#### THERE'S SOMETHING ABOUT MODELS...

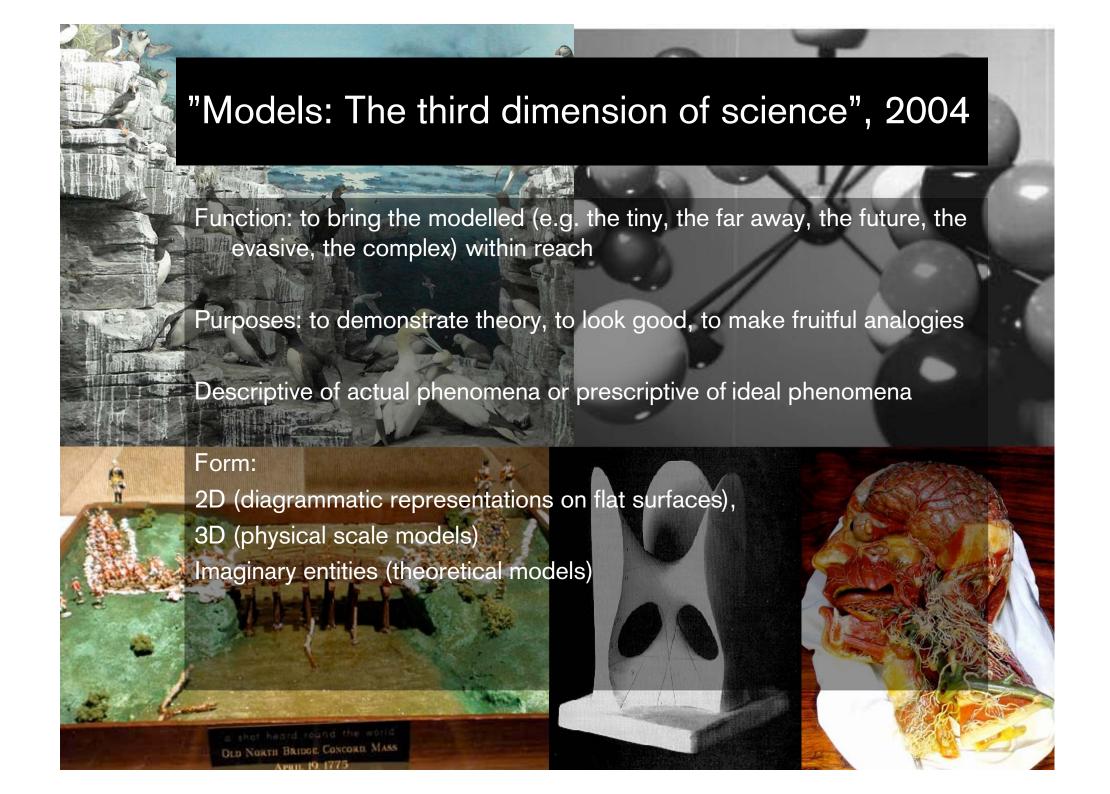
Models are VERY different!

The "Design Dialogue" model: Selling a new way of working

Contemporary innovation models

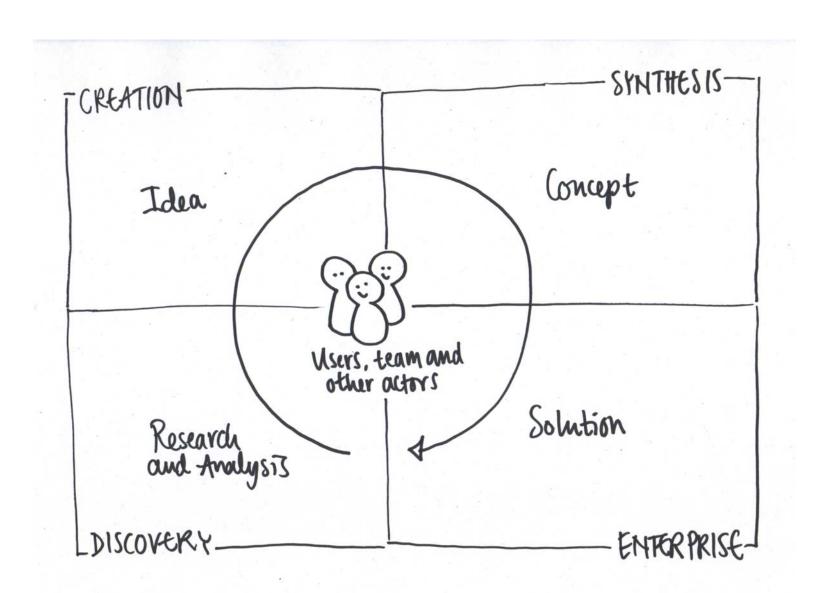
Features for our modelling?



