



aes24



A new tool for participatory evaluation

Case study - Storytelling with virtual reality animation
Abbato, McKillop, Pike, Stafford, Tye

Purpose

- Explore the potential role of virtual reality animation storytelling as an evaluation method
- Share the advantages and challenges of this experience-based co-design approach



The team



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The case study

- Part of the Planning Inclusive Communities Project (2020-2023)
 - Led by Dr Lisa Stafford, University of Tasmania
 - Funded by the Australian Research Council (ARC)

<https://www.planninginclusivecommunities.com>

- Part 2: Creating resources to enhance awareness and ways of working to plan more inclusive cities and towns
 - Online storytelling workshops with 3-6 young people (18-30 years) with disability to develop virtual reality (VR) animation short films
 - To help improve awareness and understanding of planning practitioners
 - Early 2023 – Early 2024
 - Using experience-based co-creation/co-design methods

Systematic Review by Mulvale, et al, 2016

1

What makes a
community
inclusive?

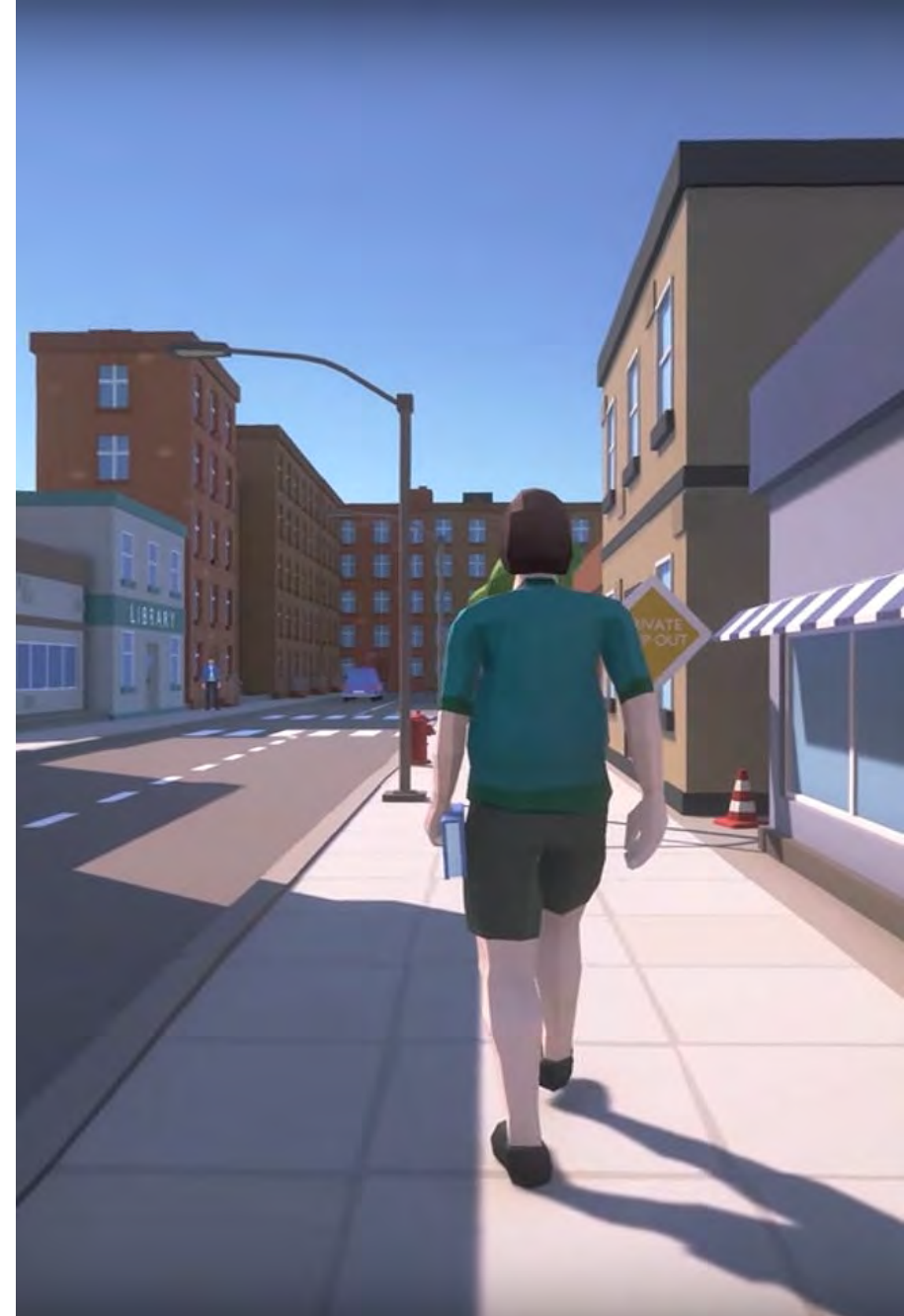


2

How can we
plan for
inclusive
communities?

What is co-creation?

