

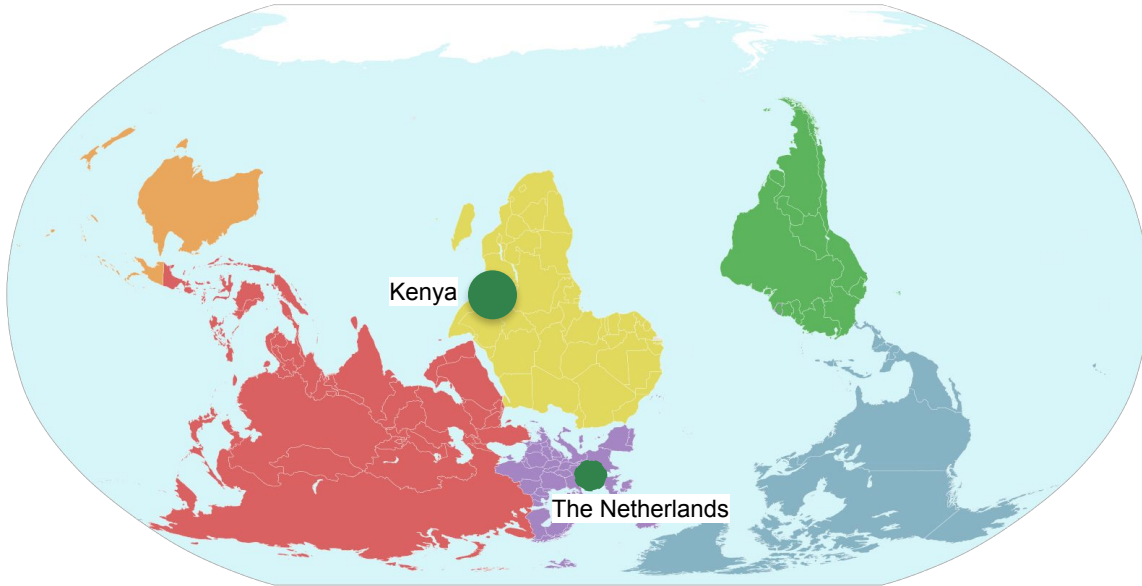
ID5541 - Workshop / Design Competitions

**Climate Action in Kenya:
Designing a transformative children's museum**

Course Brochure



Introduction



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Climate change is the most pressing societal challenge of our times. **How to motivate climate action through transformative museum experiences with and for children?** This is the main question to be tackled in this course. Uniquely, you will be invited to help tackle this question in Kenya, East Africa. The coordinators of this course have already established a collaboration opportunity with a Kenyan Foundation (Anzania) that aims to create a museum / experience center to empower children (8-12 years old) to motivate climate action.

Introduction - Anzania

Anzania

In the Metropolitan area of Nairobi, Kenya, Anzania is planning and developing a museum / experience centre to engage young people with some of the most critical issues of our time. Anzania intends to become a place for young eco-changemakers to discover and embrace their transformative powers. Their mission is to educate, engage and empower children in environmental issues. Exploratory gardens and interactive exhibits will stimulate their natural curiosity and creativity.

The project is an initiative of Evy van Weezendonk, a Dutch national who lives and works in Nairobi, Kenya. The Anzania team consists of changemakers united by their passion for nature and concern for the environment. A team of creative people of all ages who have joined forces to work collaboratively towards empowering the youth in our ecological disaster. The museum will inspire and empower children to act for a greener Kenya and world, inspired by the UN's 17 Sustainable Development Goals.

The Team



Mathieu Gielen
Design for children's play and
co-design with children



Arnold Vermeeren
Transformative museum
experiences



Annemiek van Boeijen
Culture-sensitive design



Deger Ozkaramanli
Ethical Dilemmas in Design



Evy van Weezendonk
Partner in Kenya & Founder of
Anzania, and her team



John Lucas
Communications & outreach
strategist at Anzania



Karlheinz Samenjo
Co-Director @Inclusive Global
Health Lab TU Delft



Ankita Arora
Student Assistant
MSc Design for Interaction at TU Delft

Course Contents



Created by Christian Wad
from Noun Project

Transformative museum experiences (motivating and supporting attitude and behaviour change).



Created by Prolymbola
from Noun Project

Children's play (handling tensions between free play and play as a means for learning).



Created by Chaiwet Kinkaw
from Noun Project

Culture-sensitive design (understanding and designing with cultural values and practices).



Created by Orange Cat
from Noun Project

The ethics of design (Identifying and dealing with ethical issues and moral dilemmas that arise in design activities).



