

EC.715

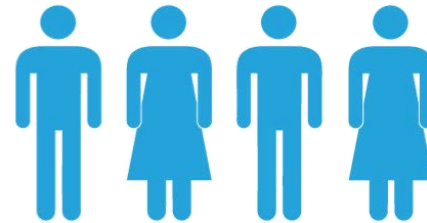
Three Movements that Shape D- Lab's Philosophy

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- Appropriate Technology
- Participatory Development
- Creative Capacity Building

Some Definitions

Human-Centered Design/
User-Centered Design

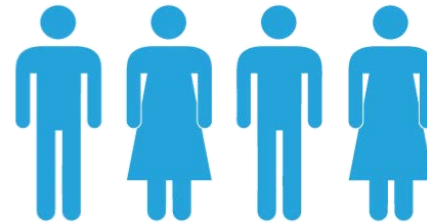


Co-Creation/Participation

Creative Capacity Building

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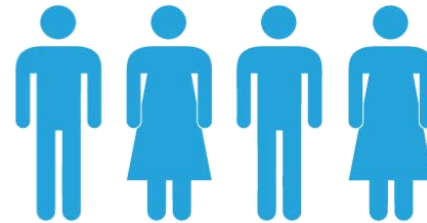
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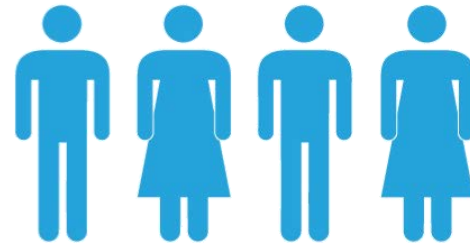


Creative Capacity Building



Another way to look at it

design FOR



design WITH



design BY



Putting it another way

“Give a man a fish, and he’ll eat for a day. Teach a man to fish, and he’ll eat for a lifetime.”

What are some concerns about this statement?

Putting it another way

“Give a man a fish, and he’ll eat for a day. Teach a man to fish, and he’ll eat for a lifetime.”

- Unless there’s no river nearby (AT)
- Unless he doesn’t like fish (PD)
- Until the fishing rod breaks (CCB)

How to foster participation?

MIT OpenCourseWare
<https://ocw.mit.edu>

EC.715 / 11.474 D-Lab: Water, Sanitation, and Hygiene
Fall 2019

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