

DESIGN THINKING STRATEGIES & CO-CREATION METHODS FOR EFFECTIVE MULTISTAKEHOLDER CIRCULAR PROJECTS



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MODULE N° 9

GREEN  LABS

2026

From the GIM role to practical facilitation

- A Green Innovation Manager does not need to hold every technical answer.
Their role is to connect people, translate complexity into action, and help a group learn its way toward workable solutions.
- Bottom line:
- **Today's question:**
How do we move from a broad local challenge to a first co-created, testable pilot?



How we will work today

Context before assumptions

We will ask what life is actually like for people affected by a challenge.

Curiosity before certainty

Different perspectives may reveal different pieces of the same system.

Step forward, step back

Make room for quieter voices; contribute when your experience can help.

Plain language over project language

We clarify words such as “community,” “participation” and “sustainability” rather than assuming they mean the same thing to everyone.

Prototype, do not perfect

We are here to learn our way forward, not to produce a flawless final answer.



objectives

- Describing entrepreneurial mindset, strategies of design thinking and co-creation
- Methods for the formulation of innovative solutions supporting the green transition of communities and local ecosystems



- Duration: 16 hours

c i g p f c

- Introduction to green innovation
- Design thinking process
- Co-creation methods/ co-creation in circular challenges
- Stakeholder mapping & engagement
- Challenges of co-creation and how to overcome that challenges
- Good practices of co-creation projects in Europe

Green Inovation



Main goals:

- Entrepreneurial mindset
- Green innovation & circular economy
- Local ecosystem challenges

Green Problem Hunt

Groups identify environmental problems

Output: Top 3 problems

Green Problem Hunt:

Every green
problem has
a people
side

What is a visible green or circular challenge in your community or work?

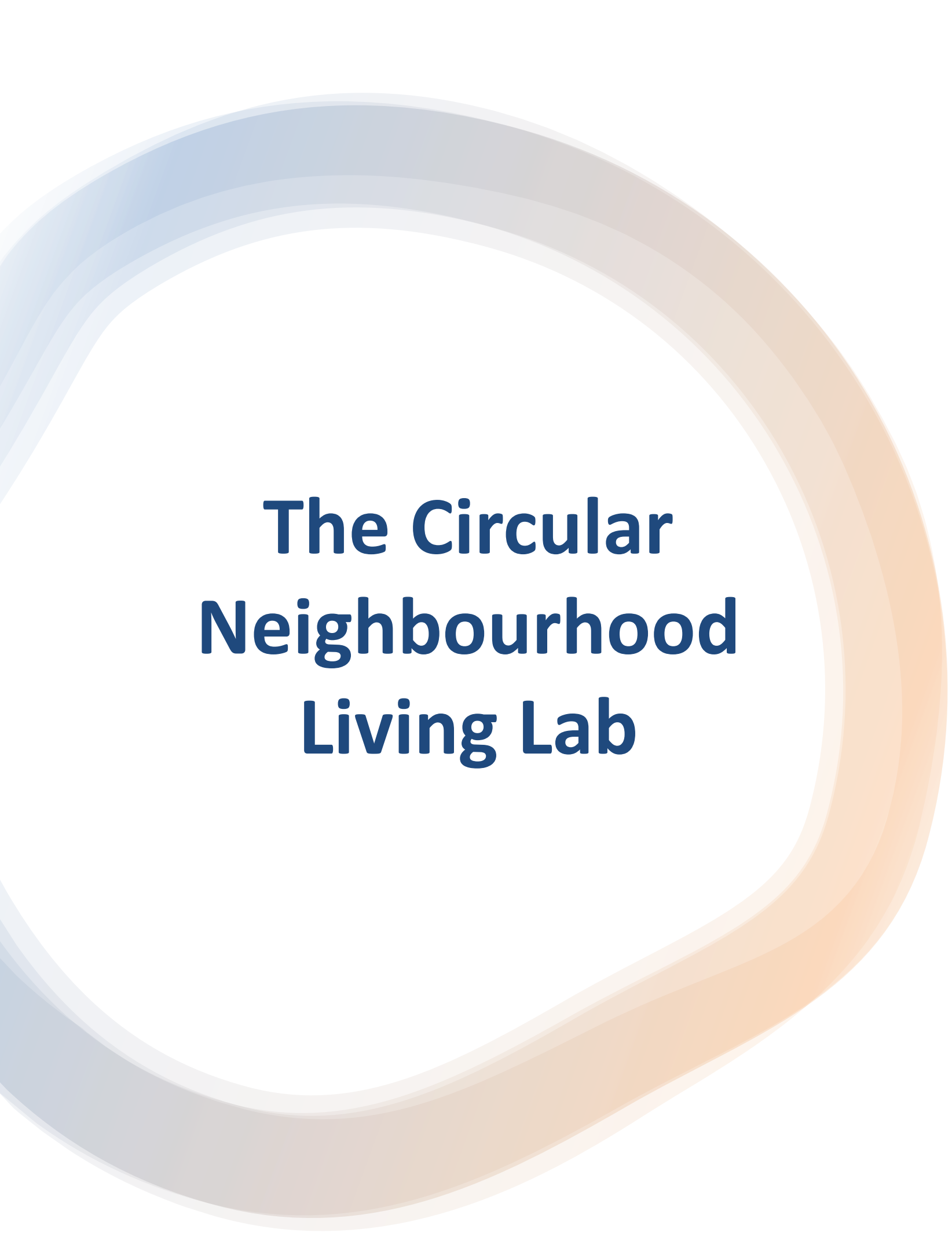
Who is affected—or expected to change something?

What might make that change difficult in real life?

Think beyond “awareness.” Consider cost, access, time, trust, habit, identity, language, infrastructure, power and previous experience.



CO-CREATION CASE STUDY



The Circular Neighbourhood Living Lab

- **A six-month pilot for reuse, repair, sharing and less household waste**
- **Your role today:**
You are the Green Innovation Manager team helping a municipality and two NGOs prepare a first Living Lab pilot.
- The aim is not to create the perfect final solution. The aim is to create a small, inclusive experiment that can teach us what works.

The local situation

- A municipality and two local NGOs are preparing a Living Lab in a diverse urban neighbourhood.
- They want to reduce household waste by helping people:
 - repair rather than replace;
 - reuse and donate useful household items;
 - share items that are rarely used;
 - recycle more effectively when reuse is not possible.
- **What they are noticing**
 - useful clothes, furniture and small appliances are still being thrown away;
 - many residents find local recycling and reuse information confusing;
 - repair can feel expensive, inconvenient or difficult to access;
 - some residents have limited mobility, money, time, digital access or language access;
 - local repair businesses are worried about being excluded or undercut;
 - NGOs are concerned that community participation may become symbolic rather than influential.





The Pilot Brief

- The Living Lab has **six months** and **modest resources**.
- The first pilot must:
 - solve one meaningful local problem—not everything at once;
 - be accessible to people with different circumstances;
 - involve residents and local partners early enough to influence the design;
 - build with local repair businesses rather than compete against them;
 - be simple enough to test, observe and improve;
 - show what the team has learned by the end of six months.
- **Your challenge:**
What might a useful first pilot look like—and what must we understand before designing it?

Before We Design: Fact, Assumption or Learning Question?

What we know

**What we may be
assuming**

**What we still need to
learn**

What has been observed
or confirmed?

What are we treating as
true without evidence?

What would we need to
ask, observe or test?

A good facilitator makes assumptions discussable before they become invisible decisions.



A GIM's First Move: Learn Before You Design



“We may have a good idea.
But before we build around it, whose reality
do we still need to understand?”



