

Students to the front: Using participatory design techniques for OER advocacy

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Workshop summary

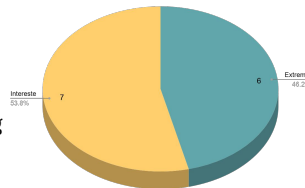
- **Workshop:** A three-hour participatory design workshop on textbook affordability advocacy (including Open Educational Resources)
- **Process:** Participatory design actively invites constituents into the design process to ensure results meet their wants and needs
- **Audience:** 18 student government representatives
- **Session objectives:**
 - Understand options for lowering textbook costs
 - Develop talking points and advocacy activities
 - Assess feasibility and priority of advocacy plan
- **Outcomes:** Students developed three potential advocacy actions they determined to be “do-able”

“The activity about brainstorming ways was super productive + informative to make making this happen seem more realistic.”
- *Workshop participant*

Key takeaways

- 7 question assessment survey
- 13/18 workshop participants responded
- 100% of respondents were either interested (7 respondents) or extremely interested (6 respondents) in implementing their advocacy actions (right)
- **What was interesting or helpful:**
 - Participatory design activities in general (4 respondents)
 - [Input/Output Scorecard](#) activity in particular (3 respondents)
 - Information about textbook costs and student savings (4 respondents)
- **What was confusing or not helpful:**
 - Lack of clarity on what Open Educational Resources are (3 respondents)
 - Workshop length (1 respondent)

On a scale of 1 (not at all interested) to 5 (extremely interested) how interested are you in implementing your action ideas?



Outline & activities

- **Instruction** (1 hour): Background on textbook costs, affordability options, and examples of student advocacy
- **Participatory design activities** (2 hours): Completed in groups of four or five people
 - **Anchors & Sails activity:** Identified opportunities and constraints
 - **Predict Next Year's Headline activity:** Brainstormed goals and possible actions
 - **Input/Output Scorecard activity:** Performed cost/benefit analysis of proposed actions
 - **Final presentations and discussion:** Groups shared their scorecards and built consensus around next steps

Resources & attributions

- [Workshop materials, activity descriptions, and assessment data](#)
- Workshop activities were adapted with permission from Young, S. W. H., & Fargo, H. M. (2019, August). Assessing and Improving the Experience of Underrepresented Populations: A Participatory Design Approach. University of Washington Libraries Workshop, Seattle, WA. <https://scholarworks.montana.edu/xmlui/handle/1/15833>.