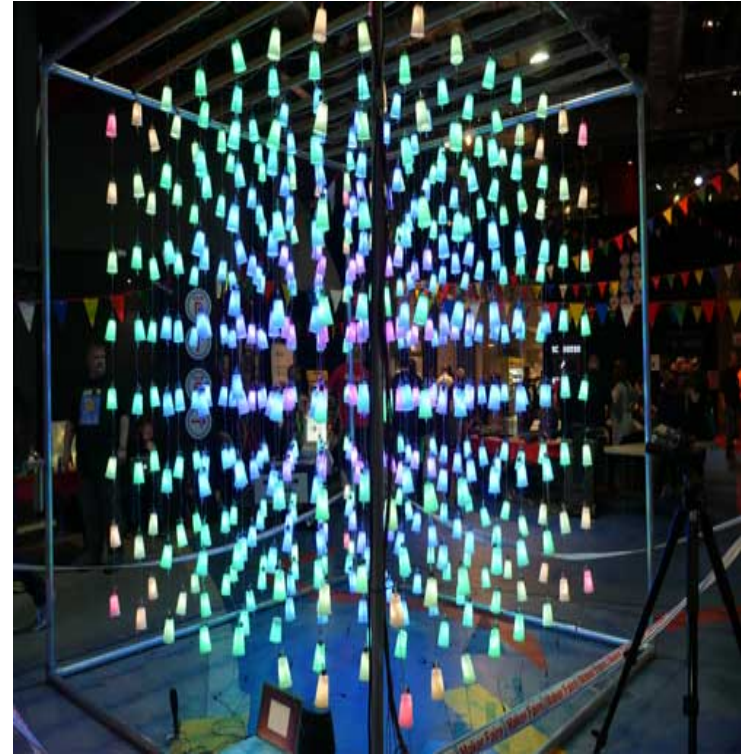


DiDIY

Creative Society

- Exploring the impact of DiDIY on creative society
- Led by David Gauntlett, Professor of Creativity and Design, University of Westminster
- Research Fellow: Dr Isabelle Risner
- Formally runs from 1 March 2016 to 28 February 2017 (12 months)



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Understanding the Digital Proposition

Dr. Isabelle Risner

The Integration of Digital Technologies into Designer-Maker Practice: a Study of Access, Attitudes and Implications.

PhD thesis, May 2013.



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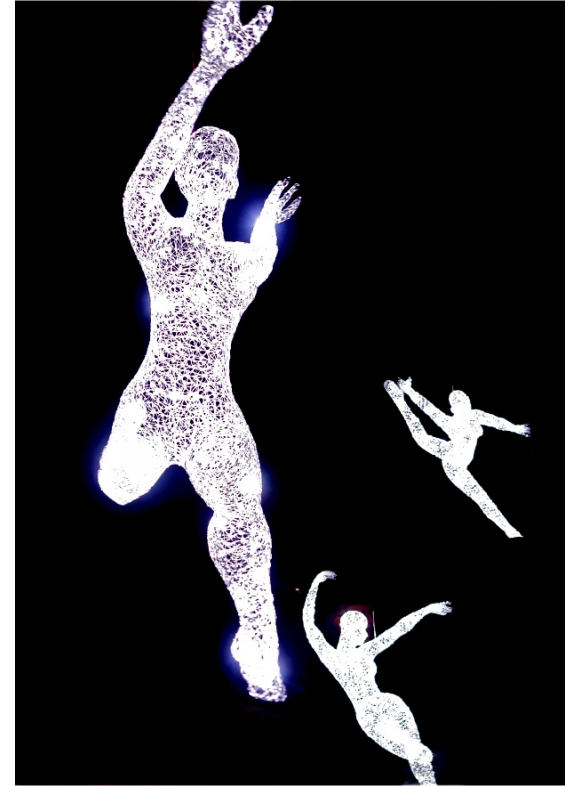
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Creative Society: Research focus

WP5 objective is to study how DiDIY impacts:

DiDIY makers themselves - in terms of fostering creativity, entrepreneurialism, online and offline collaboration and changing attitudes to material production and consumption.

Creative society more generally - in terms of helping societies to overcome pressing social, environmental and economic issues and bring about changes in local culture.



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Research Tasks

Creative Society

Task 5.1. Case studies. Based on interviews with 14 cutting-edge makers and leading figures within the DiDIY field.