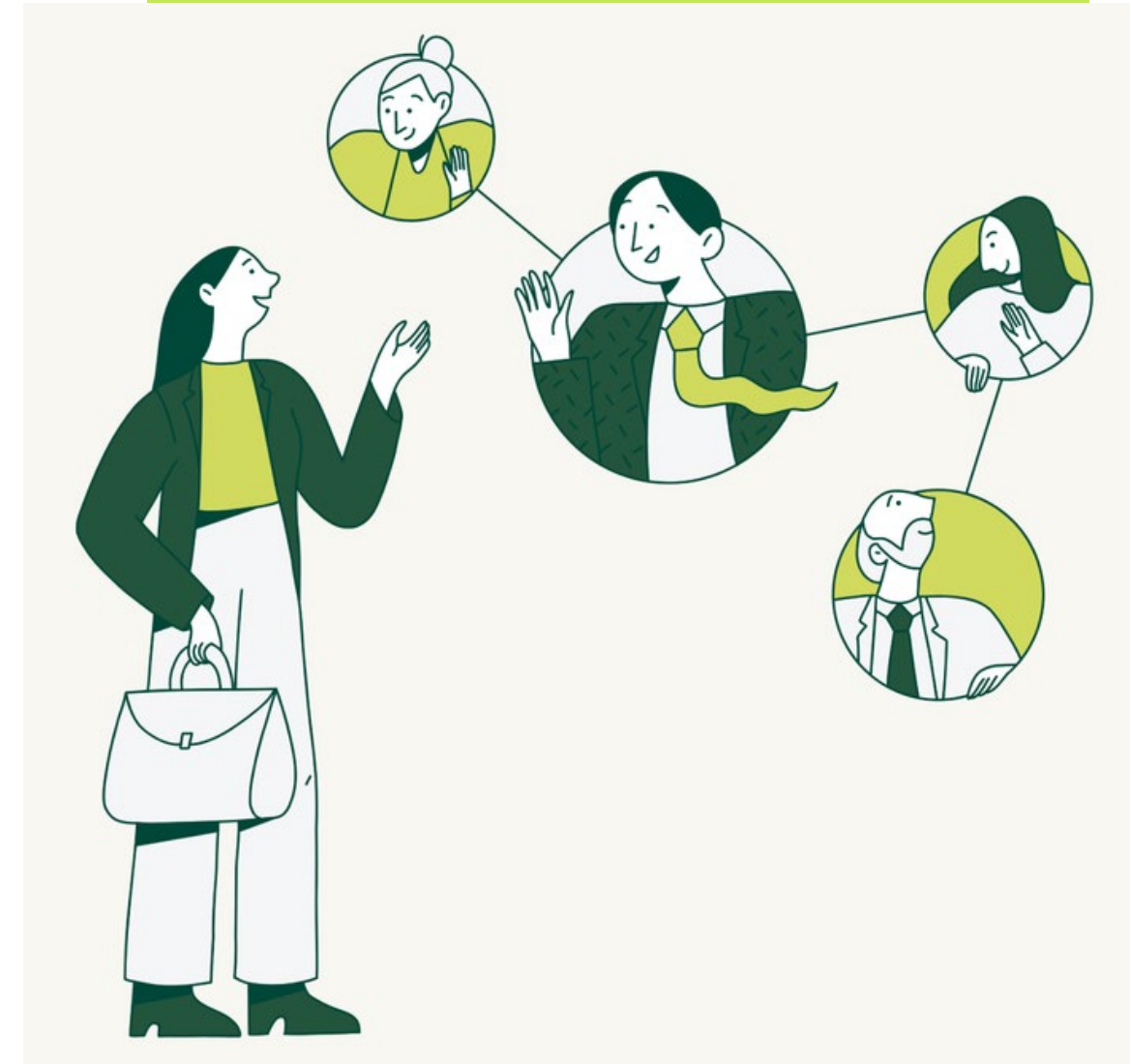
Living Lab mindset



**People → context → experiment → feedback
→ improvement**

Challenges of Co - Creation

- Conflicting interests → different stakeholder goals
- Unequal participation → dominant vs. silent voices
- Lack of engagement → low interest or involvement
- Communication barriers → cultural/language differences
- Time & resource constraints → costly and time-consuming
- Resistance to change → fear or lack of trust



How to Overcome Challenges of Co - Creation





Design Thinking



What are the principals of [Design Thinking](#)?

Design Thinking



Design Thinking Fundamentals

Empathize: Understand users' needs, behaviors, and challenges

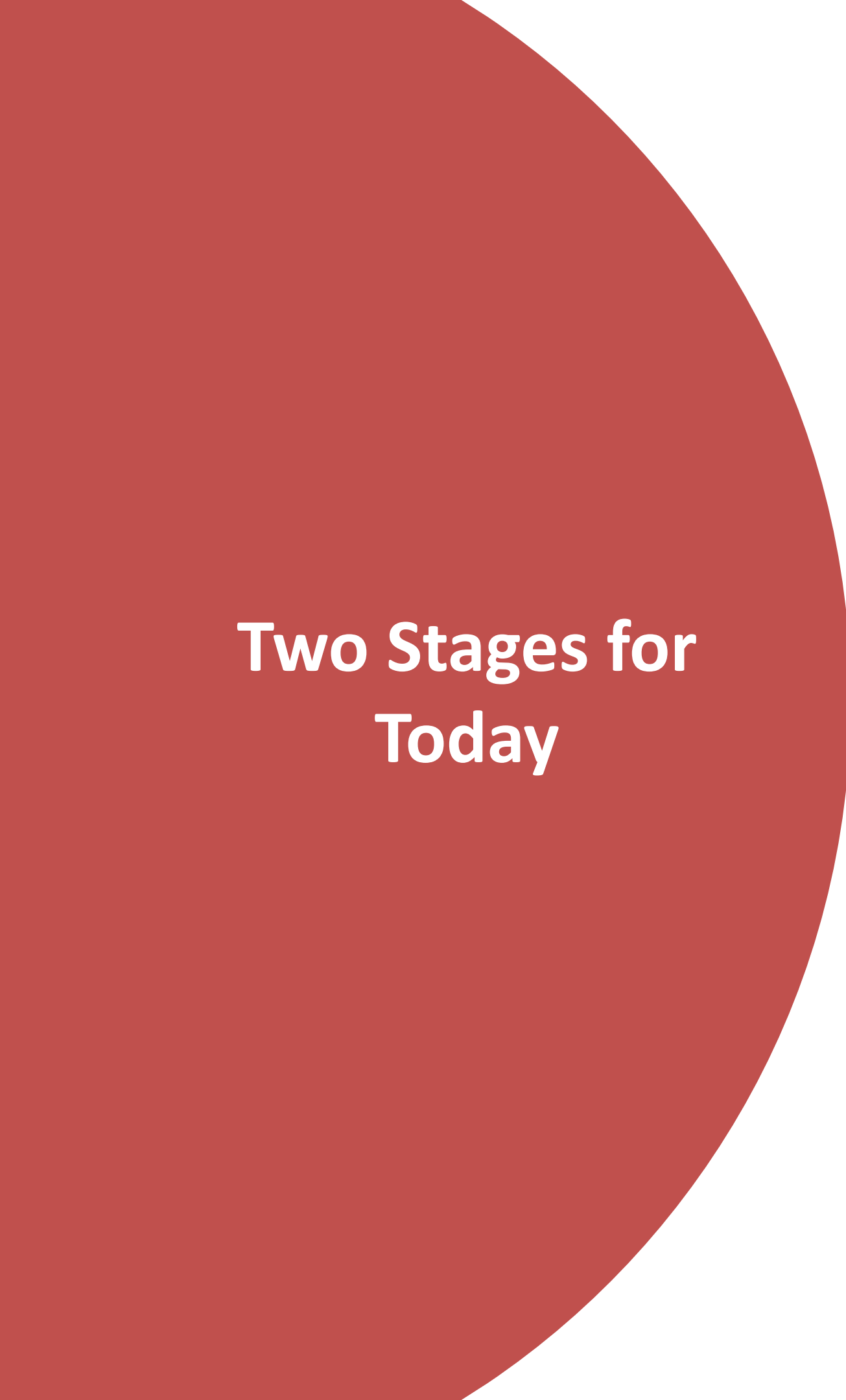
Define: Clearly frame the problem based on user insights

Ideate : Generate a wide range of creative solutions

Prototype: Build simple, testable versions of ideas

Test: Gather feedback and refine solutions

A user-centered, iterative process focused on creativity, collaboration, and continuous improvement.



Two Stages for Today

- **1. Empathise**
 - Understand what life is like for people affected by the challenge.
 - What are they trying to do?
 - What gets in the way?
 - What might matter to them that we have not considered?
 - **2. Define**
 - Turn a broad symptom into a clear, human-centred challenge.
 - We are not asking:
“What solution should we build?”
 - We are asking:
“What is the most useful problem to solve first?”
 - **Understand before you improve.**
- 

Perspective Snapshot: Meet Elena

- **Elena is 67.** She lives alone in the neighbourhood on a modest pension.
- Her small washing machine has started making a worrying noise.
- She would prefer to repair it rather than replace it, but:
 - she does not know which repair services are trustworthy;
 - she cannot easily transport the machine;
 - she worries about hidden repair costs;
 - online information is confusing;
 - she does not want to feel embarrassed asking for help;
 - she has heard about local recycling points but is unsure what happens to usable appliances.
- **Ask yourself**
- What may Elena need that a “repair and reuse initiative” could easily miss?

From Symptom to System

- **Visible symptom**
 - Useful household items are still being thrown away.
- **Possible realities underneath**
 - Repair feels expensive, risky or difficult to arrange.
 - Information is unclear, fragmented or digital-only.
 - Collection points are hard to reach.
 - People are unsure what can be repaired, donated or reused.
 - Existing services may not feel trustworthy, dignified or convenient.
 - Local repair businesses and residents may not be connected.
 - People may have little time, confidence or practical support.
- **Do not search for one perfect cause.**
Look for the pattern of barriers around the behaviour.



How Might We...?

- A good “How might we...?” question is:
- **human-centred** — it names who matters;
- **specific enough** to guide action;
- **open enough** to allow several possible solutions;
- **realistic** for a first pilot.
- **Formula**
- **How might we help [specific people] to [desired change], despite [key barrier], while [important condition or stakeholder concern]?**
- **Example**
- How might we help residents with limited money, mobility or confidence keep usable household items in circulation, while making local repair businesses part of the solution?



