SESSION 2:
WHAT’S NEW IN CO-DESIGN METHODS AND TOOLS FOR AGRIFOOD SYSTEMS?

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Introduction

• What is design?
Design means creating something that does not yet exist (Simon, 1982). That differs from understanding something that already exists.
Design occurs when what exists is not sufficient for the designers she/he wants something new to emerge, but she/he does not yet know what a desirable unknown (Hatchuel & Weil, 2002).
Design is shaped by the situation in which it takes place and is enriched by action (confrontation of the designed object to the real-life situation) (Schön, 1983).
The challenges that agriculture faces require disruptive innovations an exploration process is required, but generally hampered by fixation effects (Agogué et al., 2014).
Design is a process, dynamic and collective, sometimes on the long-term, involving a specific reasoning.
During design, knowledge is used and produced (Hatchuel & Weil, 2002).
Innovations are coherent with the sociotechnical system in which they emerge (Rip & Kemp, 1998).

• Who designs?
• What is designed? At which scale? Which objects? Which types of innovations?
• How do we design? Which methods may be used to design?
• Are the designed objects shaped by the situation?
Presentations

- **Co-design at farm level and for regional scaling** - Ecological intensification of livestock production in native grasslands: a case of co-innovation in Uruguay
  
  Santiago Dogliotti et al.; Universidad de la República (Uruguay) *(7 min)*

- **Co-design of cropping systems** - Design workshops for innovative cropping systems: Learning from 12 case studies
  
  Chantal Loyce et al.; Agroparistech, (France) *(10 min)*

- **Co-design of Socio-Technical Innovation Bundles** – Concept and application to Sustainable Intensification of Mixed Farming Systems
  
  Santiago Lopez-Ridaura et al.; One CGIAR *(10 min)*

- **Innovation tracking** - Tracking farmer’s innovations to foster farming systems design: methodological lessons from 14 cases
  
  Chloé Salembier et al.; INRAE – IDEAS (France) *(10 min)*

- ** Farmers as designers** - Roots and uses of an emerging notion in agronomy: farmers designers
  
  Quentin Toffolini et al.; INRAE – IDEAS (France) *(10 min)*
What did you learn?
What did you find surprising?
What will help you in your design activity?
What are you wondering about?
Do you have any experience to share that is consistent or inconsistent with the presentations?
What else would you like to know about design?
Are the objects, designed in a specific situation, applicable elsewhere? How?

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