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Co-creating learning spaces in higher education

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THE COOPER UNION

COOPER
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Co-creation vs Participatory design

Co-creation is an “act of **collective creativity** that is shared by **two or more** people” (Sanders & Stappers, 2008, p. 6).

It is a process that emerges from the **interaction** and **construction** of **multiple** perspectives and/or artefacts (Paavola, Lipponen & Hakkarainen, 2004).

In co-creation, the participants are given **equal decision-making power** to the designers (Casali, 2013).



A framework for co-creation

ANARCHIC

Consultation, short-term, eliciting feedback

ARTICULATION

Ongoing for a set period of time, allowing stakeholders to contribute feedback, ideas, and unique perspectives

MATURE

Continuous, ongoing dialogue that spans multiple projects, equal power balance and responsibility across stakeholders.



A framework for co-creation

ANARCHIC

Asking stakeholders to give feedback on current or upcoming learning spaces

ARTICULATION

Encouraging collaborative workshops or activities to generate ideas, discuss their preferences and goals for learning spaces

MATURE

Facilitating full transparency and knowledge sharing, giving stakeholders equal status and decision-making rights in regard to learning spaces

- **Low-cost innovation**
- **Buy-in and long-term adoption**
- **Improved student-staff relationships**
- **Productivity and efficiency gains.**



- **Student engagement & motivation**
- **Student success**
- **Graduate capability**
- **Graduate employability**
- **21st century skills**



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Thank you

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