Co - Creation in Circular Challenges

Problem Framing



Defining problems correctly

- Define the real problem (not symptoms)
- Identify root causes (“5 Whys” to go deeper)
- Reframe into opportunities (create 2–3 “How might we...” questions)
- Share (present and refine with group)

Our Shared Challenge

- **How might we make repair, reuse and donation easier and more worthwhile for residents who face practical barriers, while building trust and partnership with local repair businesses?**
- **Before we ideate, we still need to ask:**
- Which residents are least well served by current options?
- What barriers matter most: cost, transport, information, trust, time, language or something else?
- What would make local businesses want to participate?
- What small pilot could help us learn quickly?



Co - Creation Methods

Key idea

*Solutions are not
designed for users,
but with users*

**Co-creation is a collaborative process where
multiple stakeholders actively contribute**

Co - Creation Methods



Core Principles:

- Inclusivity (all relevant actors involved)
- Collaboration (shared decision-making)
- Transparency (open process)
- Value co-creation (shared outcomes)

Link to Green Transition:

- Addresses complex environmental challenges
- Ensures solutions fit local contexts
- Increases acceptance and impact

Participation Is Not the Same as Influence

- A stakeholder can be:
- **Informed**
- “We tell people what will happen.”
- **Consulted**
- “We ask for views before a decision.”
- **Involved**
- “We shape important details together.”
- **Co-creating**
- “We jointly define, design, test and improve the solution.”
- **None of these is automatically wrong.**
The problem begins when a process is presented as co-creation but people cannot influence anything meaningful.

The Influence Test



Before calling a process “co-creation,” ask:



What is still genuinely open to change?



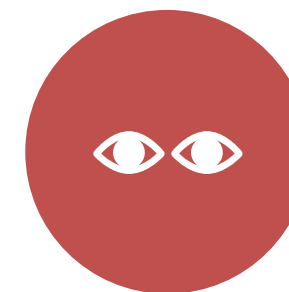
Who can influence it?



Who may be excluded by time, language, access, confidence or power?



How will participants know what happened to their input?



Participation without clarity can become frustration. Participation with influence can create ownership.

- **Scenario A**
- “A municipality has already designed and funded a new reuse hub. Residents are invited to vote on its name, logo and poster colours. The invitation describes this as a co-creation process.”
- **Scenario B**
- “Before finalising a pilot schedule, the municipality asks residents, NGOs and local businesses which days, opening hours and locations would be most accessible. The project team explains its budget and safety constraints, and later shares what changed because of the feedback.”
- **Scenario C**
- “Residents, NGOs, repair businesses, municipal services and local researchers jointly define the challenge, agree the pilot criteria, test an early version and review the feedback before deciding what to adjust.”
- **Scenario D**
- “An NGO invites community members to a formal online meeting at 10:00 on a weekday. Participation is in technical English, no transport or accessibility support is offered, and it is unclear who will make the final decisions.”



Let's play!



Structured Debate & Empathy Shift

Objective:

**Develop critical thinking, active listening
and co-creation skills**

Collaboration Shift

- **Four stakeholder voices, one incomplete idea**
- **Starter proposal**
- **A monthly Repair & Reuse Saturday** at the community centre:
 - people book through a website;
 - local repair businesses offer advice;
 - residents bring small appliances or household items;
 - volunteers sort donations and explain reuse or recycling options.
- **Four perspectives**
 - Municipal project officer
 - Resident with low income and limited mobility
 - Local repair-business owner
 - NGO/community organiser
- **The task**
- Do not defend the idea.
Help the group discover what the idea still cannot see.

Structured Debate & Empathy Shift

Round 1: Name needs and concerns (3 min)

Start all your sentences with: **“From my perspective, this might work if...”**

“One concern I would have is...”

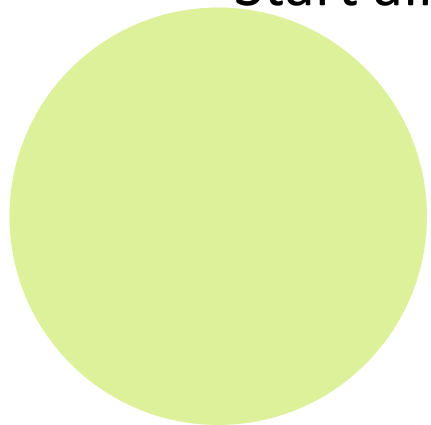
Round 2: Ask, do not persuade (3 min)

Start all your sentences with: **“Help me understand...”**

“What would make this workable for you?”

Round 3: Make one joint design adjustment (3 min)

Start all your sentences with: **“Based on what I heard, I would change the pilot by...”**



Let's play!



Reflection (5 –10 min)

- What changed across the rounds?
- When was it hardest to listen?
- How did collaboration emerge?

Co - Creation Methods



Good Practices:

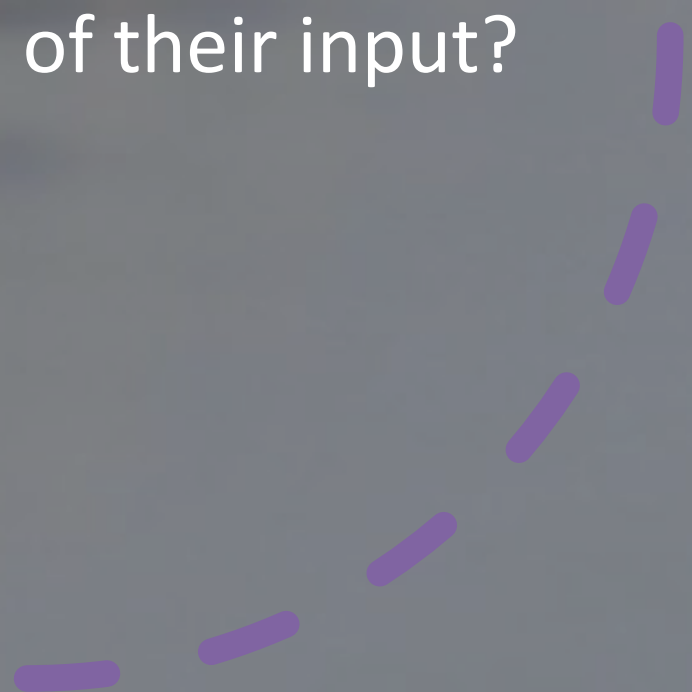
- Facilitation is key
- Encourage equal participation
- Use visual tools
- Iterate continuously

Risks to Avoid:

- Dominance of one stakeholder
- Lack of clarity in roles
- Superficial participation (tokenism)



Four Questions a GIM Asks Before Calling It Co- Creation

- **1. Influence**
 - What can stakeholders actually shape?
 - **2. Access**
 - Who may be missing, and what makes participation difficult for them?
 - **3. Voice**
 - What structure will stop the loudest or most powerful people from deciding everything?
 - **4. Feedback**
 - How will people see what changed because of their input?
 - **Co-creation is not one workshop.**
It is a transparent, iterative relationship.
- 



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Stakeholders

“All actors affected by or influencing the system”

Examples:

- Citizens / end-users
- Local authorities
- Businesses & industries
- NGOs & community groups
- Researchers & experts

Stakeholder Roles:

- Decision-makers
- Implementers
- Beneficiaries
- Influencers



A Stakeholder Map Is Not a Guest List

- **The Circular Neighbourhood Pilot**
- **People directly affected**
 - Residents, especially people facing cost, mobility, language, digital-access or confidence barriers
- **Community connectors**
 - NGOs, neighbourhood groups, social services, trusted local leaders
- **Delivery partners**
 - Repair businesses, reuse organisations, waste-management services, volunteers
- **Public enablers**
 - Municipality, local public services, relevant policy and funding actors
- **Knowledge and learning partners**
 - Schools, youth groups, universities, researchers, training providers
- The goal is not to invite everyone to every meeting.
The goal is to involve the right people, at the right stage, in the right way.

Four Lenses for Mapping Stakeholders

- **1. Lived experience**
 - Who is directly affected by the problem or expected to change something?
 - **2. Influence and resources**
 - Who can enable, fund, approve, slow down or block action?
 - **3. Knowledge and delivery**
 - Who understands the practical system or can help deliver the pilot?
 - **4. Reach and trust**
 - Who can help us connect with people we would otherwise miss?
- Also ask:
What could make participation difficult for this group?
 - Time · transport · language · digital access · confidence · trust · work schedules · caring responsibilities · previous experiences · perceived power differences

Stakeholder Engagement Canvas

Choose one stakeholder group.

Question

What may matter most to this group?

What can this group contribute?

What might make participation difficult?

What should they be able to influence?

What is one good first engagement move?

Your answer

Do not ask only: “How can they help our project?”

Also ask: “How can this project become useful and respectful for them?”

From Map to Engagement Sequence

- **1. Listen**
 - Understand needs, concerns, existing efforts and local realities.
- **2. Convene**
 - Bring the right people together around one clear question.
- **3. Co-design**
 - Shape important details of the pilot together.
- **4. Test**
 - Involve users and partners in real-life experimentation.
- **5. Close the loop**
 - Share what was learned, explain what changed and clarify the next step.
- Engagement is not one workshop.
It is an ongoing relationship of input, feedback and adjustment.