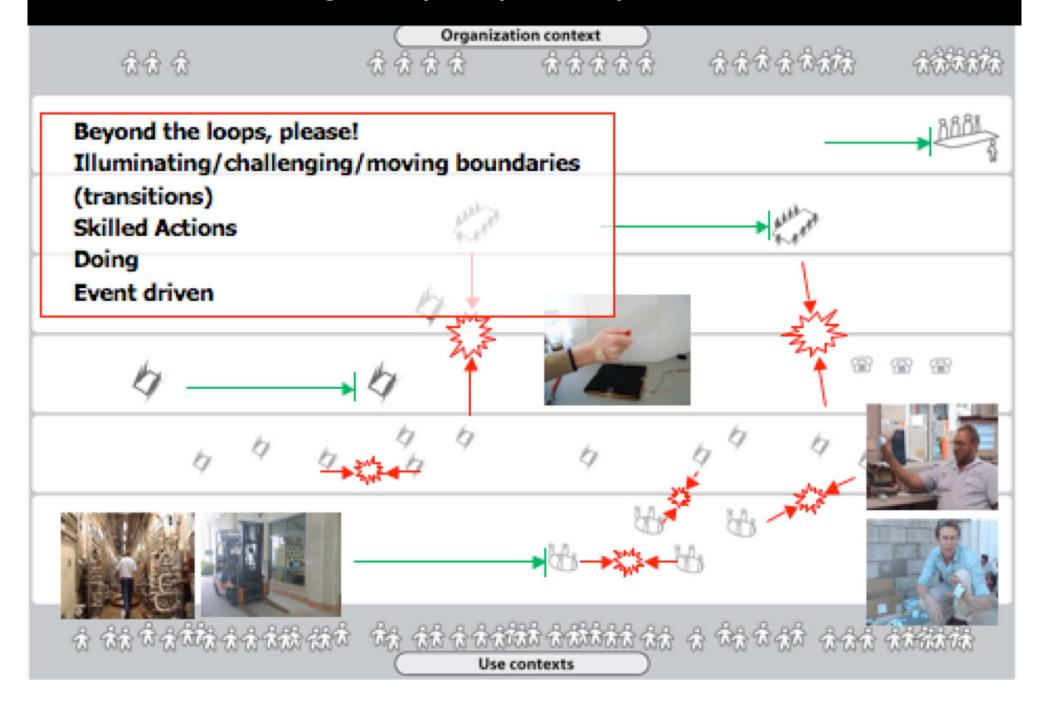


The "Design Dialogue" model: Selling a new way of working

## 1508: coherent rendering of process



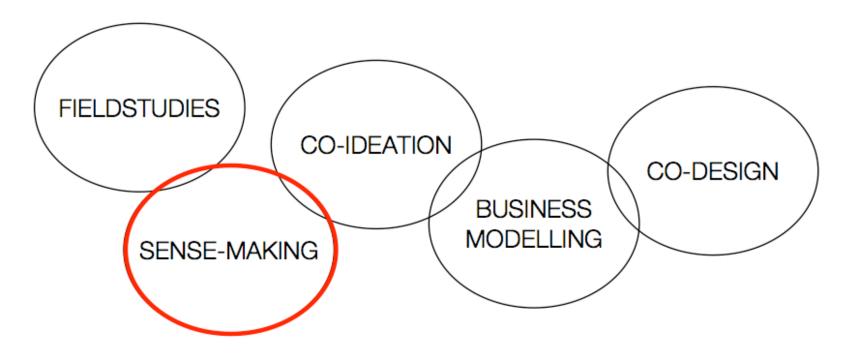
## SPIRE: describing complex past experiences