Task 5.2. Maker labs. A series of 8 workshops for makers.

Task 5.3. Pop-up design workshops. 6 workshops open to the public in libraries.

Task 5.4. Video series. A series of 6 videos based on the above.



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Case studies

Creative Society

Interviewees chosen from leading makers, maker spaces, organisations and companies, exploring views on the creative impact of DiDIY,:

- Sherry Huss, Co-founder of Maker Faire.
- Dave Shepherd, Barclays Digital Eagle Labs.
- Bethany Koby, CEO, Technology Will Save Us.



Workshops: Creative Society

Engaging around 80 makers:

Four workshops focussing on personal impacts, four on broader social impacts.

Using creative workshop techniques to explore social impact from makers' perspective.

Workshop locations chosen to target groups from hobbyists to technology start-ups.



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Pop-up Design Workshops

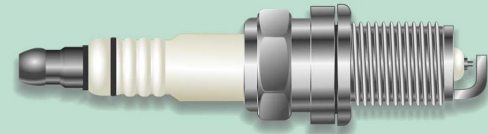
Engaging the public with DiDIY through 6 workshops held in public libraries.

Inviting participants to try out technologies including 3D printing and LittleBits electronics.

Inviting discussion and exploration of the potential of DiDIY for personal and community creativity, through design challenge-led workshops.

Digital DIY & Makercart

SPARK
Creativity Workshops



Would you like to 'have a go' at being creative?
Want to learn how you can use digital tools to

create something?

Register now at <http://bit.ly/28OnMcV>
(spaces are very limited)

Session 1: 10.30am to 12.30pm
Session 2: 2pm to 4pm
Register at <http://bit.ly/28OnMcV>
9th July 2016
Guildford Library
77 North St, Guildford GU1 4AL



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Creative platforms and scaffolding

Availability, quality and diversity of platforms that provide help, support and collaborative environments, on and offline, and how these are created, developed and sustained will be a big determinant of DiDIY's long term success.



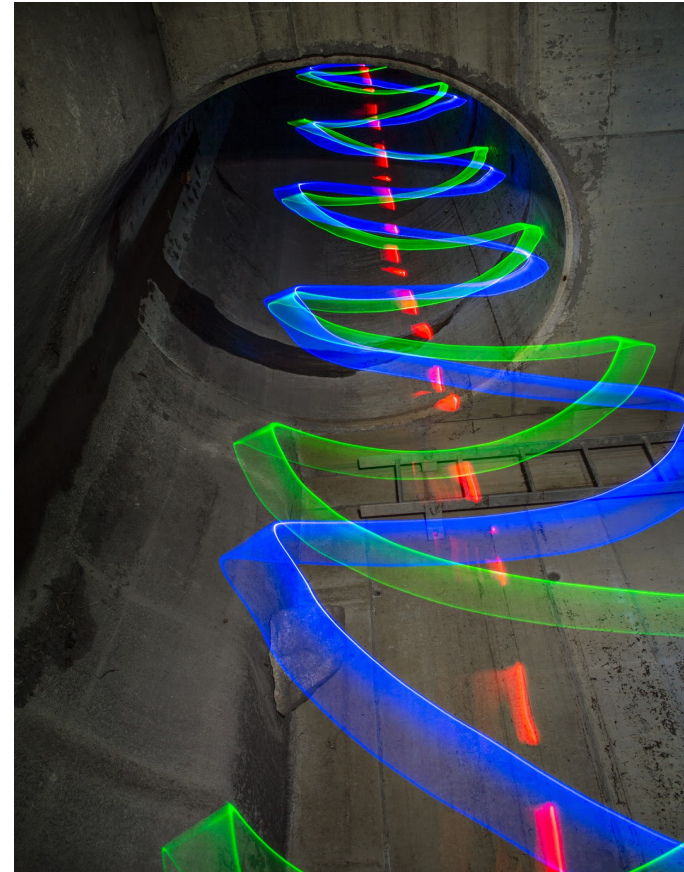
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Conclusions and moving forward

A range of social impacts are emerging, from individual creative satisfaction to broader cultural transformations.

The kind of high quality, creative sustainable sculptures we want to create – as artefacts or social structures – will take a lot of progressive work, commitment and collaboration.



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