Our First Engagement Plan



Listen first

Residents with barriers,
NGOs/community
connectors, repair
businesses

Convene next

Municipality + NGOs +
residents + repair
businesses + relevant
delivery partners

Co-design together

Pilot access, locations,
communication, roles,
booking/referral options
and success criteria

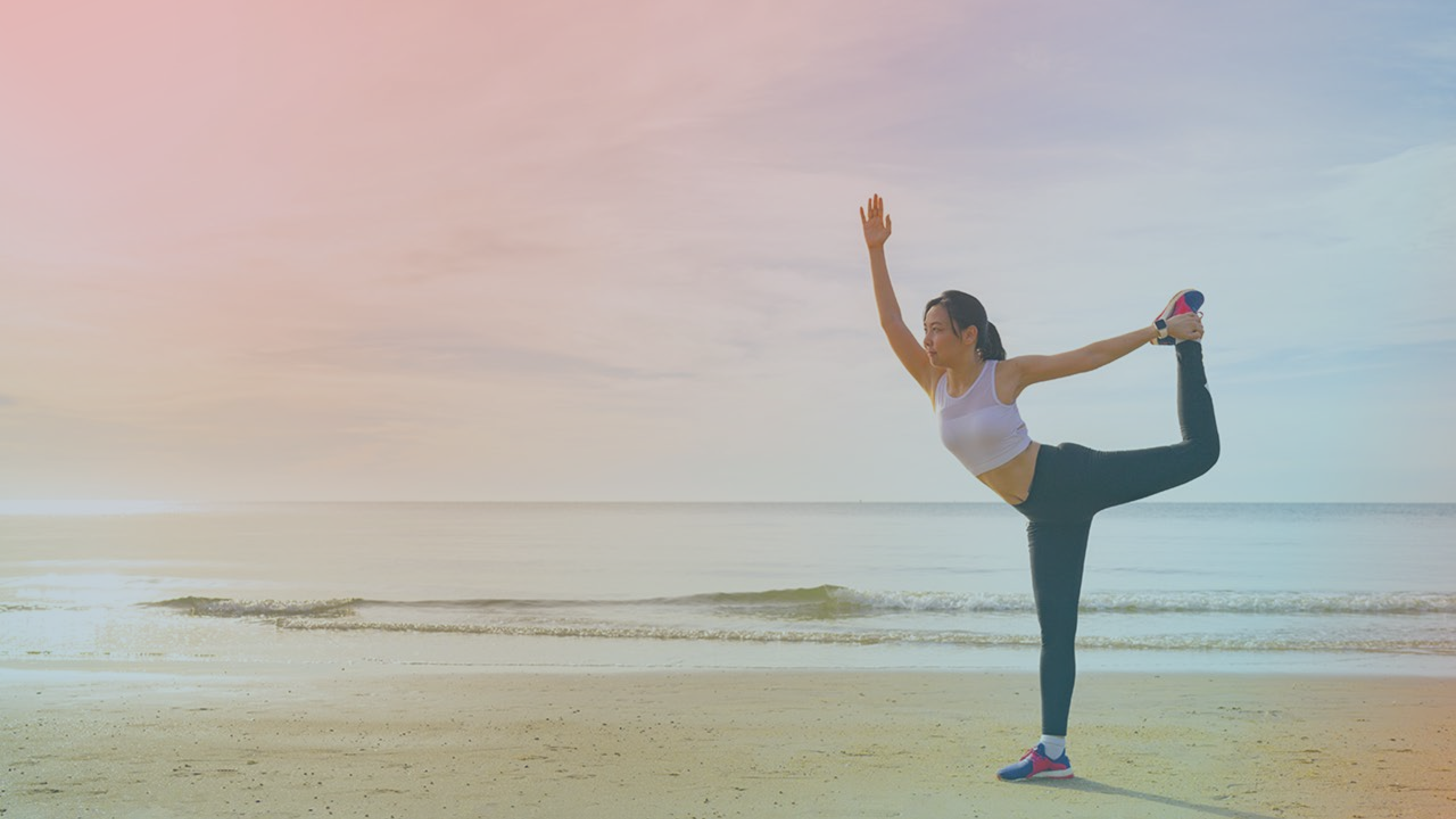
Test in real life

A small number of
residents and local
partners test the pilot

Learn and report back

What worked? Who was
still excluded? What
needs adapting?

No stakeholder map is
complete once.
It develops as the Living
Lab learns.



Co - Creation in Circular Challenges

Ideation



Ideation

- Ideation techniques
- Creative thinking methods
- Idea selection and prioritization

Activity:

- Brainstorming Sprint (30 min)
- Generate 20 ideas per group
- Select top 3 solutions

Ideation Has Two Modes

1. Diverge

- Generate many possible ways forward.
- Quantity before judgement
- Build, combine and stretch ideas
- Do not solve every objection yet
- Let unusual ideas appear
- months?

2. Converge

- Choose one direction worth testing.
- Does it address a real barrier?
- Is it inclusive?
- Can partners support it?
- Can we test it within six

First create options. Then apply judgement.

Doing both at once usually gives the first familiar idea too much power.

Silent First, Shared Second

- **The Idea Sprint**
- **Four minutes: work alone**
- Write at least **four possible pilot ideas**.
- Create one idea for each prompt:
- Make access easier
- Build trust and clarity
- Create a useful partnership with repair businesses
- Help residents act, not merely receive information
- **Then share**
- One idea per line in the chat.
Short is good. Specific is better.
- No idea needs to be complete.
An idea may be a service, partnership, event, referral pathway, communication method, incentive or small experiment.

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A. Repair Access Pop-Up

A recurring local repair-and-reuse session with clear referrals, offline booking and practical support.

B. Mobile Reuse & Repair Route

A small collection/referral service designed for residents with mobility or access barriers.

C. Trusted Neighbourhood Repair Network

A local partnership that links residents, NGOs and repair businesses through clear, accessible information and referral pathways.

The Four-Question Pilot Filter

- Before selecting an idea, ask:
- **1. Useful**
 - Does it address a real barrier we identified?
- **2. Inclusive**
 - Would it work only for the easiest-to-reach residents—or also for people facing access barriers?
- **3. Collaborative**
 - Does it create a meaningful role for residents, NGOs and local repair businesses?
- **4. Testable**
 - Could a modest six-month Living Lab pilot try it, observe it and learn from it?
- We are not choosing a perfect solution.
We are choosing the most useful hypothesis to test.



Our Pilot Hypothesis



We believe that...

[specific pilot action]

will help...

[specific residents / users]

to...

[desired change]

because it reduces...

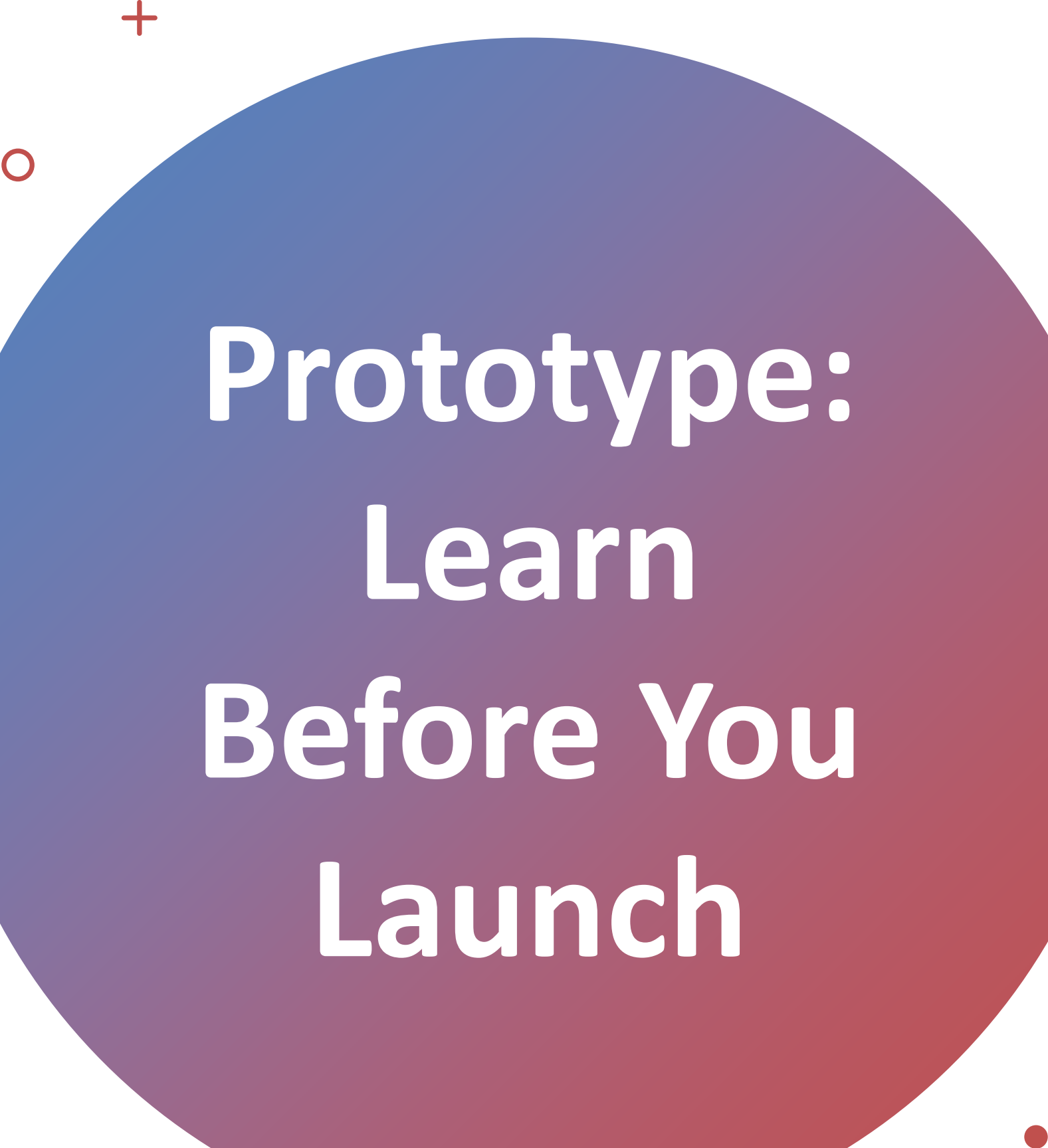
[key barriers]