#### SPIRE: promote core activities

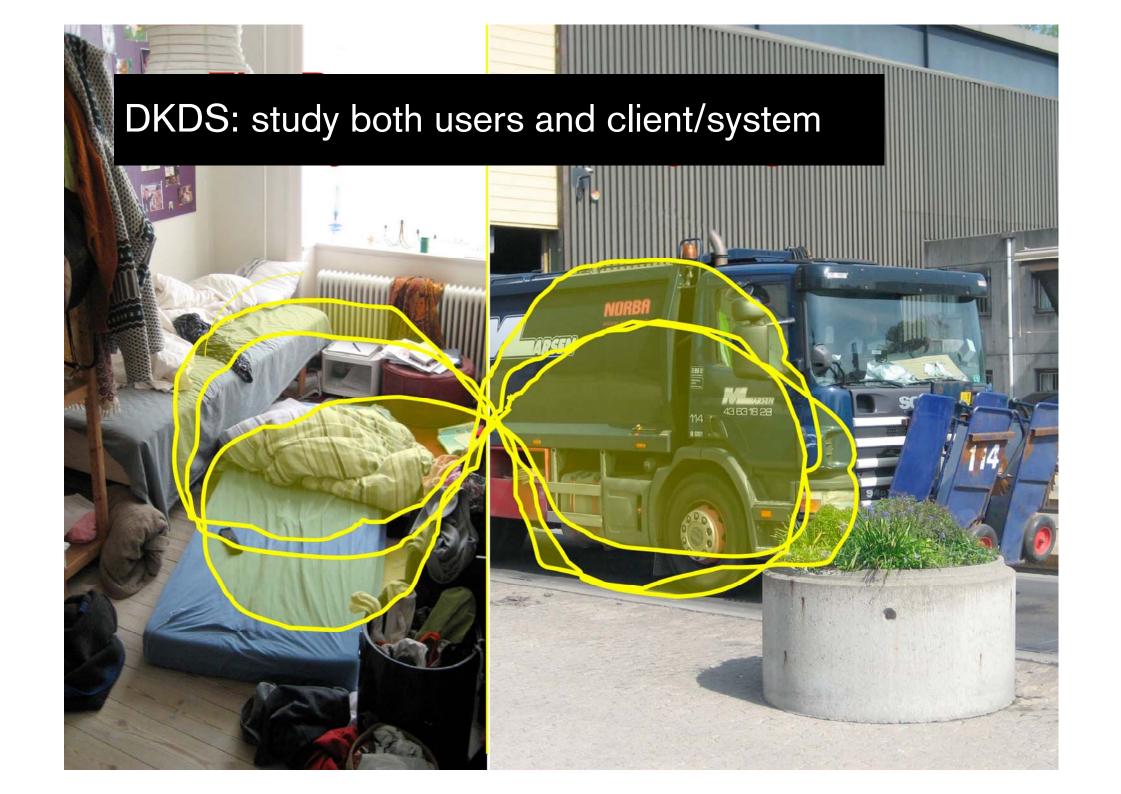
#### Participatory Innovation

Et forløb af aktiviteter i samspil med brugere



#### Dobbelt formål:

Viden om brugere, inspiration til at gen-tænke praksis Forretningsmuligheder i form af produkter, services, organisering

