Community-based participatory research has benefited from a plurality of perspectives and methods. Design thinking, a set of processes derived from industry, architecture, and consumer science, can benefit community-based inquiry, despite being prima facie distinct from social services. However, design thinking also

The Paradox of Design Thinking in Community-Based Research

If we, as community practitioners, want to uproot white supremacy, can we utilize such methods to further community-based goals?

Provided we recognize our biases and proceed accordingly.

Design thinking and white supremacy

Being aware of the inherent biases in design thinking

- Eurocentricity reflects those values to begin with
- Industrial aspect: agglomeration of power. Serves built environment, physical stuff, industry
- Design professionals being pretty homogenous — in the HEADS data summaries (2014–15):

10%

Latinx graduates

African American graduates at design school

1196

women in design leadersehip positions

People who are pushing beyond this lens:



ANTONIETTE CARROLL

Equity Centred Community Design

KELLY ANN MCKERCHER



Disabled List

Co-design

DR. DORI TUNSTALL

Decolonise Design, OCADUCO



Effectively incorporate design methods in inquiry

There is lots that communitybased research can learn from design thinking approaches

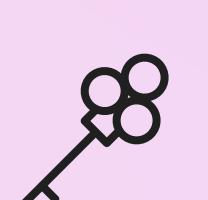
Structuring qualitative interviews with a design mindset



Being curious (e.g. curiosity, open-ness, appreciative inquiry)



Creating spaciousness for emergence



Valuing lived experiences of participants

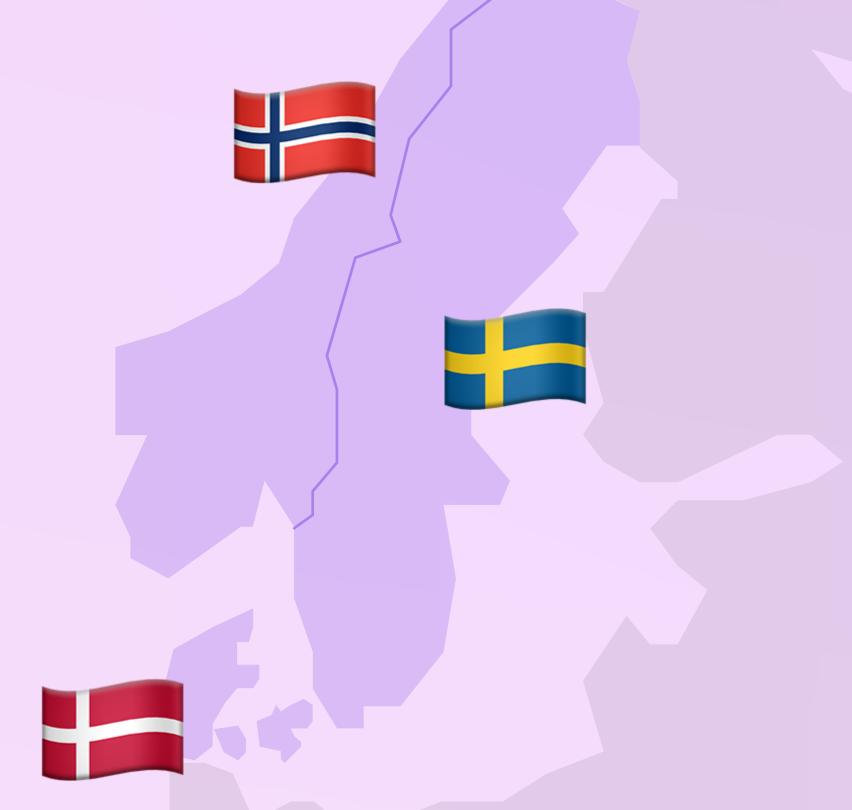


Research in context, both observational and situated



Designing and researching with, not for (ie. power-sharing)

- Leveraging participatory, co-design methods to go deeper by understanding through making (see Liz Sanders et al.)
- There is a long history of attempted power sharing through participatory design movement in Scandinavian countries



Construct the output of the process to bring change

Understand the 'users' of our outputs and design for their needs, and we need to be more creative about how engage people

- The current **R2P paradigm** can be improved. There can be up to a 17 year dissemination gap.
- Design is a form of **praxis** theory and practice we can learn from ideas of prototyping and testing our ideas in the real world to understand their efficacy.
- Citations from academic articles are not always good measure of outcomes (article with 0 citations - 5 community members, 50 hours)
- We can **get creative** about the formats that will be compelling and useful. For example:



Sharing research insights through instagram stories



Patti Carlson's talk about marketing your insights: "Level up the influence and impact of research insights with an internal marketing

But ultimately, we should dialogue with end users to determine what types of outputs help them to enable change!