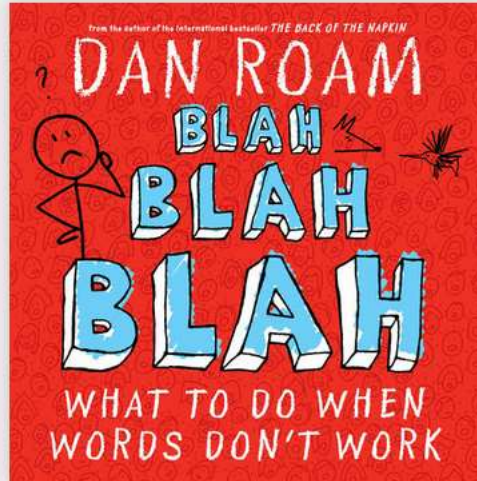🎁 *Earn Points on this Purchase!*

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ABOUT DAN ROAM

Dan Roam is the internationally bestselling author of five books on visual communication, including The Back of the Napkin, Blah Blah Blah, and Show and Tell, and is the founder of the Napkin Academy, the world's first online visual-thinking training... More about Dan Roam

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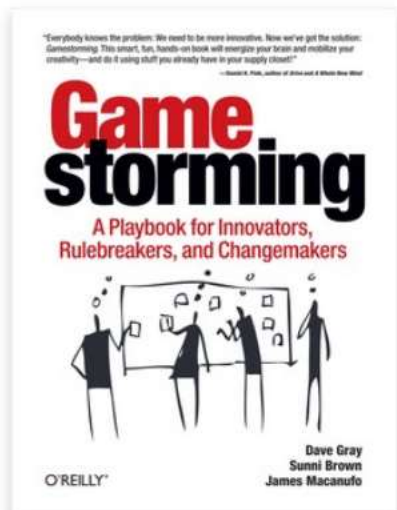
Gamestorming

by Dave Gray, Sunni Brown, James Macanufo
Released July 2010
Publisher(s): O'Reilly Media, Inc.
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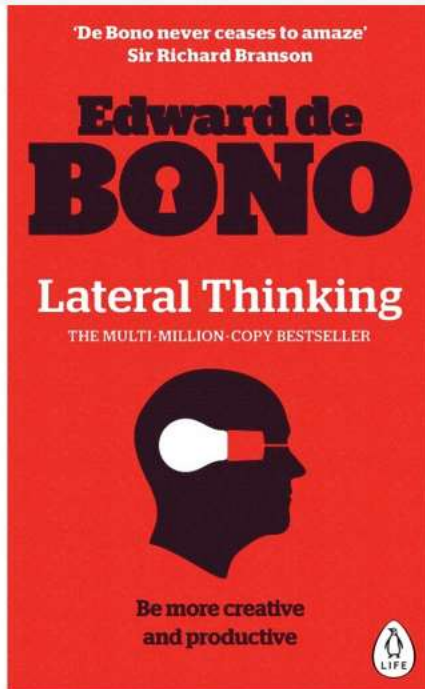
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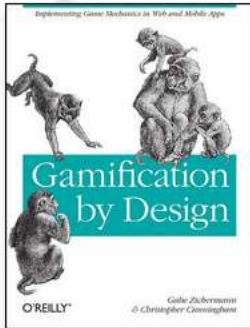Paperback   Ebook

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Gamification by Design

by Gabe Zichermann, Christopher Cunningham

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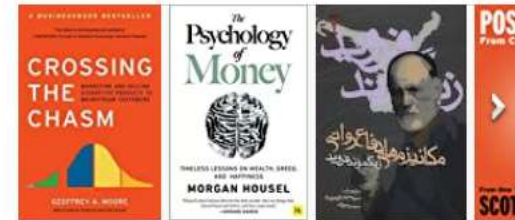
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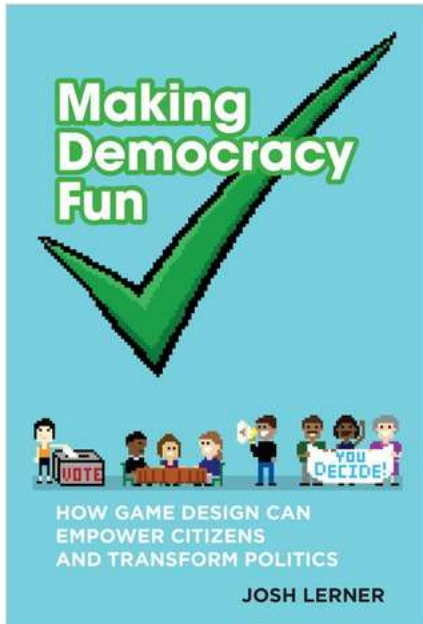|	
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How Game Design Can Empower Citizens and Transform Politics

By Josh A. Lerner

Drawing on the tools of game design to fix democracy.

