Develop novel ways to use an established tool named Inclusion Prompt Cards in innovation processes

Keywords
Universal design, CO-creation, Design methods, Design games, Boundary objects

Project description
In this thesis, you will review design research relating to design methods, design games, boundary objects, and universal design to explore using games, cards, and methods in development work. What are the pros and cons?

Universal design of technology is about creating inclusive, accessible solutions usable by all people despite ability, gender, ethnicity, age, etc. Universal design of technology is an effective strategy for "leaving no one behind", a central principle behind the UN Sustainable Development Goals.

Through interviewing and/or co-creating with experts in co-creation, design methods, and game design you will apply your insights to developing novel ways to use the established Ability Prompt Cards. For which purposes can they be used? And how?

Choosing this project presents a unique opportunity to collaborate with DTU Skylab, and to develop tangible methods which will benefit the society at DTU Skylab and beyond.

Supervisors
Dagny Valgeirsdottir
John Paulin Hansen

Thesis level
Master project

Contact
Dagny Valgeirsdottir, DTU Skylab at dagnva@dtu.dk.

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