



# Aiming for Inclusion: Co-Creation strategies and practices in Higher Education

**9th EAI International Conference on Design, Learning & innovation  
Halmstad University  
November 7th, 2024**

## **An EduCere Workshop:**

Designing for Diversity, Equality and Inclusion in Higher Education Institutions:  
Exploring issues of sustainability, sense of belonging,  
inclusive designs and co-creation strategies

Skúlína Hlíf Kjartansdóttir, Eva Brooks,  
Kristín Björnsdóttir and Sigurbjörg Jóhannesdóttir

# Workshop Organization

1. Introduction to the topic (5 min.)
2. Introduction to the group work (5 min.)
3. Individual Activity (5 min.)
4. Group Activity: Sharing and Discussion (20 min.)
5. Group Activity: Group arriving at results (5 min.)
6. Sharing of outcomes (20 min.)





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# Introduction to the topic

5 minutes

We will discuss and seek answers to the question:

**How can Co-Creation foster Inclusivity  
in a Digital Higher Education setting?**

## Co-Creation

- *Co-creation as Collaborative Engagement*
- *Co-creation as Partnership in Learning*
- *Co-creation as a Pedagogical Approach*
- *Co-creation as Design for Learning*
- *Co-creation for Inclusive Education*
- ***Creating accessible and inclusive learning environments***
  - Multiple Means of Engagement
  - Multiple Means of Representation
  - Multiple Means of Action and Expression
- ***Developing Co-Creation Practices and Strategies for Inclusion***
- ***Exploring possibilities for Co-Creation with digital technologies***

## Inclusivity:

- *Acceptance and belonging*
- *Feeling valued and included*
- *Access: Ability and cultural differences*
- *Encouragement, expectations*
- *Agency - voice*
- *Process*

**How can Co-Creation foster Inclusivity  
in a Digital Higher Education setting?**



2

# Introduction to the Group-Work

5 minutes

Individual efforts, replying to main question - 5 minutes

Group discussion - 10 minutes

Group arriving at results - 5 minutes

# Groupwork Organization

- 1) In your MURAL board: Each person writes their thoughts in their own section of the placemat, without discussing with the group yet (5 minutes)
- 2) In a BreakOut room: Group Sharing and Discussion (10 minutes).
- 3) Record Key Points: Write the central ideas you agree upon in the middle section of the placemat. Be specific and action-oriented (5 minutes)
- 4) Present and Reflect: All groups merge, present and reflect (20 minutes)

**Look for your group in the Zoom chat!**

# Each Group gets two workspaces:

**BreakOut room in Zoom**  
Remember to turn on your webcam and mike

**Mural board - Place Mat**  
with post-it stickers  
and a Conclusion area



# 4

participants in a group  
each with a different role



## **The facilitator: NAME and email**

This person guides the group through the activity, keeping everyone focused on the task.

## **The recorder: NAME and email**

This role involves taking notes on key points, group decisions, or answers. The Recorder writes down the group's findings in the middle



## **The timekeeper: NAME and email**

This person watches the clock and reminds the group of remaining time, helping them to stay on schedule. They also ensure that the group is progressing according to the timeline.

## **The reporter: NAME and email**

The Reporter presents the group's work to the rest of the class or teacher. They ensure that the group's ideas are clearly communicated and answer any questions from other groups or the instructor.



You have to know the number of your Group  
.... same number in Zoom and Mural.

Take a look at the Zoom chat...  
Open your Mural board!

# MURAL - The Placemat:

## Mural Group 1 - <https://shorturl.at/mhD4x>

- Emma Edstrand
- Thomaas Björner
- Kristín Björnsdóttir \*
- (Judit Hahn)

## Mural Group 2 - <https://shorturl.at/qzOx8>

- Susanne Dau \*
- Annika Lantz-Andersson \*
- Mona Lundin \*
- Jeanette Sjöberg \*
- Sylvana Sofkova hashemi\*

## Mural Group 3 - <https://shorturl.at/U4QPr>

## Mural Group 4 - <https://shorturl.at/owHTi>

## Mural Group 5 - <https://shorturl.at/kdLSm>

# Introductions for how the Mural board works

The screenshot displays the Mural application interface. At the top, the 'EDUCERE 1' workspace name is visible. The central focus is a white welcome card with the text 'Welcome to the mural EDUCERE 1' and 'Collaborate with Kristin Bjornsdottir'. Below this, there are three options: 'Create an account' (white button), 'Log in to Mural' (red button), and 'View as a visitor' (text link). A large green arrow points from the left towards the 'View as a visitor' link. The interface includes a top navigation bar with icons for chat, help, and user management, and a right-hand sidebar titled 'Getting Started' with instructions on how to interact with the canvas. At the bottom, there are role descriptions for 'The timekeeper' and 'The reporter', along with a bottom toolbar containing icons for zooming and other actions.

**Getting Started**

- Double-click on the canvas for sticky notes
- Drag text, shapes, and other objects from the sidebar
- Drag and drop images from the sidebar or your computer
- Paste links and files on the canvas for quick access

**Move around**

- Use your mouse to zoom
- Click and drag to move

**The timekeeper: NAME and email**  
This person watches the clock and reminds the group of time, helping them to stay on schedule. They also ensure that group is progressing according to the timeline.

