Prep Notes for Partners Meeting May 19 2017 - Social Justice Repair Kit (SJRK)

Questions for Partners

- How do you consider inclusion in your work with youth now?
- What are your main challenges in considering inclusion / engaging youth?
- How do you want to engage youth in this project? Activities/events/actions?
- What does your engagement process look like for youth not already connected to your organisation?
- Are there specific things you want the IDRC to help with? Do you have ideas for projects around inclusion (building tools and resources or organising events, etc) that we could work on together?

Our Thinking So Far

These are some themes and ideas emerging from the conversations we've had so far...

What We Are Trying To Do

- We want to support your work with youth - to help your organisations be more inclusive, with a focus on eliminating barriers to learning for youth.
- We are interested in how skills such as research, communication and analysis are fostered in informal learning environments.
- We need your input and input from youth in making our existing resources relevant and engaging for youth, as well as ideas for new resources and tools that will support your work in being more inclusive.

Approaches We Might Take

We don't have to do all of these (or any of them), but these are some of the potential approaches that have come up in our conversations. We are interested in your thoughts on these approaches or suggestions for others.

- Using inclusive story-gathering and first-person storytelling as a tool of learning
  - As a way for youth to directly communicate their experiences and needs
  - As a way for youth to learn by doing (technical aspects of story-creation, developing a narrative, writing, editing, other?)
  - Our wiki page on this: https://wiki.fluidproject.org/display/fluid/Storytelling+and+Story-gathering+Resources%2C+Tools+and+Examples
- Providing inclusive design resources focused on youth and providers of services to youth, such as:
  - Working together to build tools that would support identified needs around issues of inclusion in your work, such as publication tools that would make it easier to disseminate information or content in accessible ways.
  - Collaboratively organizing and structuring events to gather input directly from youth about inclusion and accessibility, and engage youth in articulating and solving their own problems.
  - Collaboratively revise existing resources such as the Inclusive Design Guide to make them more engaging and applicable for youth
  - Develop guides for inclusive design activities, workshops and co-design sessions (beginning with existing methods and revising through iterative sessions with youth)

IDRC Inventory

The links below are a sample of some of the work we do here at the Inclusive Design Research Centre, and may help in getting a more concrete sense of what we do here and what we might offer in working together.

Design Guidelines and Practices

We synthesize our discoveries about inclusive design into more general resources offering advice about the practice of inclusive design. Since we are always learning new things, these resources are never really finished, but are living documents of our work that evolve over time.

- "What Is Inclusive Design?": http://idrc.ocadu.ca/about-the-idrc/49-resources/online-resources/articles-and-papers/443-whatisinclusivedesign
- Inclusive Design Guide: https://guide.inclusivedesign.ca/
- Inclusive Learning Design Handbook: http://handbook.floeproject.org/

Software and Design Artifacts

We do practice-based research both to explore various dimensions of inclusive design and produce building blocks for inclusive digital systems. We are often interested in systems and tools that can be adapted and extended to meet an individual's specific needs.

- Learner Options Panel: http://build.fluidproject.org/infusion/demos/prefsFramework/
- First Discovery Tool: http://first-discovery.floeproject.org/demos/
- Preferences Exploration Tool: http://build.fluidproject.org/prefsEditors/demos/explorationTool/
- Chart Authoring Tool: http://build.fluidproject.org/chartAuthoring/demos/
- Metadata Authoring Designs: https://wiki.fluidproject.org/display/fluid/FLOE+Metadata+Authoring+Design
- Feedback Tool: http://metadata.floeproject.org/demos/feedback/
- Video Player: http://build.fluidproject.org/videoPlayer/demos/Mammals.html

- MyL3 Self-assessment toolkit - design iteration narrative: https://docs.google.com/document/d/1oIqIgJ3H7R_sj7ybrUYq-QZj0Zs-kU3wjUa_rNrHVZM/edit?usp=sharing