



# DESIGN FACILITATION 1

Foundations, Principles, Processes

With Trainers:

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Founder & Director, Studio Dojo

**Lye Yen Kai**

Managing Director, Pivotal Learning



# Workshop Overview

10am – 6pm

Set Context

Break

Stages of Facilitation

Lunch

Divergent & Convergent Tools

Facilitation Skills

Break

Practice: Facilitation Skills

Break

Process Facilitation Session I

Process Facilitation Session II

Importance of Criteria

Review & Feedback

Goodbyes

## Slides & Resources

# Supporting You in Your Journey Ahead

**Workshop Slides  
and Resources**



<https://www.studiodojo.com/df1-resources-apr21>

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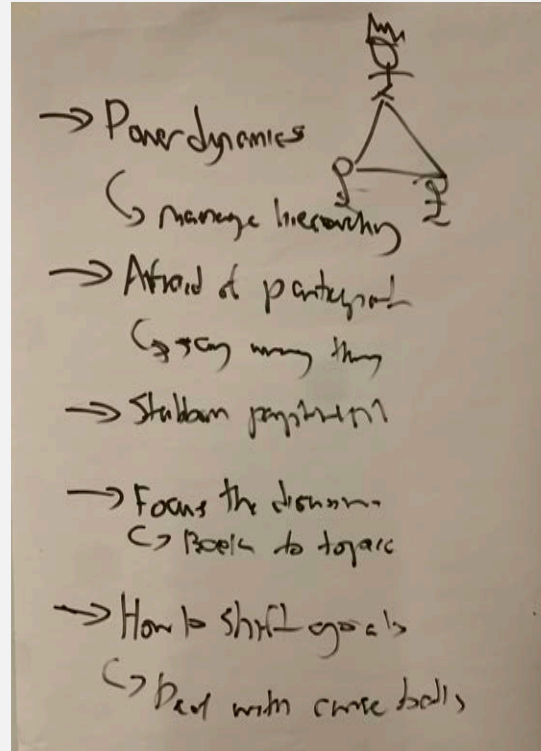
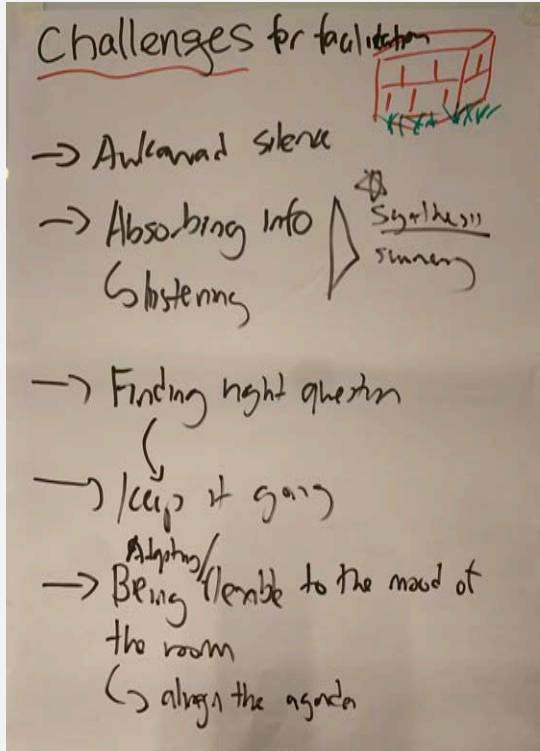
# Goals of a Facilitator

- Goal
- learn all about facilitation. x6
  - Keeping topic on track
  - \* Keep convo going - small talks.  
- stay engaged engage  
- Mood, feeling, energy  
- less of passive listening
  - Manage very active participant  
- Aggressive - Talk too much  
- Negative participant, who are against all ideas.
  - Facilitation in context of design  
- structured chaos
  - ✓ effective Facilitator x6 - confidence apply @ work.
  - ✓ - less anxious, not driving but facilitate.  
- Structuring a workshop - sense of closure

- Managing energy level.

Content generated by all participants through a divergent process, Ambassadorial Sharing, using Round Robin method.

# Challenges Faced by a Facilitator



Content generated by all participants through a divergent process, Ambassadorial Sharing, using Freewheeling method.