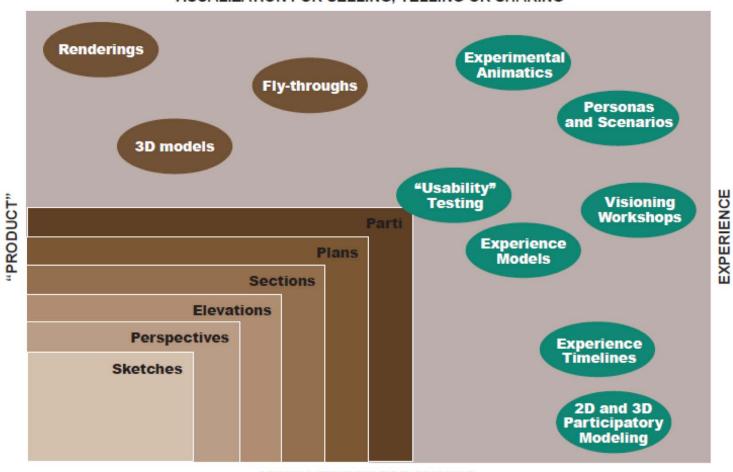




# to print

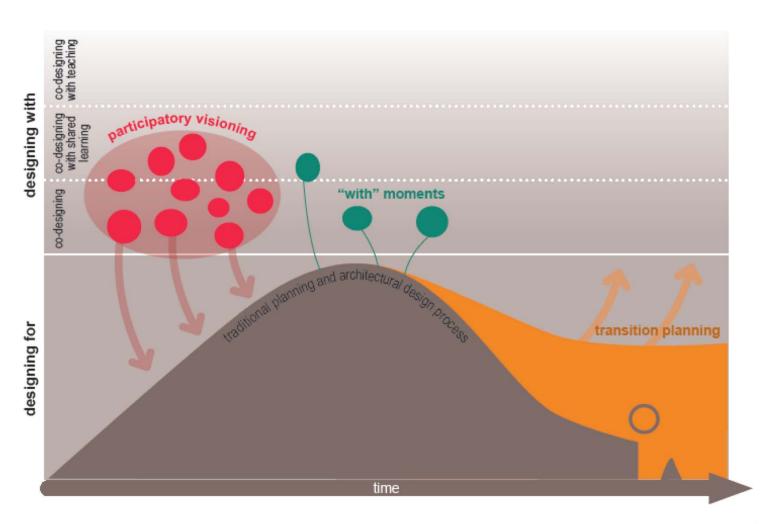
#### MAKETOOLS: New forms of visualization