**The reporter: NAME and email**  
The Reporter presents the group's work to the rest of the class or teacher. They ensure that the group's ideas are clearly communicated and answer any questions from other groups or the instructor.

**The facilitator: NAME and email**  
This person guides the group through the activity, keeping everyone focused on the task. They ensure that each member understands their part and keeps track of time, helping the group to stay organized and efficient.

**The recorder: NAME and email**  
This role involves taking notes on key points, group decisions, or answers. The Recorder writes down the group's findings and prepares any materials that need to be shared with the class.

MURAL

Getting Started

Add objects

- Double-click on the canvas for sticky notes
- Drag text, shapes, and other objects from the sidebar
- Drag and drop images from the sidebar or your computer
- Paste links and files on the canvas for quick access

Move around

- Use your mouse to zoom
- Click and drag to move

← Back to other options

### Continue as a visitor



Your visitor display name

Visiting Ram

By continuing, I agree to MURAL's [Collaborator Notice](#) and [Privacy Notice](#)

View as a visitor

1

2

Write your email  
If you want to get your  
board sent as a PDF

**The timekeeper: NAME and email**  
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**The reporter: NAME and email**  
The Reporter presents the group's work to the rest of the class or teacher. They ensure that the group's ideas are clearly communicated and answer any questions from other groups or the instructor.

# Participants role



**The facilitator: NAME and email**  
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**The recorder: NAME and email**  
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## Post-it Stickers

CONCLUSION



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- Getting Started**
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- Use your mouse to zoom
  - Click and drag to move

# 3

## An Individual part of the Group Work



**How can Co-Creation foster Inclusivity in a Digital Higher Education setting?**

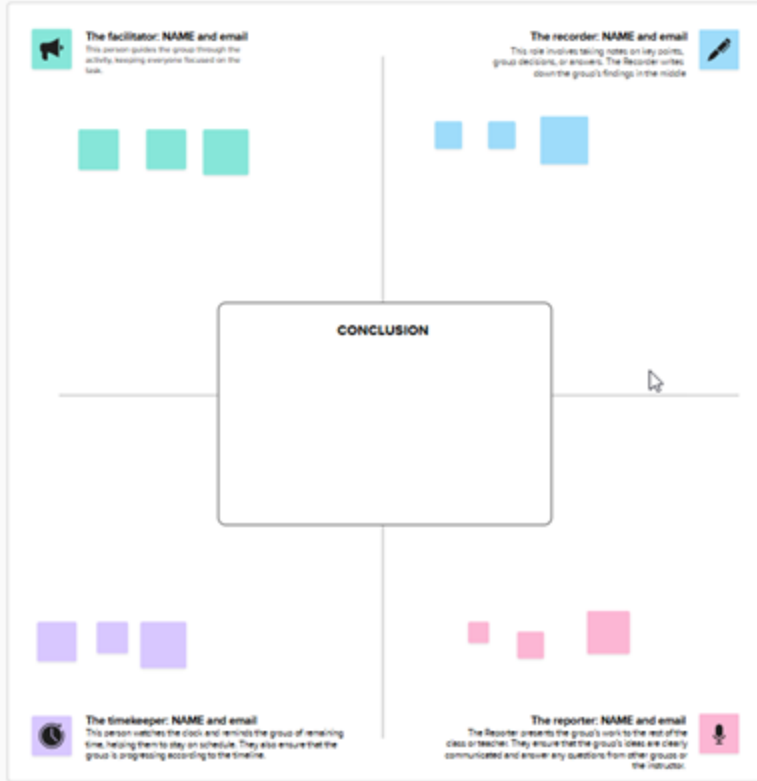
**You can f.ex. answer by mentioning specific examples, challenges, tools or ideas.**

**In MURAL: Each person writes their thoughts in their own section of the placemat, without discussing with the group yet. This gives everyone a chance to reflect and ensures quieter voices are heard. (5 minutes)**



EDUCERE1

# The Mural WorkingSpace



You start brainstorming by using the post-it stickers in your corner of role ! First post-it - Your role!



## The facilitator: NAME and email

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# Group Sharing and Discussion

10 minutes

BreakOut room participation

- 1) Share Ideas: Each person takes a turn sharing their ideas from their section.**
- 2) Identify Common Themes: As a group, they discuss the ideas, focusing on common themes or particularly strong points.**

5

# Group arriving at results

5 minutes

BreakOut room + Mural board

**Record Key Points: Write the central ideas you agree upon in the middle section of the placemat. Be specific and action-oriented.**

The background is a complex, abstract watercolor composition. It features a rich palette of colors including warm oranges, yellows, and reds in the upper half, transitioning into cooler blues, greens, and purples in the lower half. The artwork is characterized by fluid, swirling lines, splatters, and various circular motifs that resemble planets or bubbles. The overall effect is one of dynamic energy and interconnectedness.

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# Sharing of outcomes

20 minutes

Thank you for your participation!