Created by Zan
from the Noun Project

Integration of perspectives into coherent design guidance

Education Mode

The course offers a mix of articles/documentaries/podcasts and in-class activities (e.g. guest lectures, workshops, debates). We will facilitate lively discussions with stakeholders (children, parents, academia, design students) from both the Netherlands and Kenya to deepen our understanding of the local context, cultural values and practices. The design goal in the course will be to develop a creative design brief. **This design brief will form your final group deliverable** and will include the following items:

1. A vision on transformative design(s) for museums to support children in putting their learnings into daily life practice, supported by illustrative design ideas;
2. Guidelines for designers who will design these transformative experiences;
3. Existing examples of transformative designs that inspire the intended designers;
4. Ethical questions and moral dilemmas that may need to be addressed by the intended designers;
5. Relevant literature and other sources that will support the designers.

The workshop will be completed with a **personal reflection** (interactive, in a dialogue with other students and the teachers) on the offered theory and activities in the workshop.

Learning Objectives

After this elective, students will be able to

LO1



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from Noun Project

Evaluate effectiveness of transformative museum experiences and create guidance for designing them.

LO2



Created by Prolymbola
from Noun Project

Evaluate the balance of free play and play for learning in museum experiences and create guidance for optimising this balance.

LO3



Created by Chaiwet Kinkaw
from Noun Project

Understand and analyse cultural values and practices in contexts not familiar to the designer, and to create culture-sensitive guidance for designing for such contexts.

LO4



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from Noun Project

Recognize and deal with ethical issues and moral dilemmas that arise in design activities; in the context of this course, recognize such issues particularly from a decoloniality perspective.

LO5



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from Noun Project

Integrate these four perspectives into a coherent design guidance document.

Preliminary Course Overview

Self-study

Break

| | Week 1.3 September 19 | Week 1.4 September 26 | Week 1.5 October 3 | Week 1.6 October 10 | Week 1.7 October 17 | Week 1.8 October 24 | Week 1.9 October 31 | Week 1.10 November 10 |
|---------------|---|---|---|---|---------------------------------|---|-----------------------------|---------------------------|
| 8:45 – 10:30 | Course Introduction | Finalize practical assignment | Finalize practical assignment | Finalize practical assignment | Work towards final deliverables | Prepare for stakeholder feedback | Peer feedback session | Upload final deliverables |
| 10:45 – 12:30 | Team Kick-off | Presentation & Introduction Play and Learning | Presentation & Ethical issues and dilemmas in relation to design for play and learning | Presentation & Ethical issues and dilemmas in relation to culture & design | | Feedback from stakeholders in carousel meetings | Finalize final deliverables | |
| 12.30 - 13.30 | Lunch Break | | | | | | | |
| 13:45 – 15:30 | Introduction to Transformative Museum Experience Design (TMED) | Guest Lecture and Panel Discussion on Ethical issues and dilemmas in relation to TMED | Introduction Culture sensitivity | Guest Lecture | Work towards final deliverables | Work towards final deliverables | Finalize final deliverables | Upload final deliverables |
| 15:45 – 17:30 | Assignment & Prepare field trip | Start assignment and prepare field trip | Self-Study (Assignment Work) | Introduction of final deliverable | | Prepare materials for peer feedback session | Closing Session | |

General Information

Deliverables: Groups should compile all the data in the form of a self-designed document. Include visions, sketches, reference materials, research materials, etc.

Grading: The course counts for 3 ECs, runs in Q1 and is PASS / FAIL.

Deadlines: The final deliverable is in Week 1.10, November 10.

Attendance: Students are expected to be present every Tuesday, for in-class activities and group work.

Group Work: Groups should have three members. Each student needs to enroll individually. You can form your own group; in that case you inform m.a.gielen@tudelft.nl about your group composition. Otherwise you will be placed in a group at the start of the course.

Location: The workshop series will take place at the Science Centre (near the Echo building on TU Delft Campus). This wonderful location has all the facilities we need (e.g. a dedicated workshop room for all Tuesdays), provides a nice break from our usual surroundings, and allows us to casually observe some of the children's workshops.

CLIMATE ACTION IN KENYA



We invite you to enrol in the course (ID5541 Workshop / Design Competitions) through Brightspace (Catalog) before August 22, 2023.

There will be some fun tiny tasks waiting for you.

Wishing you a transformative learning!

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Stay updated on the latest course information by referring to this link: <https://studiolab.ide.tudelft.nl/studiolab/gielen/anzania-workshop/>