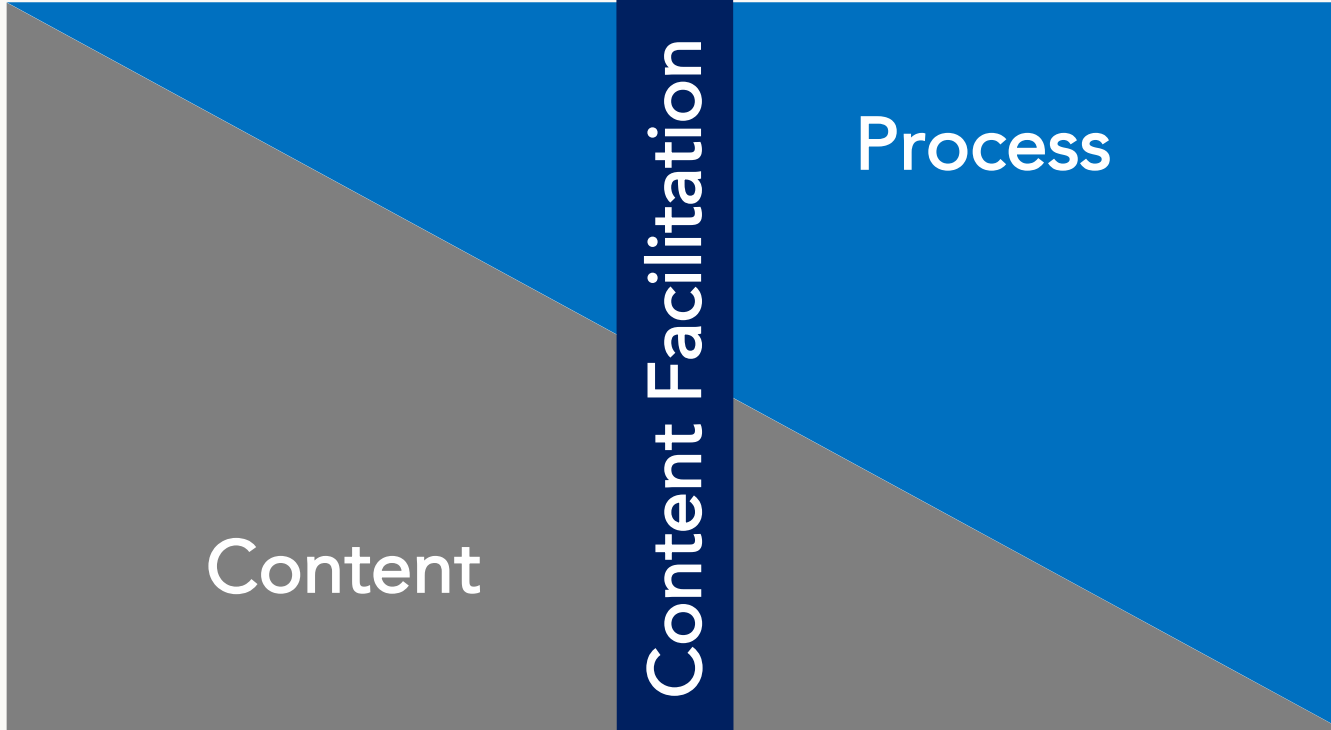
# PROCESS FACILITATION



Process facilitator is a content-neutral individual who uses effective processes to enable a group to make effective decisions and accomplish its task while supporting a collaborative and respectful environment that encourages full participation and helps group overcome barriers to reaching their goal.