while involving...

[key partners]

We will know more when we test:

[one key learning question]



Prototype: Learn Before You Launch

- A prototype is not a polished final solution.
 - It is a small, practical version of an idea that helps us learn:
 - Would people actually use it?
 - What makes access easier or harder?
 - What assumptions were wrong?
 - What needs changing before we scale anything?
 - Which partners are essential?
 - **A pilot should be small enough to test, useful enough to matter, and open enough to improve.**
- 

Pilot Canvas

- **Neighbourhood Repair & Reuse Access Pilot**
- **1. Who is it for?**
 - Which residents are we trying to support first?
- **2. What happens?**
 - What does a person actually do, from first contact to outcome?
- **3. How will they access it?**
 - Phone, in person, online, trusted community referral, mobile support?
- **4. Who must be involved?**
 - Residents, NGOs, repair businesses, municipality, community centre, others?
- **5. What are we testing?**
 - What assumption do we need to check in the real world?
- **6. What will tell us something useful?**
 - Participation, access, satisfaction, barriers, partner feedback, items repaired/reused?

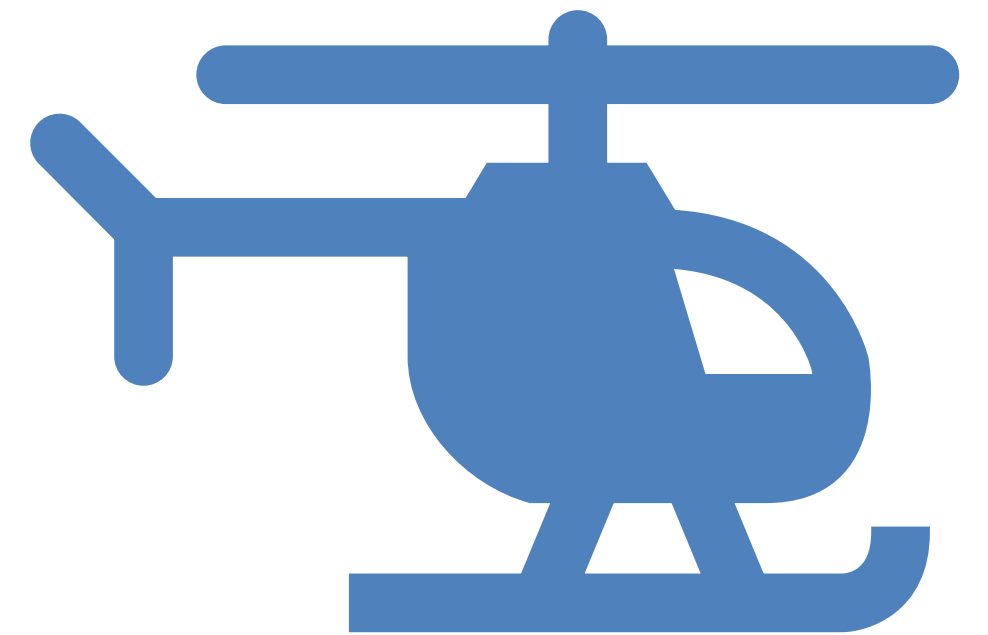
Revised Pilot: What Will We Learn?

- **Our working pilot**
- A monthly neighbourhood Repair & Reuse Access Session, delivered with local repair businesses, NGOs and resident feedback.
- **Essential features**
- phone and in-person access, not online-only booking;
- clear information about cost, safety and next steps;
- local-business referral and partnership model;
- NGO/community outreach through trusted channels;
- an access route for residents with mobility barriers;
- feedback after every session
- **Key learning questions**
- Who uses the pilot, and who is still missing?
- Which barriers remain even after support is offered?
- Can repair businesses participate in a useful and sustainable way?
- What changes would make the second version better?



Stakeholder Pressure Test

- Your pilot is promising. Now let it meet reality.
 - Complete one of these:
 - **For me to use this, I would need...**
 - **For me to support this, I would need...**
 - **One risk I can already see is...**
 - **One change that would make this more workable is...**
 - **Stakeholder lenses**
 - Resident with limited money, mobility or digital access
 - Local repair-business owner
 - NGO/community organiser
 - Municipal project officer
 - Resident from a linguistically diverse community
 - Volunteer or community-centre coordinator
-
- The goal is not to defend the pilot.
The goal is to discover what it still cannot see.



Five Habits of a GIM Facilitator



1. Start with lived experience

Before proposing solutions, understand what people face in real life.

2. Make influence visible

Be clear about what people can genuinely shape.

3. Design for participation, not only attendance

Remove barriers around time, language, access, confidence and power.

4. Treat disagreement as information

Conflict may reveal a need, risk or unintended consequence.

5. Test small and learn openly

Use early pilots to improve—not to prove you were right from the start.

The GIM is not the person with every answer.

The GIM creates the conditions for better answers to emerge.

The 30 - Second Learning Check



Complete one sentence in the chat:

A co-creation process becomes tokenistic when...

Before I propose a solution, I will ask...

A stakeholder map should tell us...

A useful pilot is one that...

One voice I will make sure not to miss is...

There is no perfect wording.

Choose the sentence that captures your strongest takeaway.

From Workshop to Living Lab



Notice the real challenge.
Understand people and context.
Include the right voices.
Co-create the first response.
Test in real life.
Learn openly.
Improve together.

Final thought

A sustainable solution is not only one that reduces waste.

It is one that people can access, trust, support and help sustain.

Good Practices of Co - creation Projects in Europe



Our Mediterranean cities are overcrowded
with traffic and pollution,

BREAK!

