



## 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 \(France\) \(10 min\)](#)



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# WHAT'S NEW IN CO-DESIGN METHODS AND TOOLS FOR AGRIFOOD SYSTEMS

- 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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- *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 ?*



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