#### VISUALIZATION FOR SELLING, TELLING OR SHARING

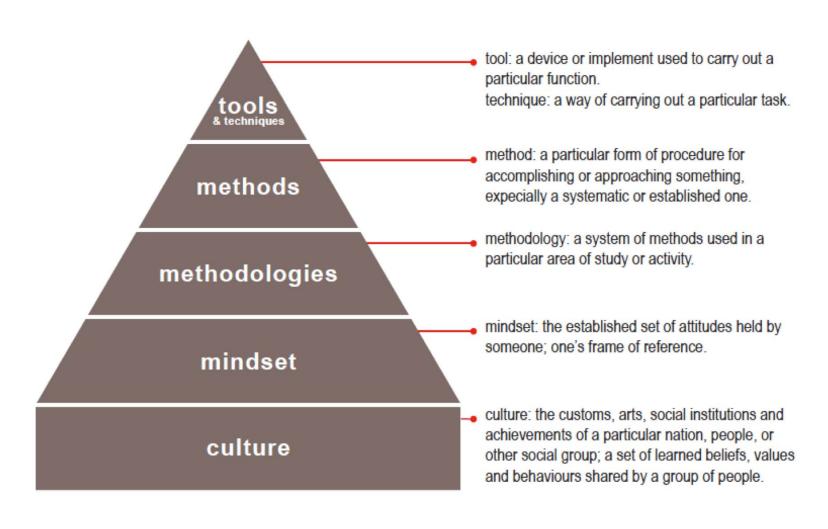


VISUALIZATION FOR MAKING

## MAKETOOLS: designing with the client



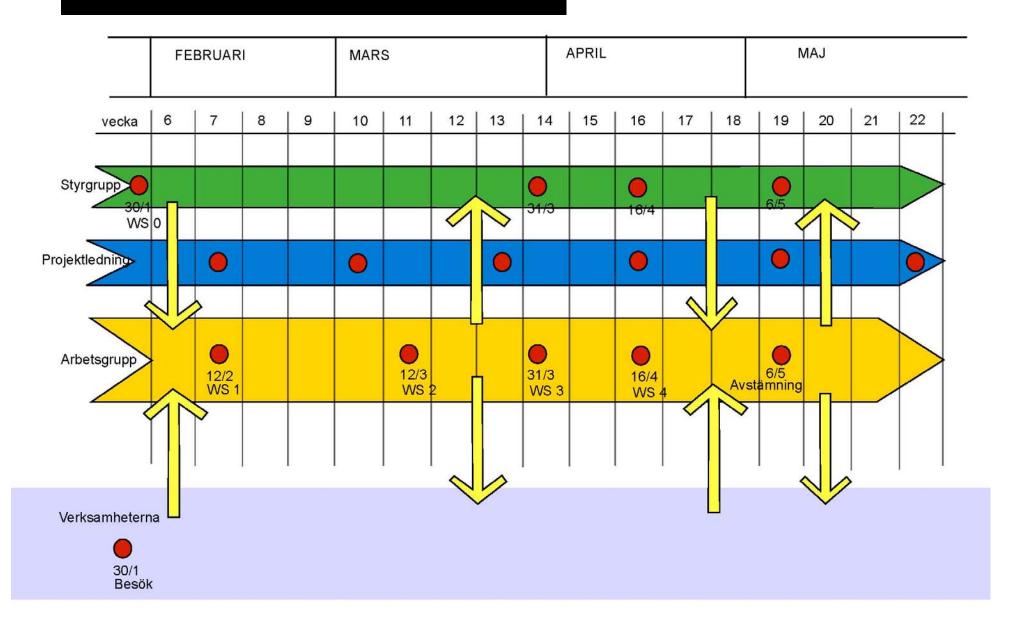
#### MAKETOOLS: defining and clarifying concepts



