




# PARTICIPATORY RESEARCH WITH CHILDREN: A PILOT WORKSHOP ON DISTRACTION IN MOBILITY

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# PARTICIPATORY RESEARCH...



BUILD A DESIRABLE FUTURE &  
MEET SOCIETAL CHALLENGES

**Bridge the gap** between research community and society

**Hear new voices** that challenge conventional approaches

**Apply new methods** to jointly develop innovative solutions

**Promote creative learning** through active contribution

INVOLVE SOCIETY **as** RESEARCHERS RATHER THAN MERELY SUBJECTS **in AND of** RESEARCH

# ... WITH CHILDREN

CHILDREN are intuitive & divergent thinkers

CHILDREN are often overlooked

CHILDREN embody the future

RAISE AWARENESS on a topic

AWAKEN INTEREST in science

EMPOWER THEM through participation



# IMAGINEO'S APPROACH

EMPOWER CHILDREN

by enhancing their

CREATIVITY & INNOVATION SKILLS

and considering them as

AUTHORS OF SOCIETY

through DESIGN THINKING METHODOLOGY

through BOTTOM-UP PEDAGOGY

through COLLABORATION WITH STAKEHOLDERS



# COLLABORATION IMAGINEO & IFSTTAR



## ENRICH THE SCIENTIFIC PROCESS

- look through children's unique lens
- get inspired by their creative & fresh ideas

## EMPOWER CHILDREN

- stimulate their curiosity & critical thinking
- build empathy, confidence & trust
- develop collaboration & autonomy

DEVELOP TOOLS & FORMATS for participatory research

FACILITATE the relation between researchers & children

# SCIENCE-BASED CREATIVITY WORKSHOPS

## FACILITATOR

- create a safe space
- follow Design Thinking methodology
- implement collective intelligence tools
- facilitate group process

## CHILDREN

- reflect & exchange on the topic
- let ideas emerge & push them further
- imagine solutions together

## RESEARCHER

- embody research interest
- consider children as co-researchers



# PILOT WORKSHOPS ON DISTRACTION IN MOBILITY

imagineo

IFSTTAR





## RESEARCH

- New habits like Pokemon Go & Clash Royal
- Identified dual task motivations: children - boredom vs. adult - urgency
- Choice of working on countermeasure on phone use while driving
- Suggestions based on positive reward and advanced technology



## CHILDREN

- Collection of distraction situations reveals perception of children
- Suggested countermeasures reveal the way they respond to identified challenges
- Development of critical thinking and awareness through active contribution
- Enthusiasm & eagerness to contribute



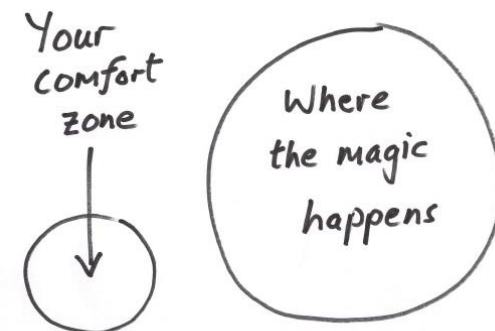
## METHODOLOGY

- Playful discovery of a relevant subject
- Experience of children's self-expression as a source of information
- Outcomes not classically valid data but insightful & inspirational
- Ideation tools necessary to achieve expression of originality
- Difficulty to go deep in Design Thinking process in 3h workshop

# CONCLUSIONS & OUTLOOK

## DESIGN THINKING AS A PROMISING TOOL TO EMPOWER CHILDREN & TO ENRICH SCIENTIFIC PROCESS

- Outcomes do not satisfy conventional quality criteria
- Researcher needs to experience the workshop
- Participatory research as a source of inspiration
- Benefits of Design Thinking: creative exploration, safe space for uncertainty
- Potential of longer formats vs. one-time-only workshops
- Integration of participatory research in scientific process
- Motivation of researchers to step out of their comfort zone



# THANK YOU.

## THE IFSTTAR TEAM:

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## TIME FOR QUESTIONS...

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