

### What is Co-Design?

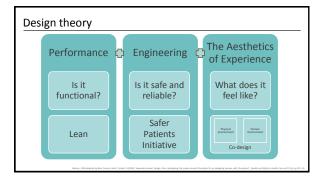
- · co-design is a well-established approach to creative practice
- enables a wide range of people to make a creative contribution in the formulation and solution of a problem
- builds and deepens equal collaboration between citizens affected by, or attempting to, resolve a particular challenge; users, as 'experts' of their own experience, become central to the design process
- enables people to engage with each other as well as providing ways to communicate, be creative, share insights and test out new ideas
- wide range of tools/techniques support co-design process: user personas, storyboards, user journeys, prototyping and scenario generation techniques

Source: John Chisholm. What is Co-Design? http://designforeurope.eu/what-co-design (accessed March 2016

# Where it all began (for us): design theory

- Draws its inspiration from a subfield of the design sciences such as architecture and software engineering
- Distinctive features are:
- direct user and provider participation in a faceto-face collaborative venture to co-design services, and
- a focus on designing experiences as opposed to systems or processes (thereby requiring ethnographic methods such as narrative-based approaches and in-depth observation)

Design theory tries to describe or explain design activity



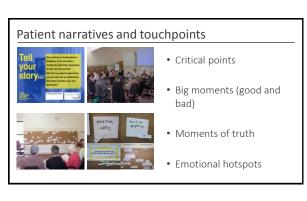


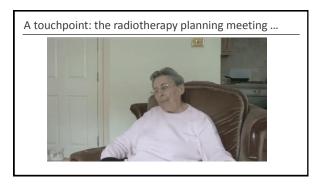
















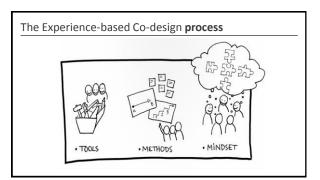


# Prototyping

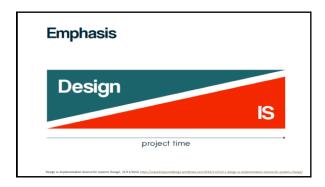
- move beyond talking and thinking about a touchpoint to actually making progress toward action
- giving permission to explore new behaviours
- lots of different methods: can vary from paper sketches, to a physical model, to a fully acted out service (role play)
- make prototypes 'early, ugly & often'; create something quickly, test it, and then iterate the design
- build buy-in from partners and other stakeholders





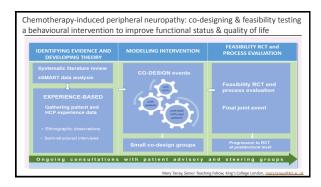








'Out There': Developing a transition pathway for adolescent & young adults (AYA) with cancer · using EBCD in AYA oncology setting to develop a transition pathway from hospital to home following treatment video recording of interviews for both 'Out There' staff & AYA in order to give each group equal experience of engagement in EBCD process 'Out There' mobile phones for clinical nurse specialists to use to communicate with AYA patients support with fertility and relationship advice at key points during and after treatment







### Critiques of co-design, co-production

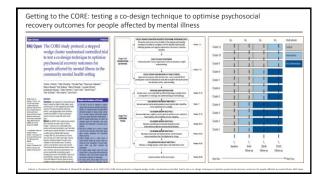
- little critical engagement with issues of power and power relations
- notions of equality, equal contribution & mutual respect are difficult to establish in health & social care
- service user empowerment & democratization of service provision risk being deployed simplistically
- 'dark side' (oppression & social exclusion):
- reinforcing inequalities
- 'captured' co-production
- substitution of labour; socio-economic context in which co-production takes place ('race to the bottom at time of austerity')
- cover for political decisions; constrained by 'politically defined visions of the future' or radically emancipatory in nature?

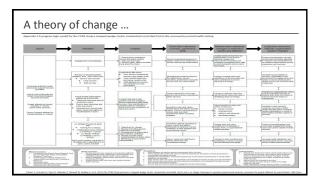
ems, R., et al. (2010). "Codesigning as a Discussive Practice in Emergency Health Services: The Architecture of Deliberation". The Journol of Applied Behavioral Science, 46: 73–91; Fair, M. (2011). "Citizens and the co-creation of public services inconsistent." In Disberons, S. et al. (2016). Cap production and the co-creation of wake in public services. Inchine Insurance of Computer Science, S. et al. (2016). Cap production and the co-creation of wake in public services: an extension of science of Computer Science (Computer Science).

### The evidence base for co-design & co-production

- very weak on evidence of impacts
- breadth of terms & lack of focus; as meanings become more diffuse and confused, claims made for potential become more fanciful
- lots of single case studies ('000s); strong on nature and level of co-design/coproduction but weak on wider, long term impacts
- hope that can transform service outcomes without increasing costs unproven; economic case hard to sustain
- · lack of longitudinal evaluation

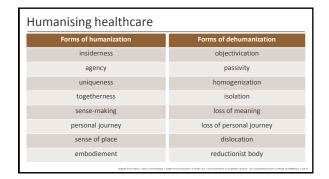
Loeffler C & Bovaird T. (2016) 'User and Community Co-Production of Public Services: What Does the Evidence Tell Us?' International Journal of Public Administration. Vol. 39
Durose C, Needham C, Mangan C et al. (2017) Generating 'good enough' evidence for co-production. Evidence & Policy, 13(1):135-151











### Recap

- neither co-design nor co-production are new concepts
- situating them within healthcare 'Improvement Science' is (relatively) new
- misuse of terms & concepts risks denuding them of radical meaning
- focus needs to shift away from collecting more data on patient experience towards embedding co-design/co-production mindset as a way of doing QI 'work' in healthcare
- evidence is growing about the effectiveness of co-design/co-production approaches but what are our theories of change?
- co-design/co-production represent a radical way of thinking of the role of patients & a structured process for involving them in all stages of QI

