

DESIGNERS AND EVALUATORS: A COMMON PLAYGROUND



EVALUATION INPUTS

Valuing the robustness
of findings and analyses

Building on existing
knowledge

Wanting to explain

Systematic analysis

Historical
understanding of
public action

Formulating
assumptions,
Causal analysis

Attention to
values,
clarification of
judgment criteria

Encourage
transitions in
public action

Support
learning
communities

Understanding and
navigating convoluted
systems

COMMON PLAYGROUND

Evidence-informed
complex experiments

Co-construire
en situation de
conflits

Equipping public
actors and changing
ways of doing things

Comfortable
with mystery,
ambiguity

Making objects, tools,
and "free-standing"
visuals

Practical (and intuitive)
understanding of public
action

Empathy by default
for actors

Caring for aesthetics,
beauty, niceness, and
pleasure

Valuing intuition

Assuming
irreverence,
disrupting public
action

Dedication to
finding solutions,
creativity in all
areas

DESIGN INPUTS



Delahais, Gouache