- A term used alongside *co-design*, *co-production*, and *co-research* (Common practices and principles), particularly for the engagement of populations who are vulnerable because of social and systemic barriers.
- “Working side by side, with service users, to create, test and refine services and products that both professionals and service users alike believe will improve outcomes.” (Ingrid Burkett, 2013)
- “The systematic process of creating new solutions **with** people, not for them; involving citizens in policy and service development.” (Christian Bason, 2010)



Principles of co-creation (co-design)

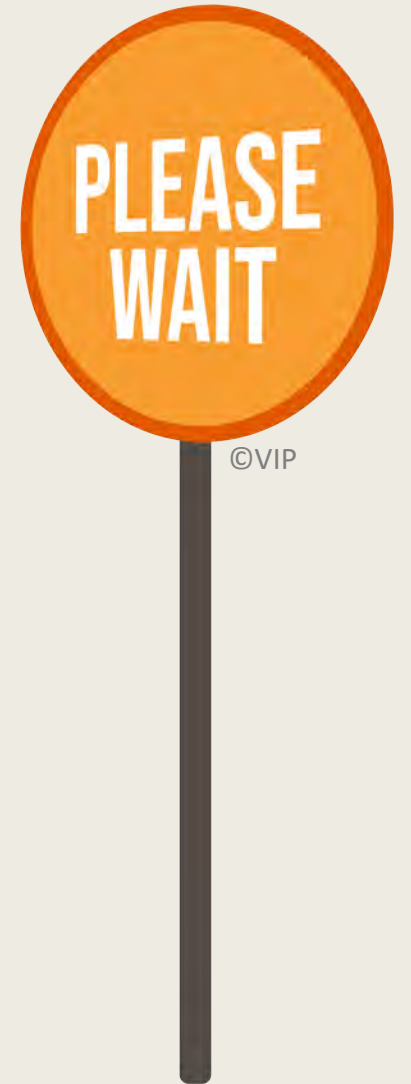


1. Intentional and collaboratively designing responses to social issues
2. Begins with questions and curiosity (not solutions and certainty)
3. A process not an event
4. Value of lived experience
5. Requires relationships incorporating trust, open and active communication and mutual learning
6. Distribution of power
7. Building on capabilities and creativity
8. Requires flexibility, commitment to change and feedback loops

Based on Burkett 'An introduction to codesign', CSI UNSW, 2016

The problem with 'co-design'

- The looseness of the definition – tokenistic
“almost everyone seems to be doing it” (Blomkamp, 2018)
eroding trust in the method too/ co-design fatigue
(Mark & Hagan, 2020).
- “If we do [co-design] badly, we can “exacerbate social exclusion and destroy trust systems” (Evans, 2015)
- It is not about devolution of responsibility away from service providers to more self-reliant service users
(Birkett, 2016)



The project

- Experience-based co-creation (Mulvale et al., 2016)
- Mid-project misalignment with VR creative
- Additional three online workshops
- Critical change of original story structure





Critical reflection on our experience

What we learned – About co-design



1.
Relationships



2.
Flexibility



3.
Principles



1. Relationships

- Trust – pre-established
- Values of equity and fairness
- Allowing time to develop by ‘hearing’ each other



2. Flexibility

- Time and space for co-creators to ‘create’
 - Online workshops an advantage
 - Relationship building
 - Allowing for ‘life’
 - From vision and themes to specifics (slowly)
- Need the courage to experiment with process and product
 - Trusting the vision, purpose and the process
 - Providing visual examples of the vision
- Need to factor in the cost



Planned

Actual

Imagined

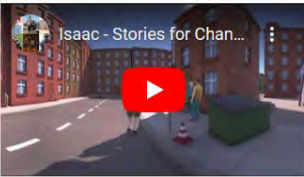
Ana's Story



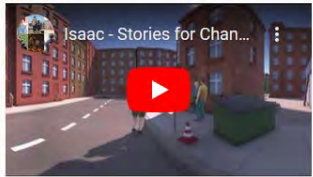
Ana's Story



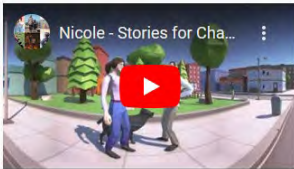
Isaac's Story



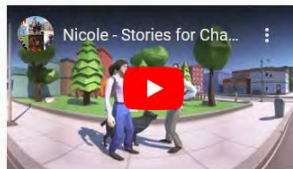
Isaac's Story



Nicole's Story



Nicole's Story



Actual

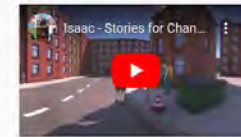


Ana's Story



Ana's Video Transcript

Isaac's Story



Isaac's Video Transcript

Nicole's Story



Nicole's Video Transcript



Call to Action - Planning for Disability Inclusion and Equity!



Call to Action Video Transcript

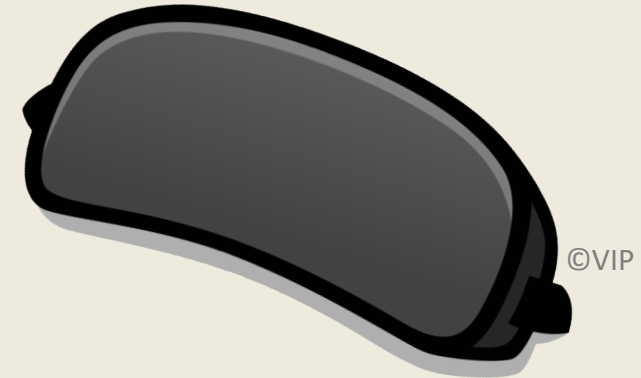


3. Principles

- Burkett's eight values are a good starting point
- Implicit but needed to be explicit
- Key principles
 - Distribution of power
 - Building on capabilities
 - Questions and curiosity

What we learned – About VR storytelling

- Well-aligned with co-design
 - Amplified the voices of co-designers
 - Facilitated the telling of simple stories
 - Promotes empathy
- Engaging and immersive
 - For young co-designers
 - Audience/Stakeholders
- Challenges presented by new technology
 - Availability of equipment for viewing – Goggles/Theatres
 - Access to VR creators
 - But achievable and not cost prohibitive



What we would do differently



1.
State principles explicitly



2.
More open process



3.
Clear separation - Creation - Technical

Thank you! Questions/Comments

