D-Lab Development
2009.09.18

The 3 development revolutions
- AT
  - how do we create great rural workplaces to prevent rural-urban migration
- Participatory D
  - Engage with the community to determine what the priorities are
  - Stakeholder analysis -> do not marginalize vulnerable populations
- Co-creation
- These influenced D-Lab

Didactic approach vs. participation
{ calculus vs. facilitation }
Most D-Lab students have only didactic experience

STUDENT ACTIVITY
"don't mix the coffee with the diarrhea!" { always good advice

Arrange information in terms of most didactic to most participatory
1. Coffee
2. Diarrhea
3. Water Pumps

CLASS
Diarrhea - more didactic approach
Water - more participatory
Sometimes a didactic approach is more effective for diarrhea

Didactic Approach has assumptions built in about the efficiency + appropriateness of your solution
- the pump tool for example

AMY
One thing to take away from this class:
"There is no one way to solve all problems"
Don't refuse to give information because it is not yet located in the community

Facilitators of participatory exercises must be truly interested in what they are facilitating

Participation has many examples in economics, politics, education, but not as much in technology
- Many people do not believe that beneficiaries of technology should co-create.

Mitch Resnick

Nowadays we must ALWAYS be learning. How do we help people learn new things in creative ways.

Lego Mindstorms were initially intended to be an invention toolkit. The Mindstorm would be used in ways they weren't expected.

- 13 year old girl in Thailand used the light sensor on Lego Mindstorm to control an ultra-violet light that her family used to attract insects (for food).

EDUCATION
Traditionally students are empty vessel that teachers fill up

Imagine
Create
Play
Share
Reflect
New Ideas

} Development/Education/ Design Process

The most important approach is the teaching method

- not necessarily be technology
- greater range of technology/material = greater possibility

Build {structures, mechanism, behaviors}

Why not have computer clubhouses in schools?

- because during pilot after school programs it was the kids who were getting in trouble after school that wanted to work on the mindstorms
- schools seem overcommited to the didactic approach to school. Computer clubhouses give more flexibility administratively.

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