

# Tool wp 2 Learning Resource Co-Design



**Objective :** New ways of learning : Interactive and inclusive learning situations where the user is playing the active part

## Description of the aims

- Explore new ways on how the user can share and pass on his knowledge
- Raise the awareness of the public regarding the user's abilities
- Give recommendations to everyone who wants to use this method ( what to do, what not to do)

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### Path



- We put up a **list of existing situations**.  
Situations where the users are already playing an active role.
- We developed a **questionnaire**. We asked professionals how they approach the situation as such, the preparation process and the didactical material they use (or visual helps)
- We **explored situations** where users maybe can play an active role in future, but have not yet.  
Again, a questionnaire for the people in charge was designed. We asked similar questions as in the other questionnaire.
- People were **encouraged to tell us** about their experiences in such situations or activities
- Our users **participated in activities** related to the subject:  
They **listened and observed** other people doing things.  
They **participated actively**, sometimes by doing a small part themselves.  
They got an experience of **how it feels like**.

We continue to create situations, where the users can have an active part.  
The users participate actively by preparing their own roles in such activities.  
They bring in ideas. We write them down.

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We discuss with them other, new ideas:  
Could it work, why not, what do we have to change.  
We write it down and develop the visual aids we need.  
For example the visual aids for a presentation.

### Tools used (from wp1):

- Reports in easy to read
- Questionnaires in easy to read and pictograms
- Videos

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### Watch out!

#### To be avoided!

- Do not be too theoretical.
- Do not use difficult words.
- Do not “design” by sitting round the table.  
The users need the real “experience”



#### Tips...

- Repeat, say again, resume regularly what you are doing in the project, because coproduction is a difficult subject.
- Use an easy language and visual helps

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### Results



- Questionnaires, interviews.
- Make a list of the existing activities:  
Where do users play already an active role  
in a learning context?
- Explore new possibilities nobody thought of before
- Raise the awareness of the people,  
inside or outside the institution:  
What opportunities do we have  
where users participate actively?
- Develop didactical material and visual helps  
for users to prepare a presentation
- By playing an active role the users have gained confidence.

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**Interesting links...**

**Questionnaires :** interview for the professionals