

Experiences from co-designing educational technology

Erkki Sutinen

Department of IT, University of Turku

erkki.sutinen@utu.fi

Sura ya UKIMWI

- A learning environment for HIV and AIDS education in Tanzania
- Co-designed with secondary school girls in a rural town (at a major national cross-roads)
- Based on digital storytelling
 - Real-life stories the co-designed digitization of which transformed shame into pride
- Accessible at surayaukimwi.com

4: Importance of co-design

- 4 relevance
- 4 novelty and originality
- 4 sharing, togetherness, diversity and inclusion
- 4 fun and passion (UX, LX, TX)

Three loops of design science

- Relevance loop
- Design loop
- Rigor loop
- A natural and powerful approach to weave together different research lines (like learning informatics and data visualization)

Future: co-design game lab

- A co-design lab for newcomers and local unemployed
- Trains people under the threat of marginalization into game designers
- The 4 benefits:
 - *Relevant* skills to learn
 - Content rooted in *original* ideas
 - Based on *inclusive* values
 - *Passion and humor* as the driving attitude

4 aspects to be kept in mind (Caillois)

- competition
- chance
- simulation
- vertigo
- for co-designing games for learning programming?

Project for co-designing edtech games in the Baltic area

- Applying EU Interreg funding for a Baltic Laboratory for Educational Innovation (Balei)
- Balei will consist of innovation spots (IS) that are built on the profile strengths of local R&D, startups and schools
- ISs distribute by bi-/multilateral virtual and connections and exchanges expertise in products, services, R&D, and good practices
- Global export and import
- Allows and intensifies local, regional, and global co-design