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new book, which uses a huge variety of cases and a compulsively readable style to show how public participation can be made gratifying, interesting, and enjoyable. Lerner shows how smart organizers and leaders are figuring out how we can move beyond dry, boring, unproductive public processes.

Matt Leighninger, Executive Director, The Deliberative Democracy Consortium, and author of The Next Form of Democracy

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▶ EPISODE 61 (APR. '14): Josh Lerner
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of good game design. What if public meetings featured competition and collaboration (such as team challenges), clear rules (presented and modeled in multiple ways), measurable progress (such as scores and levels), and engaging sounds and visuals? These game mechanics would make meetings more effective and more enjoyable — even fun.

Lerner reports that institutions as diverse as the United Nations, the U.S. Army, and grassroots community groups are already using games and game-like processes to encourage participation. Drawing on more than a decade of practical experience and extensive research, he explains how games have been integrated into a variety of public programs in North and South America. He offers rich stories of game techniques in action, in children's councils, social service programs, and participatory budgeting and planning. With these real-world examples in mind, Lerner describes five kinds of games and twenty-six game mechanics that are especially relevant for democracy. He finds that when governments and organizations use games and design their programs to be more like games, public participation becomes more attractive, effective, and transparent. Game design can make democracy fun — and make it work.

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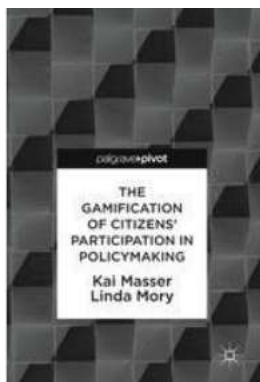
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The Gamification of Citizens' Participation in Policymaking

Authors: **Masser**, Kai, **Mory**, Linda

THE
GAMIFICATION
OF CITIZENS'
PARTICIPATION IN
POLICYMAKING

Kai Masser
Linda Mory

Examines the use of game elements to encourage citizens to participate in political decision-making and the planning of large-scale public sector projects

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This book examines the use of game elements to encourage citizens to participate in political decision-making and the planning of large-scale public sector projects. It argues that success is based on a personal concern with the project and a belief in the influence on political decision making, but also on fun. Without fun, only a very small group of the 'usual suspects' will participate, especially in classic policymaking approaches like citizens' panels which require time and physical attendance. The book also examines the relationship between representative democracy and citizen participation from the perspective of direct democratic instruments in Germany. Readers from different countries with different political systems can decide for themselves, if and how the results from Germany are transferable to their respective conditions. Grounded in theoretical literature and statistical data, the book also makes use of narratives, applying a 'storytelling' approach to the case studies.

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Participatory Design and Self-building in Shared Urban Open Spaces

Community Gardens and Casitas in New York City

Authors: **Mees**, Carolin

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The book investigates the development of community gardens with self-built structures, which have existed as a shared public open space land use form in New York City's low-come neighborhoods like the South Bronx since the 1970s. These gardens have continued to be part of the urban landscape until today, despite conflicting land use interests, changing residents groups and contradictory city planning. Both community gardens and self-built structures are created in a participatory design and self-built effort

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Disentangling Participation

Power and Decision-making in Participatory Design

Authors: **Bratteteig**, Tone, **Wagner**, Ina

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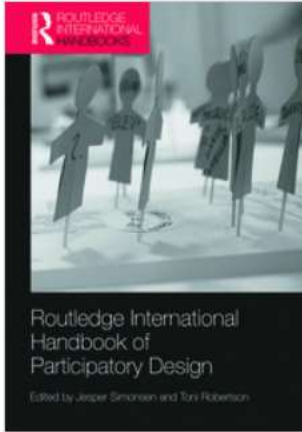
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Routledge International Handbook of Participatory Design

Edited By Jesper Simonsen, Toni Robertson

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Participatory design is about the direct involvement of people in the co-design of the technologies they use. Its central concern is how collaborative design processes can be driven by the participation of the people affected by the technology designed. Embracing a diverse collection of principles and practices aimed at making technologies, tools, environments, businesses, and social institutions more responsive to human needs, the *International Handbook of Participatory Design* is a state-of-the-art reference handbook for the subject.