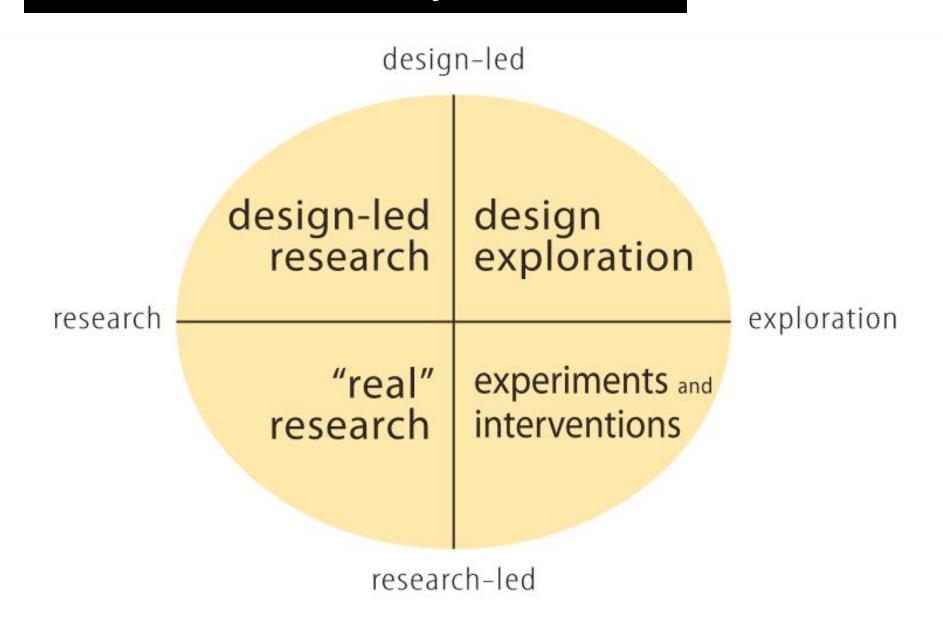
#### SWECO: a model that sells



# SWECO: plan for control



### MAKETOOLS: discovery framework



#### **MAKETOOLS:** ideation

# Information

idea

Values reliability, validity and rigor

Builds upon investigation, analysis and planning

Relies on extrapolation from the past as a way to move into the future

# Inspiration

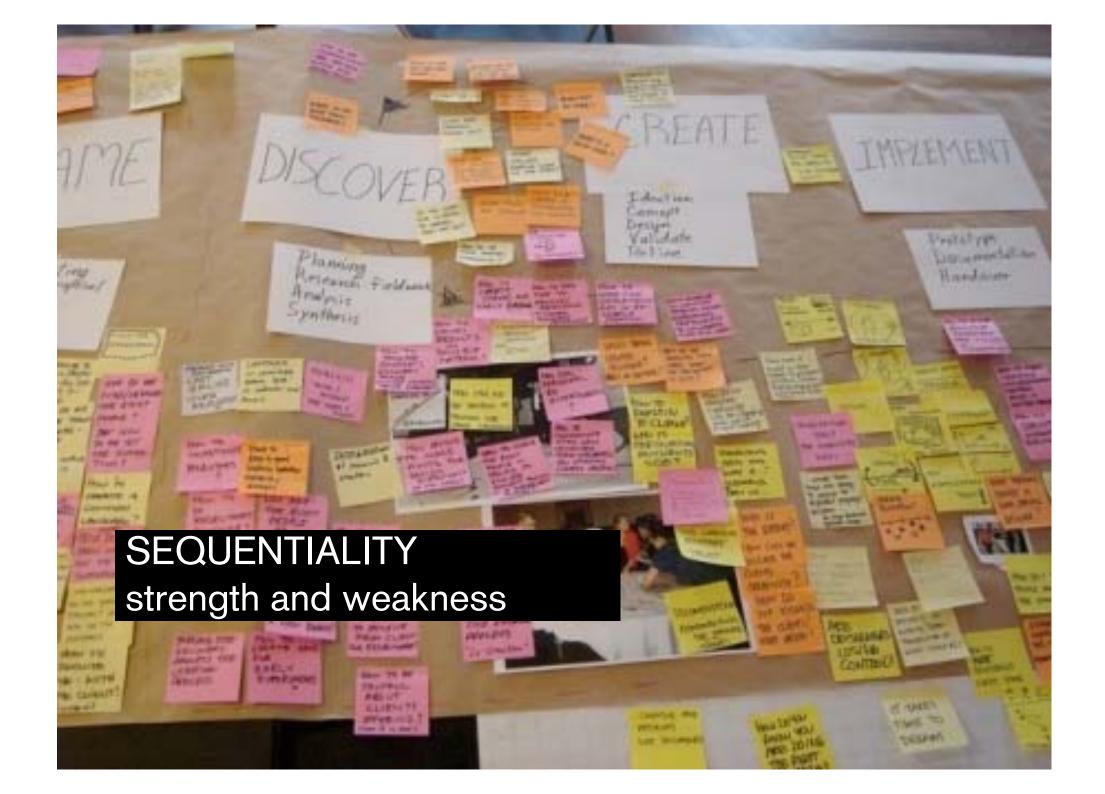


Values relevance, generativity and evocativeness

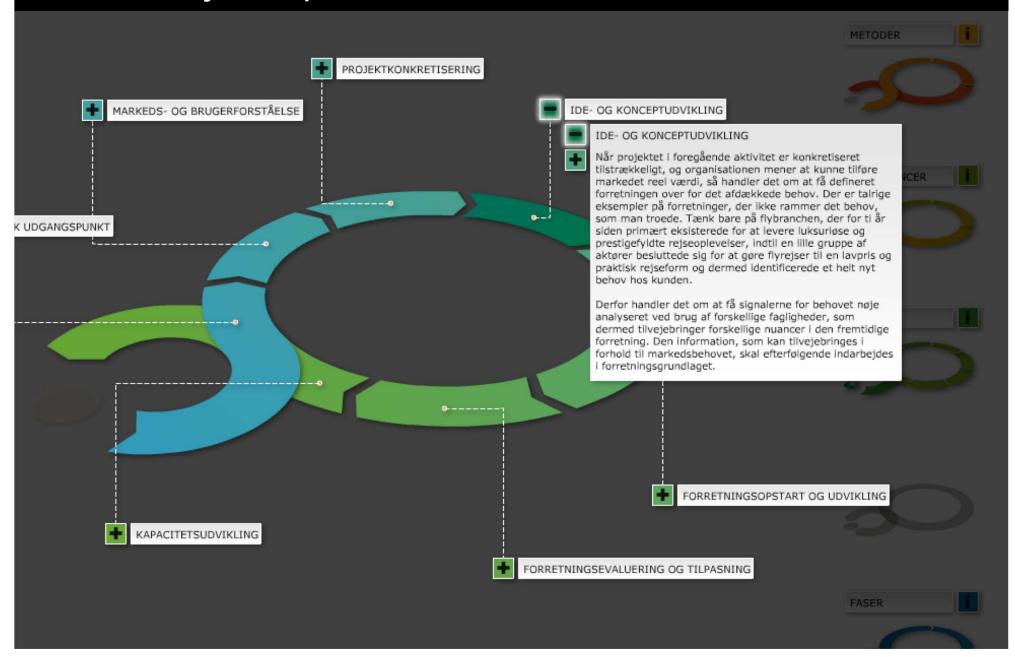
Built through anticipatory thinking, ambiguity and surprise