**PART 2 : DESIGN THINKING
STRATEGIES FOR EFFECTIVE
MULTISTAKEHOLDER
CIRCULAR PROJECTS**

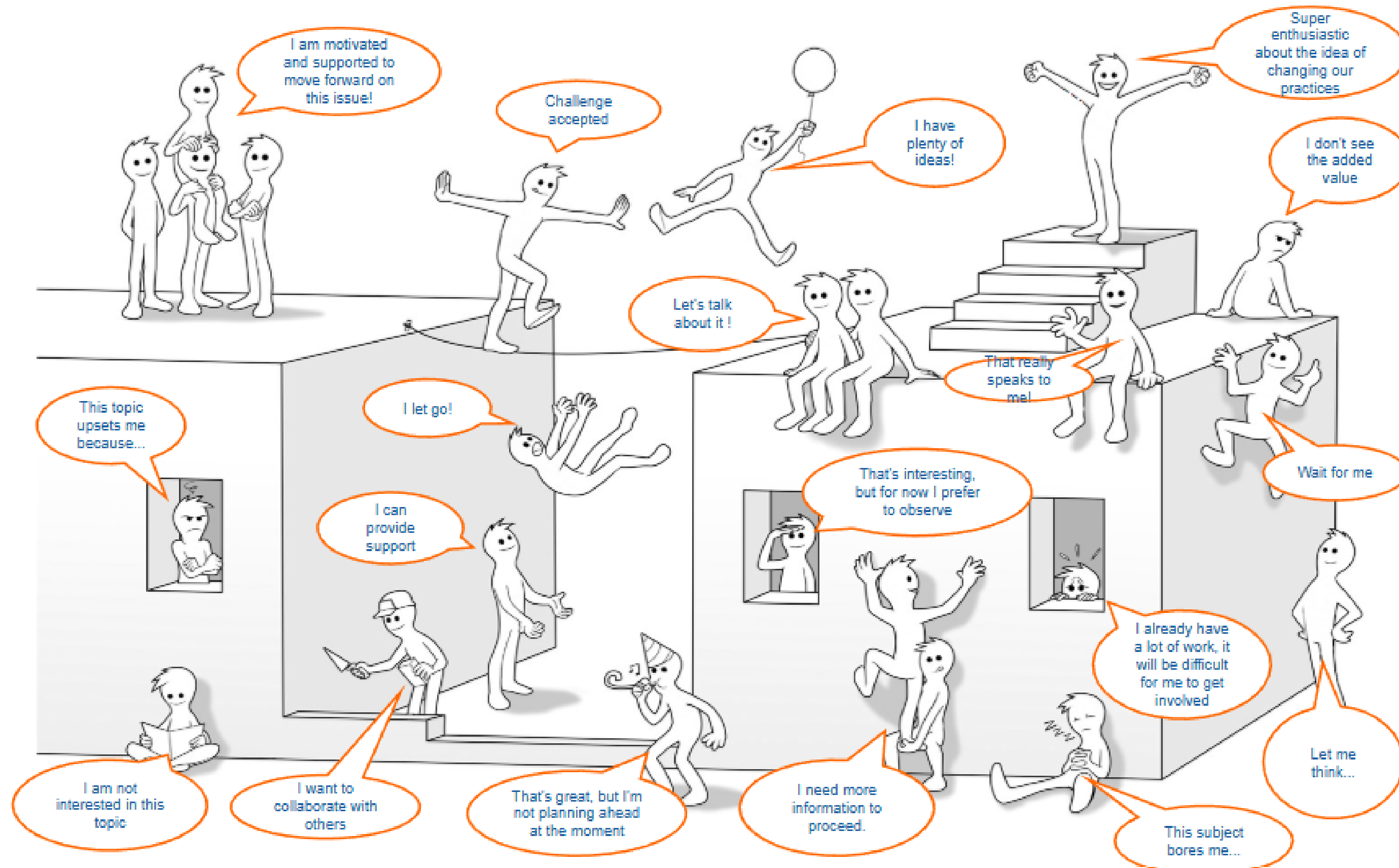
MODULE N° 9





C i g p f c

- What is Design Thinking?
- Stakeholder Mapping & Engagement
- Co-Creation Methods
- Examples applied to circular economy projects in Europe



My Sustainability Object

Look around you and find an object within your reach that represents sustainability and circularity for you.

- Name
- Organisation
- Country
- Object
- Why did you choose it?



Two Truths and One Green Lie

- Two true sustainability facts about yourselves
- One false one

Example:

I cycle to work.

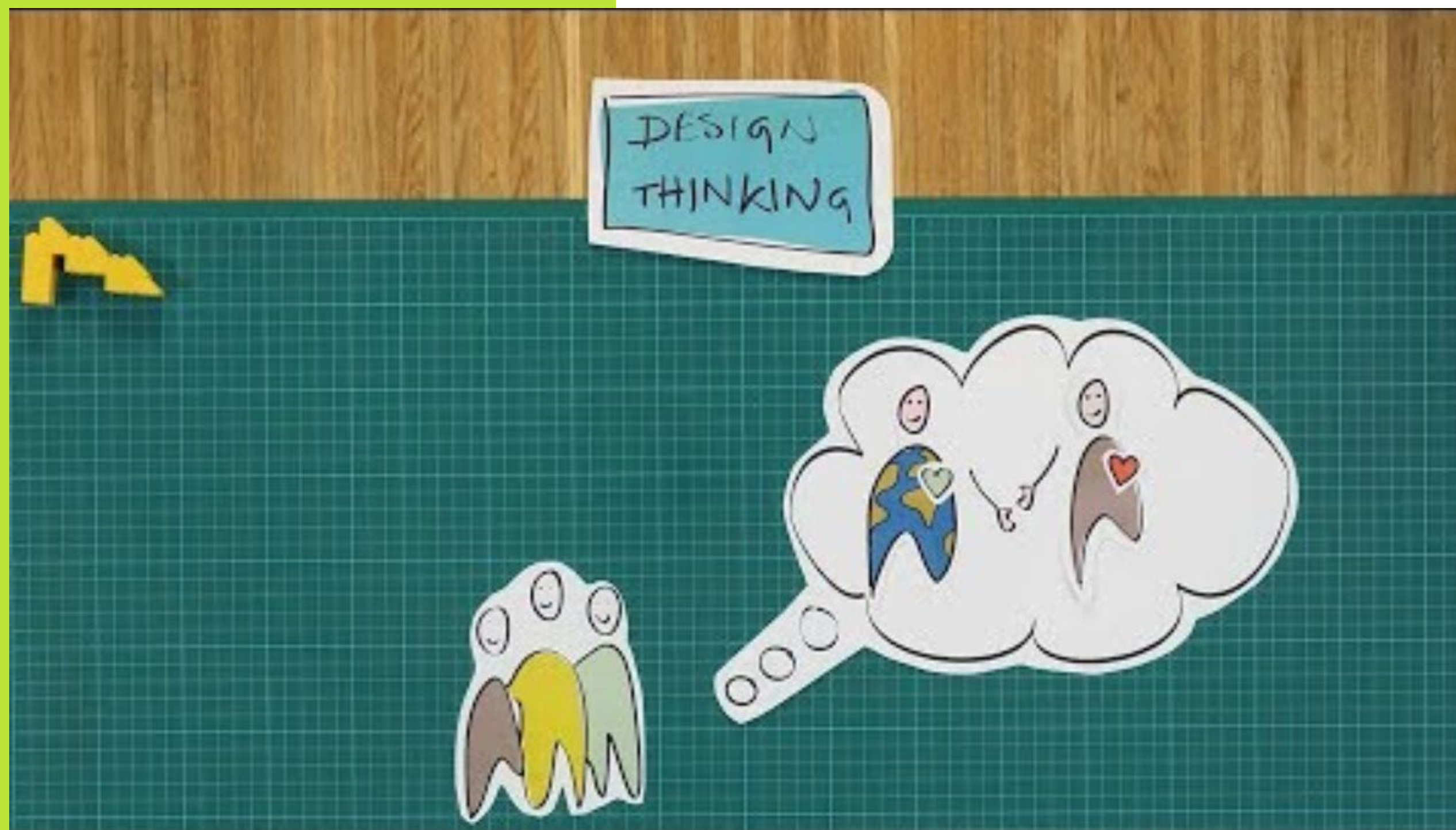
I volunteer in a Repair Café.

I have never recycled.

LIAR
LIAR



Design Thinking



Design Thinking

Key idea



Design WITH people,
not FOR people!

Design Thinking Fundamentals



Empathize: Understand users' needs, behaviors, and challenges

Define: Clearly frame the problem based on user insights

Ideate: Generate a wide range of creative solutions

Prototype: Build simple, testable versions of ideas

Test: Gather feedback and refine solutions

Design Thinking



Design Thinking Fundamentals

- Why should we start with people's needs?
- Which stage do organisations often skip?
- Can Design Thinking help solve environmental challenges?

Let's play!



Activity – Applying DesignThinking

Objective:

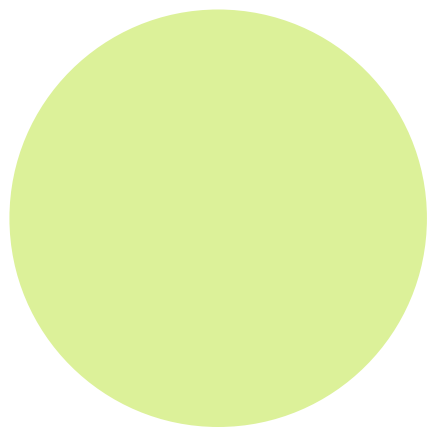
Apply the Design Thinking process to a real sustainability challenge.

Let's play!



Challenge examples:

- Food waste
- Textile waste
- Plastic pollution
- Water consumption



Identify:

