to collect client's values and thoughts through collage making and conversation that can support different levels of participation, and be available at different times.

DRAW-IT | Co-creation tool
Tool to spur deeper and different kinds of conversations by picking up pen and paper and drawing to collect and explore users' prior life path, motivation and future forecast.

USER JOURNEY CANVAS AND ISSUE CARDS | Co-creation tool
Oriented graph that describes the journey of a "client" and her interaction with the service, with all actors who belong to the same system, listing actor's tasks, pain points, and suggestions. This was created to facilitate the understanding of what the individual's role within the system is, and to enable them to build their own mental model of service

NEIGHBOR TO NEIGHBOR PROJECT

NEIGHBOR TO NEIGHBOR PROJECT

COMMUNITY AS EXPERT

COMMUNITY OUTREACH/COMMUNITY ENGAGEMENT

This project was the Quicken Loans Property Tax Exemption Project. The goal was to develop a multi-platform visual communication strategy(s) that addresses broadening the reach of QL Housing Security Team,

raise the number of PTE applications, empower residents to apply for PTE through bold conversations that reach the homeowner, the neighborhood, and the city of Detroit.

NEIGHBOR TO NEIGHBOR PROJECT

WHO WAS INVOLVED:

Faculty Involved | Chad Reichert, Professor Communication Design

Students Involved | Yasmin Ali, Will Callis, Sarah Cremering, Tracee Hartley, Matthew Nielsen, Jigyasa Tuli, Josh Krauth-Harding, Erica Heathcote, and Eden Loeffel

Sponsor/ Funder | Quicken Loans Community Fund

BENEFITS TO THE COMMUNITY:

Community partners gained in-depth analysis of the problem, personas that offered invaluable insight, common design touchpoints, increased awareness and a scaleable, mulit-channel solution that was relevant and empathetic. Most importantly they were able to reach their goal of increased PTE applications.

BIGGEST CHALLENGE:

As mentioned we truly didn't understand what the problems were until we talked with community members and volunteers. Listening to their stories and tapping into their experience and expertise was crucial to helping develop a solution that was effective.

BIGGEST SUCCESS/SURPRISE:

At the completion of the project, we were informed that the PTE application form that we redesigned (and rewrote) was adopted by the Detroit City Council. This was great news considering the original form was hard to fill out and was one of the major barriers for residents applying for Property Tax Exemption.

OUTCOME:

After the project was complete, Let's Stay Neighbors, a comprehensive 124-page book was written,designed and printed. The book walks readers thru the research, prototyping, and presentation phases of the project. All working design assets were also shared with all partners.

DESIGN GUIDE FOR REAL ESTATE DEVELOPMENT
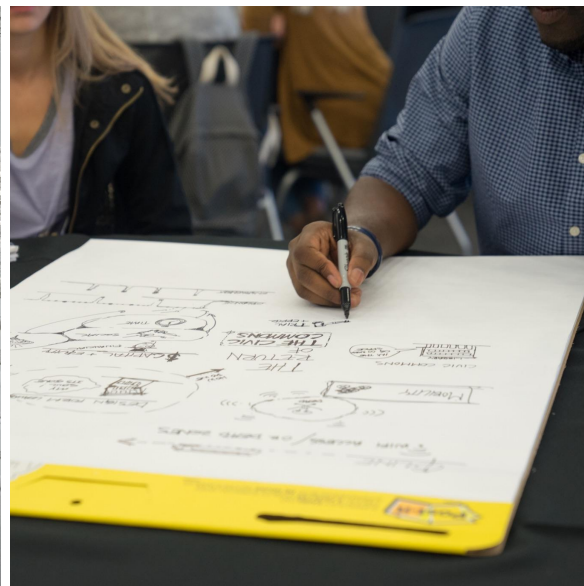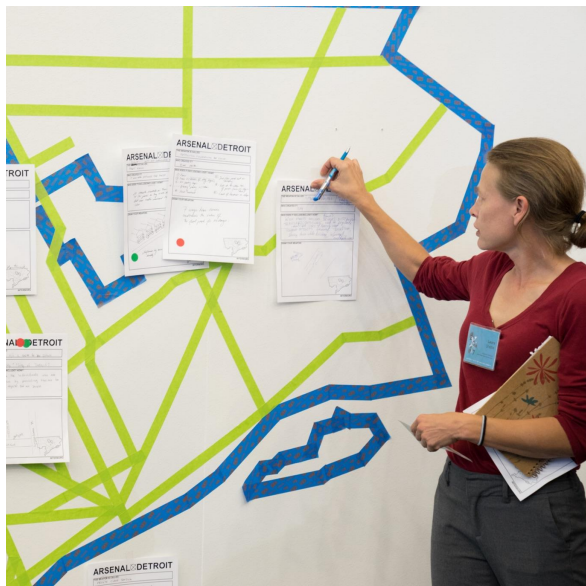
DESIGN GUIDE FOR REAL ESTATE DEVELOPMENT