Lecturing

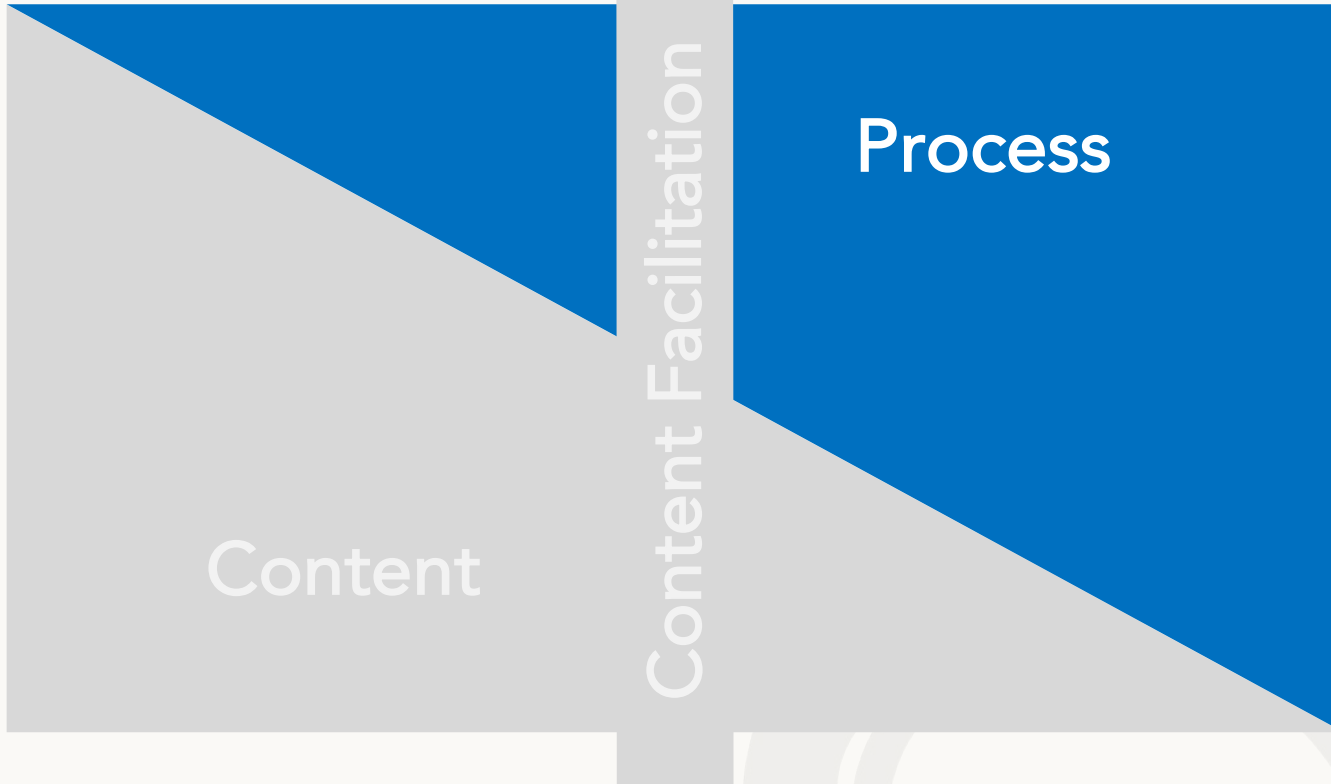
Facilitating





Lecturing

Facilitating



# Content

## (What?)

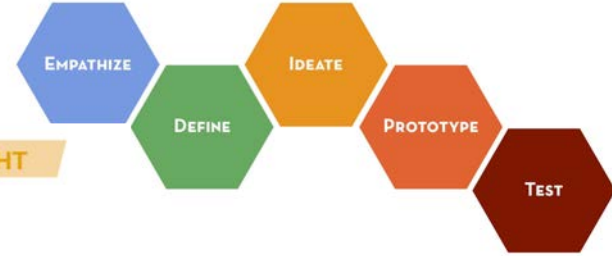
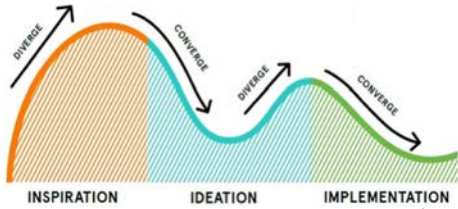
- Technical expertise
- Problem being solved
- Decision made
- Agenda items
- Goal

# Process

## (How?)

- Methods & procedures
- Tools
- Interaction between members
- Rules and norms
- Group dynamics

