Lancaster University: Beyond Imagination Community & Public Sector Cluster

What part can design play in forging stronger links and improving local services? Where does design fit into a world of committees and policies and stakeholders?

By harnessing radical co-design and collaborative urban development, communities have the chance to help themselves – to shape their own world. Not just engaged, not just involved. Empowered.

And what makes it radical? It's not so much the 'design', but the 'co'.

Whether it's helping to redesign whole council estates or helping people get more active, we do more of the 'co' than anyone else, going far, far beyond standard tick-box-consultations.

We offer communities responsibility over the nuts and bolts and budgets and relationships and decisions. We give communities real control and real agency.

This matters - more than ever.

In a world of distrust, this is transparent and democratic. And, in a world of tighter budgets, it's also a more effective approach.

It's a powerful catalyst for change...

Enabling more effective design of products services and the built environment. Transforming the culture of public service delivery. Shortening the distance between the funding and its impact. Opening minds and creating connections and offering solutions to complex problems.

Because co-design doesn't fit into a neat, linear process. It's open-ended and exploratory. Playful, even. It generates unexpected twists and unplanned turns. Answering all the different inputs, meeting all the different needs.

Our expertise lies in fostering all these possibilities – both by breaking down hierarchies that stand in the way and building up a framework for others to harness.

We put up the scaffolding. Then it's up to the communities to create.

Now, we're working to create better scaffolding – researching the process and the practice.

Exploring better ways to harness co-design, drawing expertise from a broad range of sources. We're co-designing co-design.

We know it works, but now we want to make it work better - to use co-design to create a new world