COMMUNITY AS EXPERT

COMMUNITY OUTREACH/COMMUNITY ENGAGEMENT

The Design Guide for Real Estate Development is the second in a series of workbooks produced by Design Core aiming to develop a strong local market for design. This version focuses on designing the built environment in Detroit neighborhoods and targets emerging, independent real estate developers.

DESIGN GUIDE FOR REAL ESTATE DEVELOPMENT

WHO WAS INVOLVED:

Project Director | Bonnie Fahoome, Director, Business Programs, Design Core
Freelance Project Manager | Monique Becker - Freelance Project Manager
Additional Design Core Support |
Ellie Schneider, Director, Detroit City of Design, Design Core
Cydney Camp, Manager, Business Programs, Design Core
Jessica Malouf, Marketing Manager, Design Core
Shelby Seay, Marketing and Events, Design Core
Graphic Design | Angela Ficorelli, College for Creative Studies Adjunct Faculty
**Sponsor/funder** | Chase Bank

OUTCOME:

The outcome of this project is a free guide for real estate development that is available for download on Design Core's website. Physical copies of the guide were printed and distributed through project partners including the Detroit Economic Growth Corporation, NBI Roundtable, and local CDCs. The guide was presented at several community meetings. A case study from the guide will be featured in a video for an upcoming conference at University of Detroit Mercy.

GOALS & OBJECTIVES:

- Raise awareness for the value of working with professional designers in the development and execution of small scale real estate projects.
- Guide less experienced real estate developers through the process of working with designers to plan and develop projects.
- Demystify the language of design, introduce new developers to the roles and responsibilities of various design disciplines and demonstrate examples of "good" design through local case studies.
- Share resources and information about design for the built environment and provide a foundation for future technical assistance.
- Help small-scale developers advocate for the value of inclusive design and include more local designers in projects.
- Public agencies and financing partners may adjust processes or increase financial support to support better design outcomes.
- Higher quality development projects will be built in Detroit neighborhoods that reflect the community context, are welcoming to existing residents, and support inclusive growth opportunities.

THE JEFFERSON/CHALMERS FOX CREEK ARTSCAPE
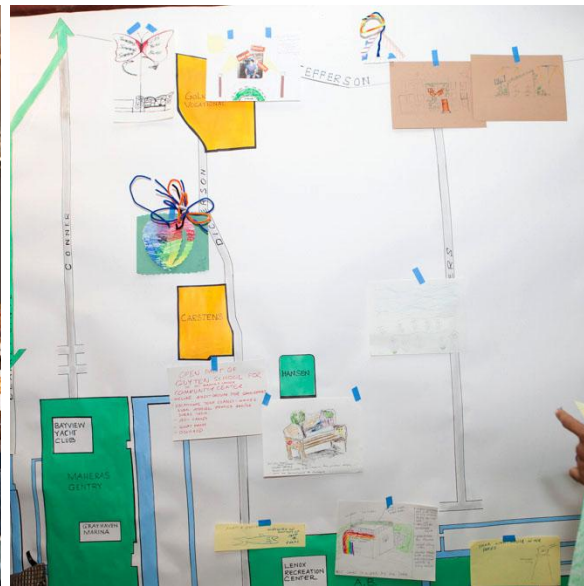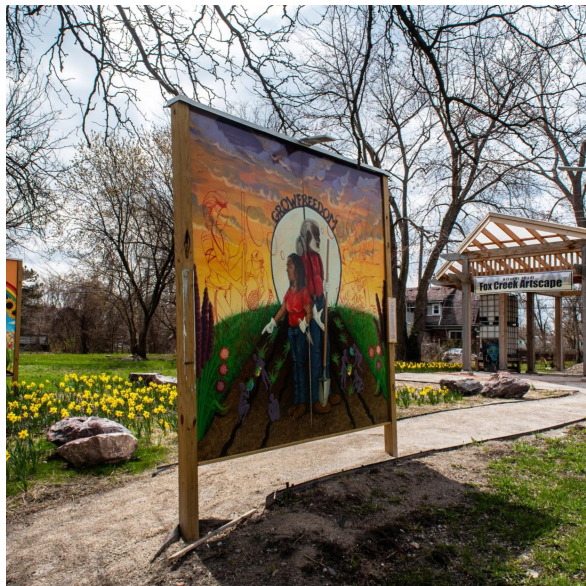
THE JEFFERSON/CHALMERS FOX CREEK ARTSCAPE