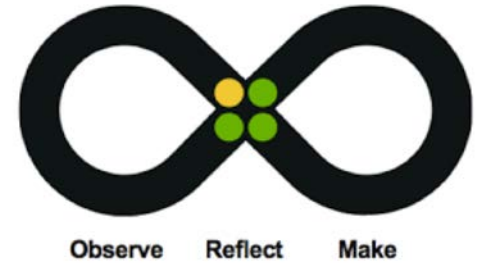
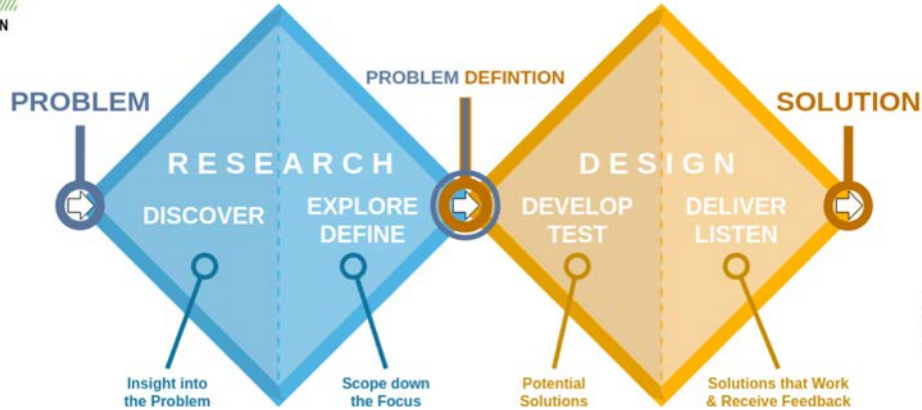
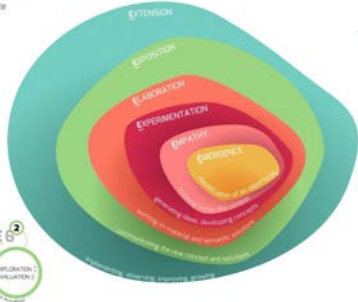
# Design Process