Draws primarily from the future, using imagination as the basis for expression

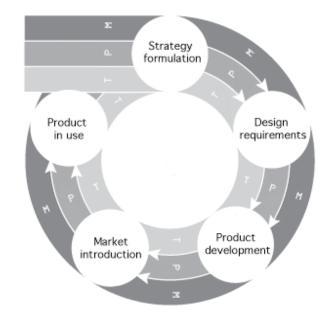
# CONTEMPORARY INNOVATION MODELS

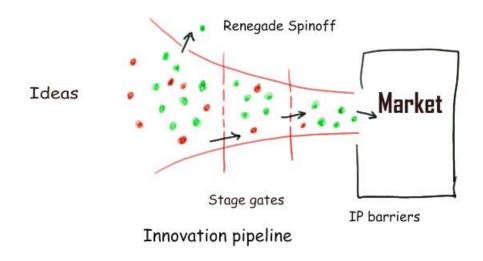


# DESINOVA STRATEGIC INNOVATION MODEL: non-linearity *and* phases!?

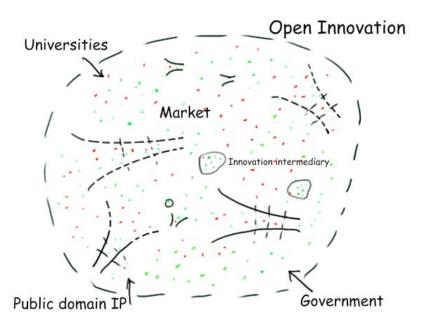


# CIRCULAR, CLOSED & OPEN INNOVATION MODELS

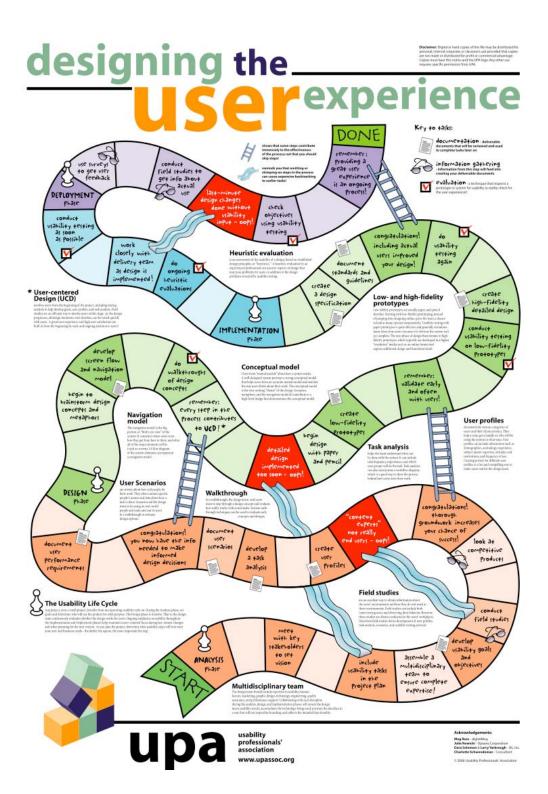




Closed innovation model



UPA:
explaining new
practices to
themselves





INFOGRAPHIC: one narrative, many models

#### FEATURES FOR OUR MODELLING

OVERALL PURPOSE: selling? — doing? — understanding?

PARAMETERS (raw material for new diagrams and mini models):

AUDIENCE: clients — consultants — students — design researchers

#### META:

descriptive — prescriptive map — process — framework

#### APPROACH:

design-led — research-led
expert mindset — participatory mindset
rational analysis — analysis as social negotiation
for client — with client
change to understand — understand to change
by discipline (eg. graphical design) — by outcome (eg. a service)

#### **TOOLS + TECHNIQUES:**

visualization for making — visualization for selling, telling, sharing brainstorm — bodystorm familiarization — estrangement information — inspiration

#### PROTOTYPING:

product functionality — interactive experience generative prototypes — evaluative prototypes

#### IMPACT:

new products and services — organizational shift solve problems — device new questions, reframing current — future