COMMUNITY AS FULL PARTNER

COMMUNITY-BASED PARTICIPATORY PROJECTS/RESEARCH

The Jefferson/Chalmers Fox Creek ArtScape combines innovative architecture, creative landscape and hardscape, visual and performing arts, and ongoing community programming. Collectively these transform two vacant, underutilized lots into productive neighborhood space and links these to ongoing, positive community activity along the last natural bend of old Fox Creek in Detroit's Jefferson/Chalmers community.

THE JEFFERSON/CHALMERS FOX CREEK ARTSCAPE

WHO WAS INVOLVED:

Faculty/staff Involved and Role |

Mikel Bresee, Director, community+public arts:DETROIT (CPAD)

Kalia Keith, Assistant Director, CPAD: Aug. '14 – Jun. '16

Isabelle Lauermen, Assistant Director, CPAD: Jun. '16 – Feb. '17

Asukile Gardner, Assistant Director, CPAD: Feb. '17 – Sep. '19

Students/Alumnae Involved and Role |

Alethea Barnes: Then a CCS Illustration student selected as muralist by community

Jasmine Allen: CCS alumnus selected as muralist by community

Jefferson East Inc.: Lead Community Research Partner and initial host organization

Community Partner Organizations and Role |

Feedom Freedom Urban Growers: Selected as Lead Project, and Sustaining Partner by open community vote

James and Grace Lee Boggs Center to Nurture Community Leadership: Selected as Event and Sustaining Partner by open community vote

Several smaller Block Clubs and Neighborhood Associations served along with residents and stakeholders on the Planning and Selection Committees

Sponsors/Funders |

The Kresge Foundation

Fred A. and Barbara M. Erb Family Foundation

Community Foundation for Southeast Michigan

Residents and stakeholders on the Planning and Selection Committees

PROJECT BRIEF & GOALS:

A Pavilion serves as a gathering and performance space while a Farm Stand supports Feedom Freedom Urban Growers in providing healthy food, training, and events. Both collect rainwater into eight, 225-gallon totes supporting the adjacent urban garden. Free-standing murals, solar lighting, landscape and hardscape create an inviting community "place" in a rapidly changing neighborhood with a shifting demographic. The project combines place-keeping, as long-time residents claim these lots, with ongoing events and performances acting as a catalyst for welcoming and helping to integrate new arrivals.

The project was dedicated with performances, public forums, and healthy food as part of the "JB100" celebration of the 100th anniversary of James Boggs' birth. The ArtScape was formally dedicated as a "Peace Zones for Life" project with the James and Grace Lee Boggs Center. Ongoing events by Feedom Freedom and the Boggs Center continue to keep the project vibrant and alive.

HELPFUL RESOURCES

Resources at CCS

Design Core
info@designcore.edu
https://designcore.org

Shannon McPartlon
Executive Director, Office of Partnerships
smcpartlon@collegeforcreativestudies.edu
https://www.collegeforcreativestudies.edu/office-of-partnerships/

Mikel Bresee
Director, Community Arts Partnerships
Community Arts Partnerships
mbresee@collegeforcreativestudies.edu
https://www.collegeforcreativestudies.edu/community-outreach-and-engageme
nt/community-arts-partnerships/

Becca Pad
Library Director
https://libguides.collegeforcreativestudies.edu/home
rpad@collegeforcreativestudies.edu

Deirdre D. Young, DDS, MHSA
Assistant Dean
Institutional Equity and Inclusion
ddyoung@collegeforcreativestudies.edu
https://www.collegeforcreativestudies.edu/diversity-equity-inclusion/

Matt Chung (he/him/his)
Associate Director, Strategic Partnerships and Programs
Office of Partnerships
Chair, Staff Assembly
Office: 313.664.7917 | Mobile: 248.535.0093

College for Creative Studies
201 East Kirby | Detroit, MI 48202
www.collegeforcreativestudies.edu

Detroit Specific Resources

ORGANIZATIONS

- Allied Media Projects
- Building the Engine of Economic Development
- Community Development Advocates of Detroit
- COACT
- Connect313
- Data Driven Detroit
- Department of Neighborhoods
- Detroit Collaborative Design Center
- Detroit Future City
- Foodlab