Creative Process Model, (Service) Design Thinking

EVOLUTION 6<sup>2</sup>

katja tschimmel © esadnamente



## Questions



**Should a facilitator stay neutral during a discussion session?**

**What is the impact if a facilitator is not neutral?**



# FACILPULATION

# Two Methods of Facilitation

## Conventional Method



## Participatory Method



# Stages of Facilitation

Prepare

Set Context

Manage  
Discussion

Summarise

Follow Up



## Prepare

Create & circulate agenda

## Set Context

Design session

## Manage Discussion

Assign role & responsibilities

Logistical arrangement

## Summarise

## Follow Up

Prepare

Introduction

**Set Context**

**Check-in**

Manage  
Discussion

**State & clarify objectives**

Summarise

Review agenda

Follow Up

Create/Review norms

Prepare

Actively listen

Ask questions

Set Context

**Manage disruptive behaviours**

**Manage  
Discussion**

**Manage time**

Keep discussion on track

Summarise

Encourage participation

Follow Up

Enforce norms

Focus & manage the process

Prepare

Summarise decisions

Set Context

Agree on actions

Manage  
Discussion

Set next meeting date

**Summarise**

**Check-out**

Follow Up

Prepare

Prepare & circulate minutes

Set Context

File documents

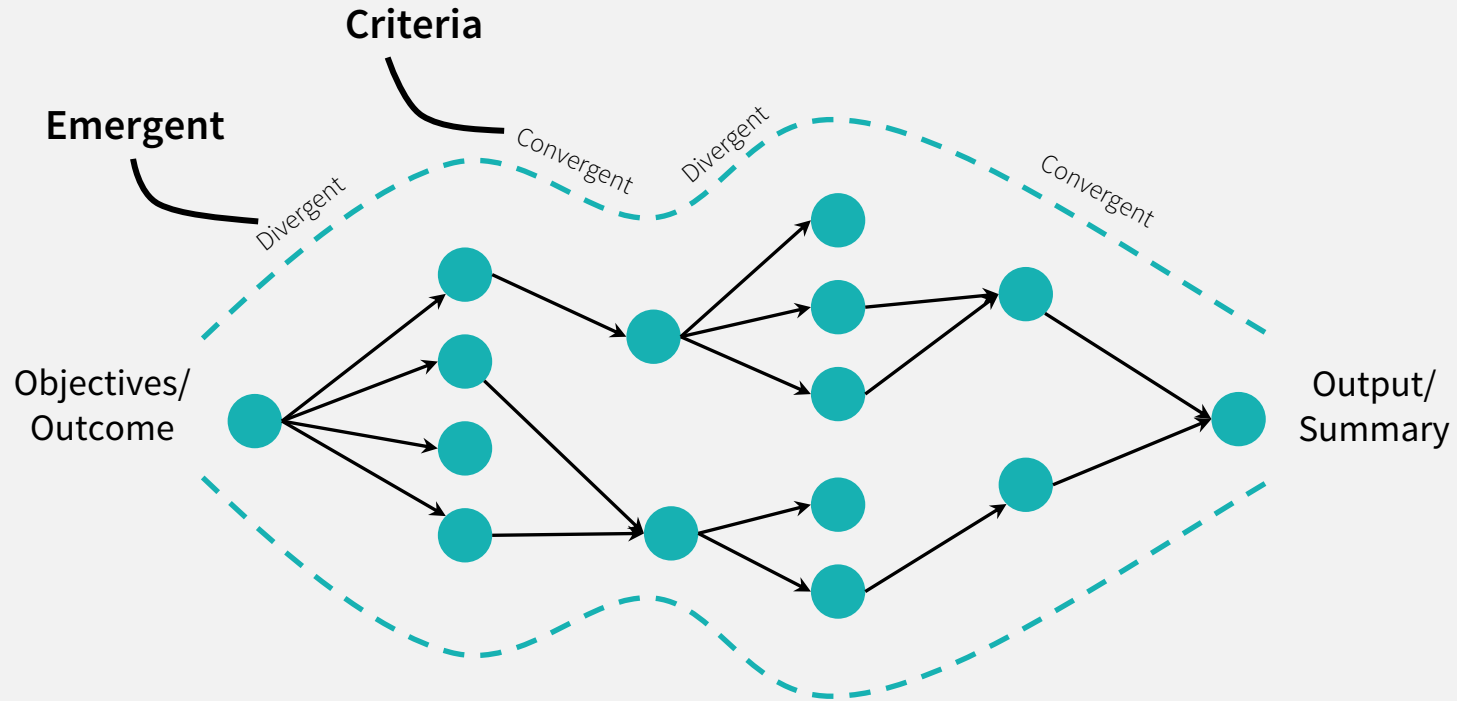
Manage  
Discussion

**Follow up on action items**

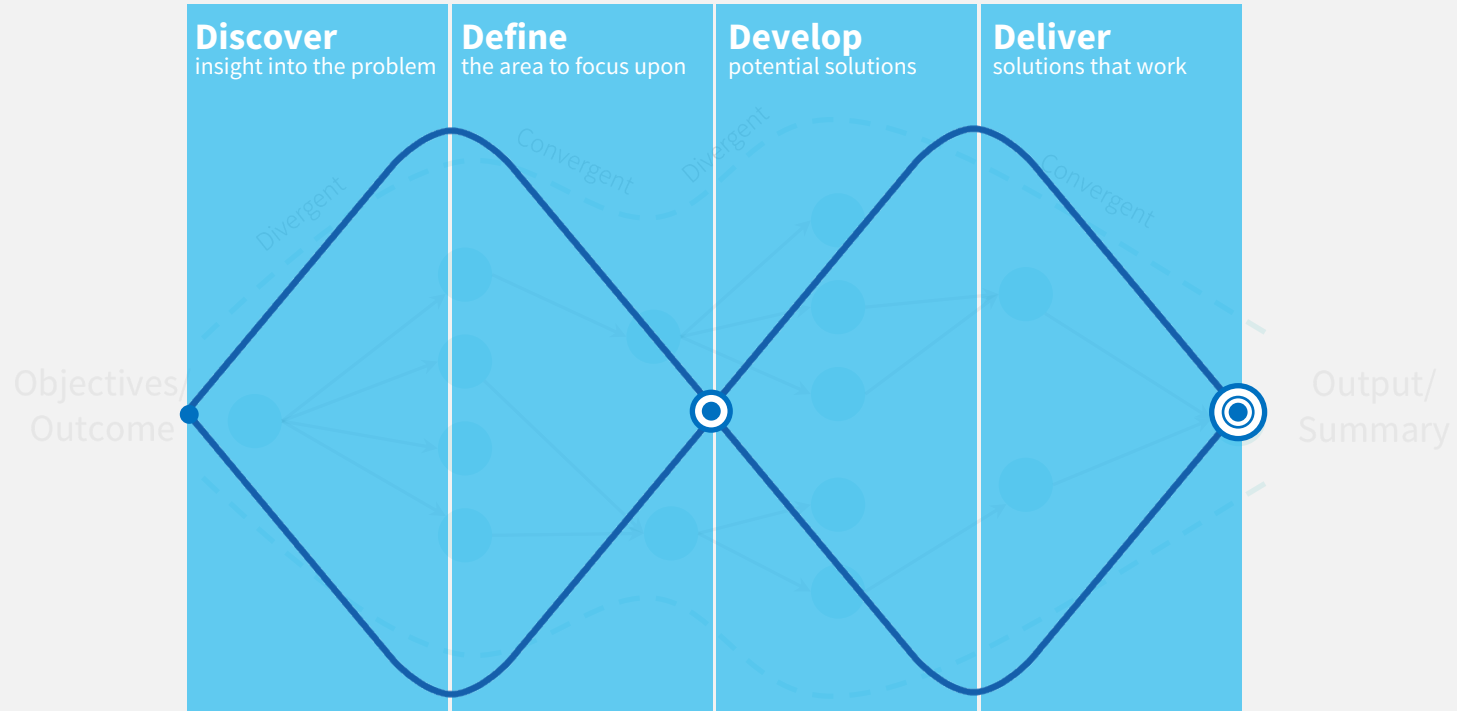
Summarise

**Follow Up**

# Divergent & Convergent



# Divergent & Convergent



## DIVERGENT TOOLS



Generation of ideas, collection of different opinions and/or listening to different perspectives.



## Objective



**Identify conversation norms  
of working together through  
group discussion.**

# Appreciative Inquiry

## 1 Identify Goal

Clearly state and identify the goal

## 2 Recall

Recall past successes

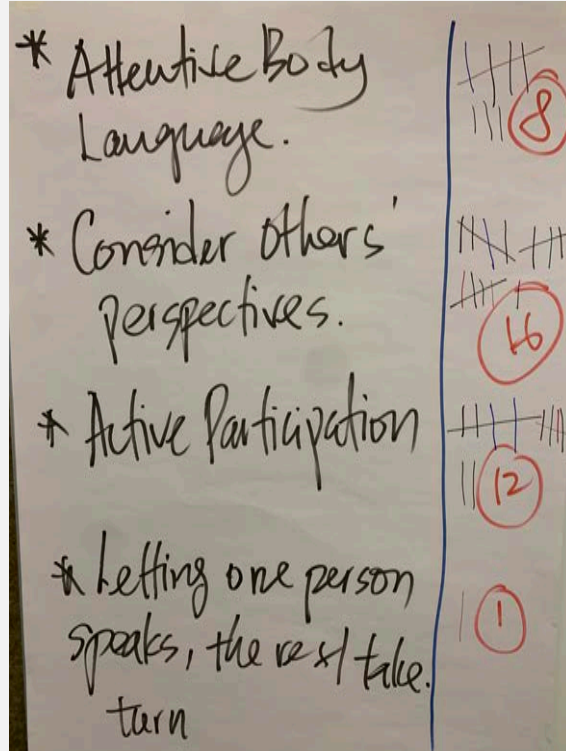
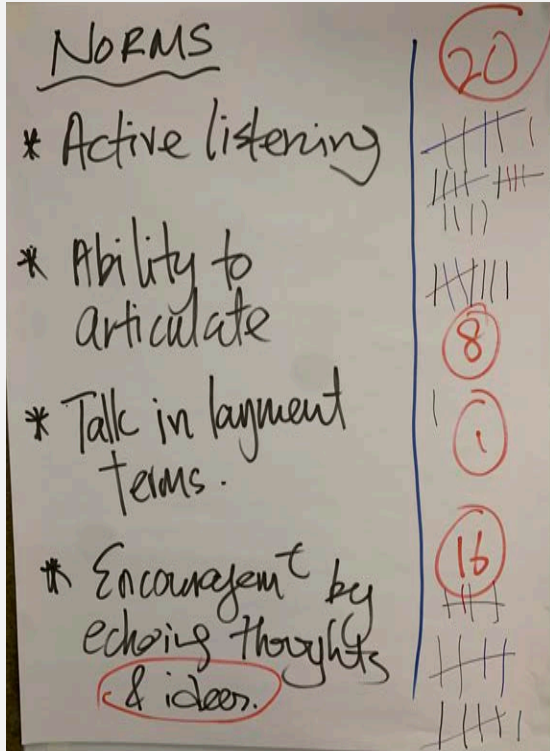
Discuss the conditions of successes

## 3 Share

## 4 Propositions

Create propositions

# Conversation Norms



Content generated by all participants and noted by Trainer/Facilitator on a Round Robin method (by table).