- The problem
- Users affected
- Possible ideas
- A first prototype



- Who should be involved?
- Influence vs Interest matrix
- Stakeholder Mapping

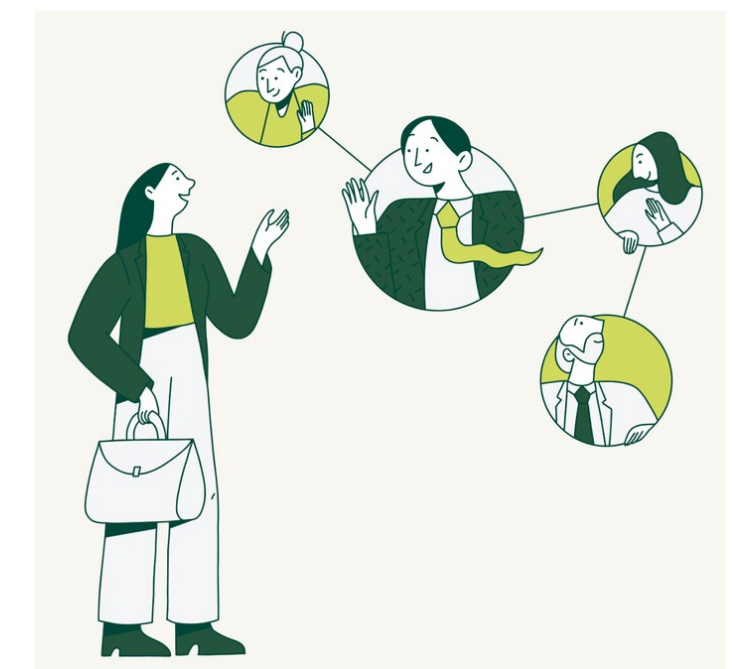


Break

Stakeholder Mapping & Engagement

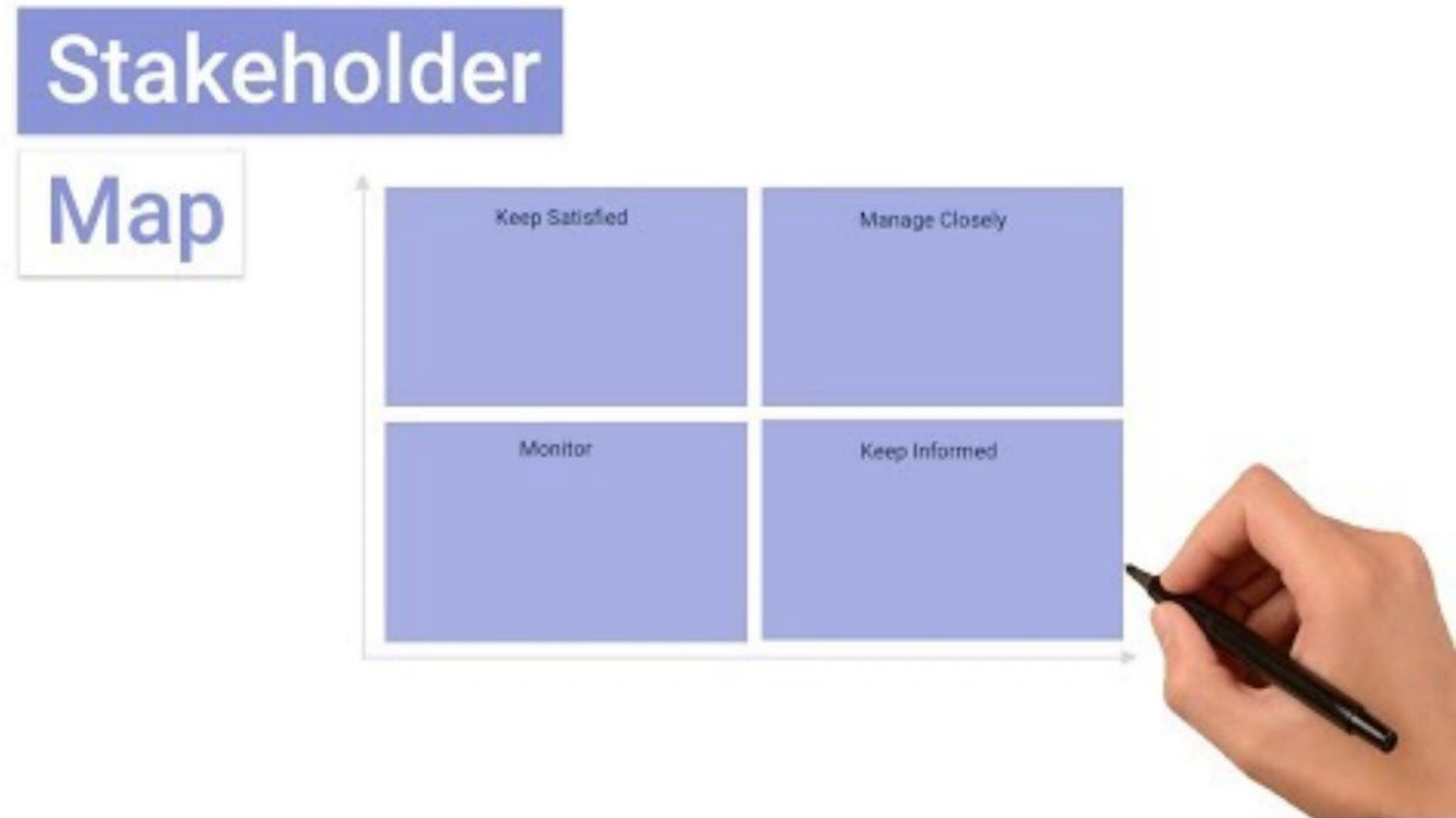
Q d l g e v k x g

- Understand complex stakeholder ecosystems
- Analyse influence vs interest
- Identify collaboration opportunities



Stakeholder Mapping & Engagement

*Power vs Interest Mapping
(2x2 matrix)*



Stakeholder Mapping & Engagement



1- Define the Challenge (10 min)

Example:

“Reducing plastic waste in a local community”

2- Identify Stakeholders (15 min)

Groups list: Direct stakeholders; Indirect stakeholders; Hidden stakeholders

3-Power vs Interest Mapping (20 min)

Create a 2x2 matrix

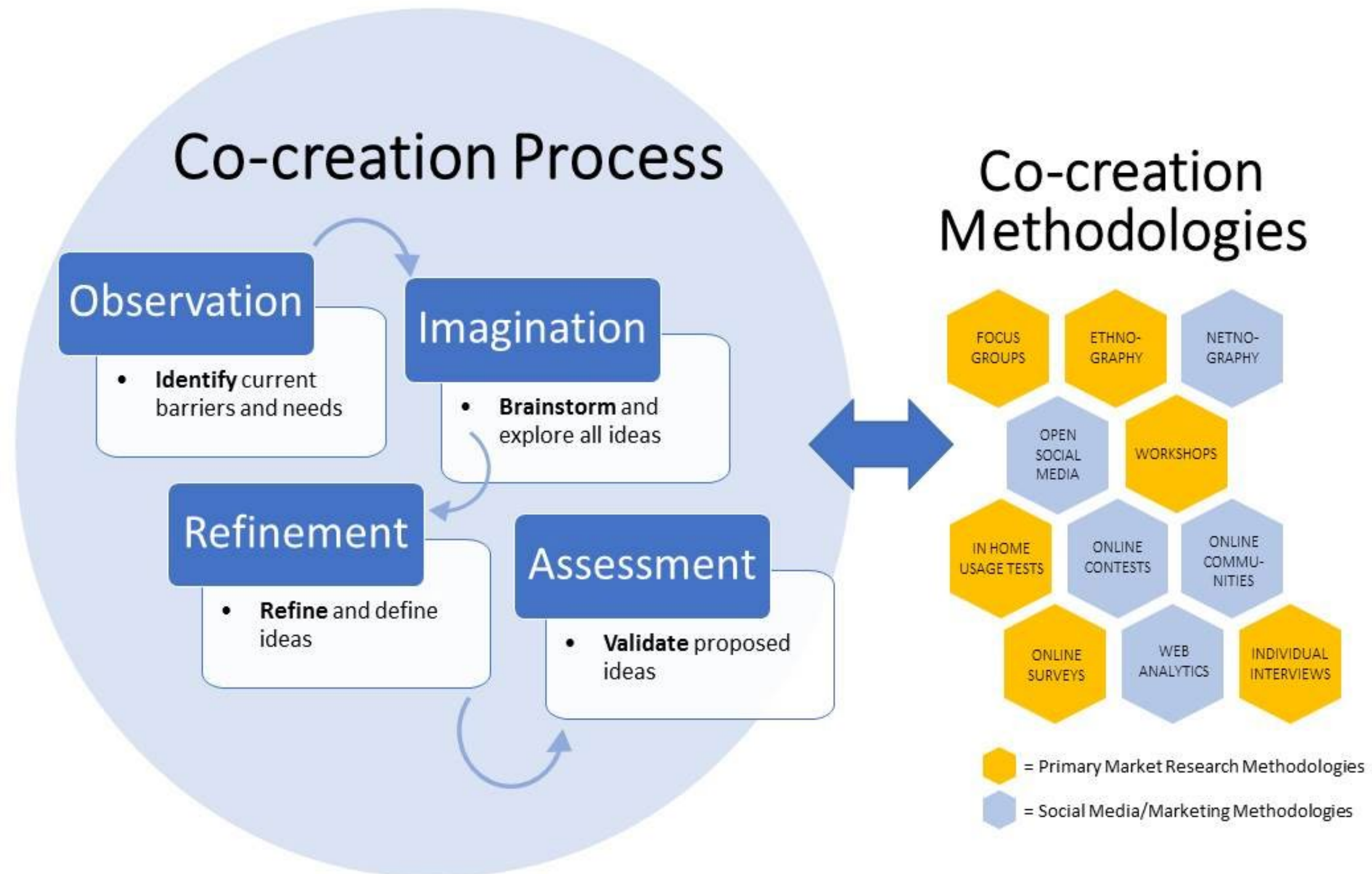
4- Engagement Strategy (15 min)

For each group (How to engage them? What role can they play? What are their interests/conflicts?)