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The *Handbook* brings together a multidisciplinary and international group of highly recognized and experienced experts to present an authoritative overview of the field and its history and discuss contributions and challenges of the pivotal issues in participatory design, including heritage, ethics, ethnography, methods, tools and techniques and community involvement. The book also highlights three large-scale case studies which show how participatory design has been used to bring about outstanding changes in different organizations.

The book shows why participatory design is an important, highly relevant and rewarding area for research and practice. It will be an invaluable resource for students, researchers, scholars and professionals in participatory design.

Table of Contents

Preface. 1. Participatory Design: An introduction *by Toni Robertson and Jesper Simonsen*
Section I: Participatory Design – Contributions and Challenges 2. Heritage: Having a Say *by Finn Kensing and Joan Greenbaum* 3. Design: Design Matters in Participatory Design *by Liam Bannon and Pelle Ehn* 4. Ethics: Engagement, Representation and Politics-In-Action *by Toni Robertson and Ina Wagner* 5. Ethnography: Positioning Ethnographic within Participatory Design
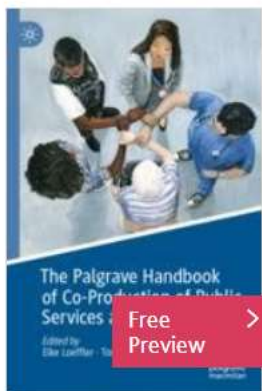
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Authors: **Cepiku**, D., **MARSILIO**, M., **Sicilia**, M., **Vainieri**, M.

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Carl Mitcham
Colorado School of Mines

David Munoz
Colorado School of Mines

Abstract

Humanitarian Engineering reviews the development of engineering as a distinct profession and of the humanitarian movement as a special socio-political practice. Having noted that the two developments were situated in the same geographical and historical space -- that is, in Europe and North America beginning in the 1700s -- the book argues for a mutual influence and synthesis that has previously been lacking. In this spirit, the first of two central chapters describes humanitarian engineering as the *artful drawing on science to direct the resources of nature with active compassion to meet the basic needs of all -- especially the powerless, poor, or otherwise marginalized*. A second central chapter then considers strategies for education in humanitarian engineering so conceived. Two final chapters consider challenges and implications.

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Throughout history, humanity has been plagued by a myriad of humanitarian crises that seemingly take the form of perpetual human suffering. Today, approximately 125,000,000 people require humanitarian assistance as the result of famine, war, geopolitical conflict, and natural disasters. A core component of this suffering is afflictions related to human health, where disturbances strain or overwhelm the existing healthcare infrastructure to create the conditions for an increase in morbidities and co-morbidities. One of the more startling elements is the loss of life to preventable medical conditions that were not properly treated or even diagnosed in the field, and is often due to the limited interventional capacity that medical teams and humanitarian practitioners have in these scenarios. These individuals are often hindered by medical equipment deficiencies or devices not meant to function in austere conditions.

The development of highly versatile, feasible, and cost-effective medical devices and technologies that can be deployed in the field is essential to enhancing medical care in unconventional settings.

In this book we examine the nature of the creative problem-solving paradigm, and dissect the intersection of frugal, disruptive, open, and reverse innovation processes in advancing humanitarian medicine. Specifically, we examine the feasible deployment of these devices and technologies in unconventional environments not only by humanitarian aid and disaster relief agencies, but also by crisis-affected communities themselves. The challenge is complex, but the financial support and technical development of innovative solutions for the delivery of humanitarian aid is a process in which everyone is a stakeholder.

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Digital Solidarity, Humanitarian Technologies and Border Regimes

Authors: **Marino**, Sara

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Reflects on both opportunities and challenges brought by technologies

About this book	About the authors	Reviews

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