April 28, 2017 - Social Justice Repair Kit Meeting Notes

We started with this doc: https://docs.google.com/document/d/1qYIe5gqlSxTFxP9EFXi8vlnRdBCZTCnMUe-tMYNqvBs/edit?usp=sharing

- we don't yet know whether/how we'll be able to work directly with youth through the partners (i.e. facilitate on-site co-design sessions etc)
- consider ways of building/supporting partner's capacity to do this / meet their needs and objectives
  - how to help catalyze action for partners
- we're not in a position to do the work of e.g. remediating pdfs or building accessible websites for partners, but we can gather resources to support them in this - and/or co-create tools for doing so
- how can we build storytelling capability - i.e. toolkit for gathering stories
  - e.g. specific tools to record audio and video, to make them accessible (describe, caption etc)
  - a toolkit for creation of multi-modal story telling and multi-modal story transformation
  - consider why stories are important - for inclusive design, for activism
  - what tools and processes do we need?
  - what's out there already?
- look at our existing resources (guide, ILDH) and consider how to make these resources appropriate for / engaging for youth - design activities etc
  - ideally want to co-design, co-refine these resources (in feed-forward cycles) with partners and youth
- bounce ideas off our current students
- (can we access their class?)
- in person or not - get at our questions for partners (see notes April 20) - to build their capacity

Summary:

1. Start with creating a new resource that describes our perspectives on Inclusive Design within the context of youth activism and learning differences.
2. Start working on a new resource that describes "how to get started" with our existing inclusive design tools (e.g. in the Guide)
3. Establish our first project design/development "theme" around tools and approaches for perspective gathering and story telling—things that help us and our communities gather and share stories and perspectives by individuals (e.g. tools for recording audio, video stories and related accessible alternatives)
4. (simultaneously with 1-3): Organize a series of events with partners (either in person or remotely or both) in which we work with them on best ways to help increase their inclusive design capacity when they're working in their communities

We all agreed to write up a few bullet points about why stories are important

Some reasons:

- capturing the history of a community/organization
- helps with funding and outreach
- supports voices that are otherwise not heard within a community (due to disability, different approaches, etc.)
- engages people who might not otherwise be able to participate
- need to address the issues of: autonomy of voice; privacy/anonymity; access and authorship

Links shared during the meeting:

https://humanrights.ca/act/share-your-story

http://www.citizenshandbook.org/arnsteinsladder.html

https://lithgow-schmidt.dk/sherry-arnstein/ladder-of-citizen-participation.html

https://www.facebook.com/projectmyvalue/