MEDIA

- Bridge Detroit
- Model D

Additional Resources

GENERAL ORGANIZATIONS

- [Black History 101 Mobile Museum](#) - An award winning collection of over 10,000 original artifacts of Black memorabilia dating from the trans-Atlantic slave trade era to hip-hop culture

INCLUSIVE DESIGN

- [Design Justice Network](#) - Principles, toolkits, and learnings from design justice practitioners
- [Inclusive Learning Design Handbook](#) - a free Open Educational Resource (OER) designed to assist teachers, content creators, Web developers, and others in creating adaptable and personalizable educational resources that can accommodate a diversity of learning preferences and individual needs from OCAD's Flexible Learning for Open Education Platform.
- [Inclusive Design Guide (OCAD)](#) - an evolving platform of inclusive design insights, practices, tools, and activities
- [Co-designing Inclusive Cities](#) - a tool for planning co-design activities from OCAD
- [Standards and policies](#) - OCAD
- [Helen Hamlyn Centre for Design](#) - This section presents 20 research methods that help designers engage with people during the design process
- [Design and Architecture Organization Norway (DOGA)](#) - This online resource gives an introduction to understanding and practicing Inclusive Design for both designers, architects and businesses within private and public sector, offering tools and methods.
- [Stanford Equity Centered Design Framework](#) - The presentation captures the design thinking process re-imagined to promote equity.
- [The Three Dimensions of Inclusive Design](#) - by Jutta Treviranus of OCAD

Additional Resources

COLLABORATION & COOPERATION

- [The Cooperative Movement](#) - Background information on cooperatives
- [Creating Safe Spaces Toolkit](#) - Workshop to establish safe spaces for mutual learning
- [Cultural Community Benefits Principles Toolkit](#) - Principles and best practices from leaders across the US

DESIGN RESEARCH

- [DESIS Network](#) - Design for Social Innovation and Sustainability
- [The Little Book of Design Research Ethics](#) - A practical guideline, along with tools and examples from IDEO's work in the field.
- [IDEO Tools](#) - Public resources from IDEO
- [IDEO Blog](#) - featuring writing and resources from design practitioners around the world
- [The Convivial Toolbox: How to bring people we serve directly into the design process](#) - This book introduces an emerging domain of design research to those charged with the development of human-centred products, systems, services and/or environments.
- [Service Design Network](#)The Service Design Network (SDN), founded in 2004, is the leading non-profit institution for expertise in service design and a driver of global growth, development and innovation within the practice.
- [Creative Conscience](#) - Creative Conscience is a global movement that improves the communities we live and work in, helping to transform the wider world. We promote socially valuable, human centred design that enables and inspires people to change their lives and the lives of those around them for the better.
- [Design Management Institute](#) - A the premier global (non-profit) organization that connects, promotes, and elevates the role of Design, Design Management and Design Innovation in business, culture and society.
- [Helen Hamlyn Centre for Design](#) - A guide for inclusive design practice, including contact, consent, confidentiality, conduct and context

Additional Resources

PUBLIC ART

- [Forecast](#) - Public Art Resources including reading, research, workshops and more

COMMUNITY DEVELOPMENT

- [Public life measurement tools](#) - The public life tools available through the Gehl Institute will help measure how people use public spaces and better understand the relationship between those spaces and the public life that takes place in them.
- [Building Healthy Places Network Tools](#) - A curated collection of resources and tools to support your work at the intersection of community development and health from the Build Healthy Places Network.
- [Cities For All](#) - The Global Network on Disability Inclusive and Accessible Urban Development (DIAUD) Network is a unique multi-stakeholder network that works to ensure that the New Urban Agenda and the Sustainable Development Goals incorporate the perspectives of persons with disabilities especially key themes included in the CRPD.
- [Building Healthy Places Network](#) - Success stories, best practices, and lessons learned from work at the intersection of community development and health
- [Human Cities](#) - Human Cities_Challenging the City Scale is a project co-funded from 2014-2018 by the Creative Europe Programme of the European Union that explored how the inhabitants (re)ivent the constantly evolving contemporary city , especially through experiments in the urban space. It worked with people and places like shops, public squares, parks, or streets in towns and cities.
- [Cities For All Compact](#) and the New Urban Agenda [stance](#) on inclusive cities
- [Eleven principles for creating great community places](#) - Project for Public Spaces
  - [Five steps for making places](#)
  - [What makes a successful place?](#)

- [UN Sustainable Goals](#)

EDUCATION

- [Smithsonian Learning Lab](#) - Resources, training, and support to assist caregivers, teachers, and students as they face new learning challenges.

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