



The Playdate: Exploring how to host a learning exchange

Lisa Grocott, Ilya Fridman
lisa.grocott@monash.edu
Monash University
Monash University, Caulfield Campus,
900 Dandenong Road, VIC 3145, Australia

Workshop outline

If we want service design to evolve in conversation with the socio-cultural messiness inherent to the field, we should carve out spaces where we regularly question and explore our practices. This session plays with how we might translate the experiential conference workshop to the workplace. The kids playdate is introduced as an analogous situation for exploring how designers might learn from other designers, intentionally emphasizing how the learning exchange would embody the value of reciprocity and the principles of participatory prototyping. What a parent might call sharing and playing nicely with friends.

Playdate principles create a space for collective experiencing and proposing of how the learning encounter serves us as life-long learners. Distinct from the one-sided dry run of a workshop or the passive case study presentation, the playdate invites guests to show up with their expertise, hard won wisdom, and independent curiosity so we might learn together.

Keywords: participatory design, workshop design, learning, design-based research, play