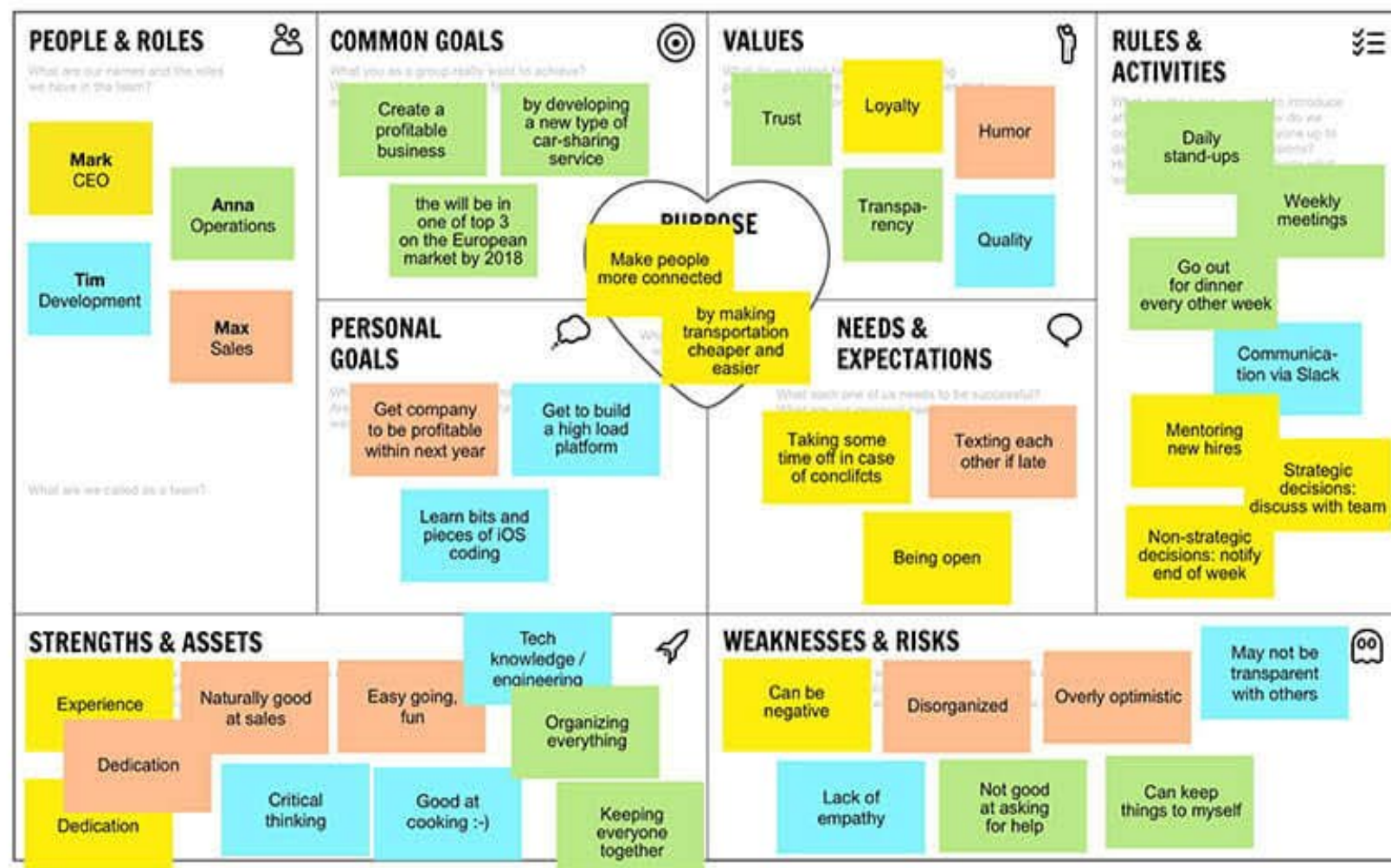
5-Co-Creation Opportunities (10 min)

- Identify where collaboration is possible
- Define first co-creation actions

Co - Creation Methods



Co - Creation Methods



Tools:

- Empathy maps
- Stakeholder maps
- Journey maps
- Personas
- Voting & prioritization tools

Main Methods:

- Workshops & co-design sessions
- Focus groups
- Living labs
- Design sprints
- Participatory mapping

Co - Creation Methods



Good Practices:

- Facilitation is key
- Encourage equal participation
- Use visual tools
- Iterate continuously

Risks to Avoid:

- Dominance of one stakeholder
- Lack of clarity in roles
- Tokenism- symbolic representatives

Co - Creation in Circular Challenges



Brainwriting

Is a group creativity technique where participants silently and independently write down their ideas on paper or a digital board before passing them to teammates to build upon.

This method ensures equal participation, prevents louder voices from dominating the conversation, and reduces social anxiety.

Co - Creation in Circular Challenges

Key idea

*Aligning
conflicting
interests
between
stakeholders*



Application to Circular Economy:

- Waste reduction systems
- Recycling processes
- Resource sharing models
- Sustainable urban solutions

Benefits:

- Better problem understanding
- More realistic solutions
- Higher adoption rate

Reverse Innovation

Key idea

Innovations developed first in emerging or low-income markets can later be adapted and successfully introduced in developed markets.



Reverse Innovation

Key idea

THE EXPLAINER: **REVERSE INNOVATION**



Harvard
Business
Review

Can reverse
innovation help
the planet?

Yes! By
adapting simple,
affordable and
sustainable
solutions
developed in
emerging or
rural
communities.

Examples:



- 🌱 **Composting** – Turning food waste into natural fertilizer.
- 🚲 **Low-cost mobility** – Walking, cycling and shared transport.
- ♻️ **Repair and reuse** instead of replacing products.
- 🌾 **Traditional farming practices** that protect biodiversity.
- 💧 **Water-saving solutions** developed in water-scarce regions.

Can reverse innovation help the planet?

Key idea

Sometimes the best innovations are not new – they are sustainable practices that deserve to be rediscovered and scaled.



Good Practices of Co - creation Projects in Europe

Transformed the historic Dąbie tram depot into a hub for academic and cultural activities, in line with Wrocław's goals for urban revitalisation and community engagement.

Key milestones:

Adapting former-industrial spaces for cultural events

Launching community projects like workshops, concerts, and festivals

Collaborating with local organisations.

Good Practices of Co - creation Projects in Europe URBACT

-



Cultural centres, creative and collaborative spaces, and community initiatives.

Good Practices of Co - creation Projects in Europe





Group Design Challenge

Objective

- Integrate all concepts learned during the session.

Challenge

Design a circular initiative for your municipality or community.

Groups should define:

- Problem
- Stakeholders
- Proposed solution
- First prototype
- Expected impact

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Design Thinking

1. What is the main goal of Design Thinking?

- A) Reduce project costs
- B) Focus on technology
- C) Create human-centred solutions
- D) Increase competition

2. Which is the first stage of Design Thinking?

- A) Ideate
- B) Prototype
- C) Empathize
- D) Test

Let's play and learn?

3. Why is the Empathize stage important?

- A) To build a prototype
- B) To evaluate costs
- C) To understand users's need and experiences

4. Co-creation means...

- A) Asking people for feedback after making a decision
- B) Working independently
- C) Designing solutions together with different stakeholders
- D) Outsourcing the project

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5. Which of these is NOT a co-creation method?

- A) World Café
- B) Brainwriting
- C) Design Sprint
- D) Traditional top-down decision making

6. Which project is an example of a circular and co-created initiative?

- A) A landfill expansion
- B) A new motorway
- C) Repair Café
- D) A shopping centre

Let's play and learn?

7. Why is stakeholder mapping useful?

- A) To identify competitors
- B) To understand who influences and is affected by a project
- C) To estimate project costs
- D) To market a product

8. According to the Stakeholder Power-Interest Matrix, which stakeholders should be managed most closely?

- A) Stakeholders with high power and high interest
- B) Stakeholders with low power and high interest
- C) Stakeholders with high power and low interest
- D) Stakeholders with low power and low interest

Let's play and learn?

9. What is the biggest sustainability challenge in your community? (Open answer)

10. What is one example of a co-creation or Design Thinking initiative in your community?
(Open answer)

11. In one word, what will you take away from this module?
(Open answer)

Answers

1. What is the main goal of Design Thinking?

C) Create human-centred solutions

2. Which is the first stage of Design Thinking?

C) Empathize

3. Why is the Empathize stage important?

C) To understand users's need and experiences

4. Co-creation means...

C) Designing solutions together with different stakeholders

5. Which of these is NOT a co-creation method?

D) Traditional top-down decision making

Answers

6. Which project is an example of a circular and co-created initiative?

C) Repair Café

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8. According to the Stakeholder Power-Interest Matrix, which stakeholders should be managed most closely?

A) Stakeholders with high power and high interest

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RCTVKE KRCVKQP #

GREEN LABS PROJECT

The GREEN LABS project aims to support and stimulate the green transition by promoting innovation and greening of VET systems through internationalization, exchange of practices, and knowledge sharing among partners, in accordance with the Osnabrück Declaration of 2020 on vocational education and training for sustainable competitiveness, social fairness and resilience.