Includes activity and demonstration about (Not) Being Neutral.

# Divergent Data Collection Methods

Freewheeling



Round Robin



Slip Method





# CONVERGENT TOOLS



Narrowing of ideas, opinions and perspectives collected or generated during divergence.

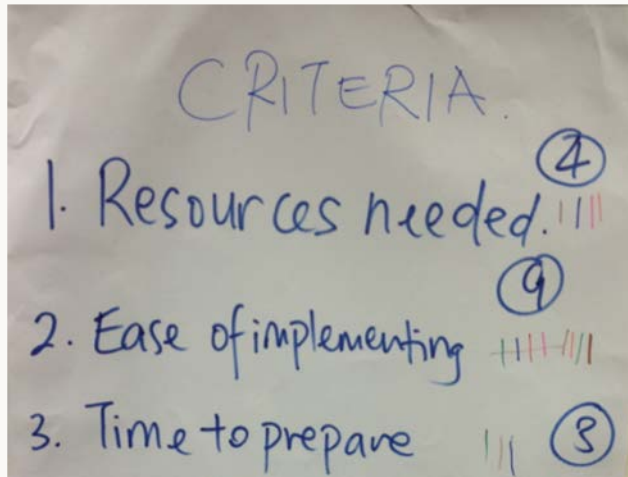
1. Categorising
2. Prioritising
3. Decision-making

## Objective



**Shortlist top 5 conversation norms that would support the group working together.**

# Multivoting



## 1 Allocate

Give a certain number of votes

## 2 Vote

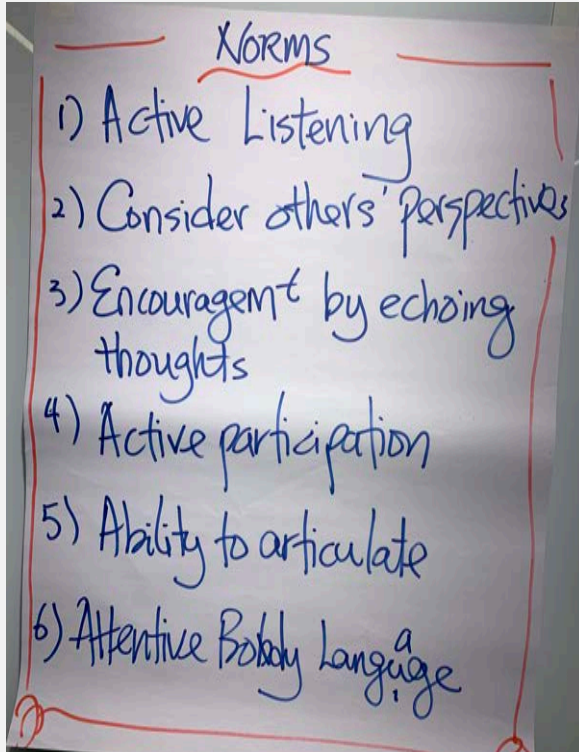
Put vote(s) on ideas

## 3 Tally

Tally and record number of votes



# Top 6 Conversation Norms (Consolidated)



# Vote Collection Methods

## Hand Vote



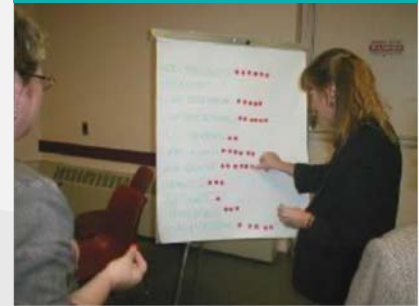
## Ballot



## Tally Marking

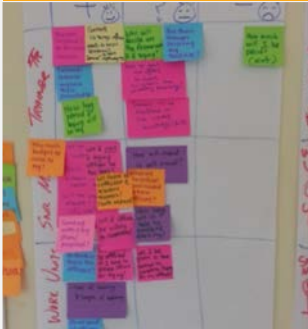


## Dot Vote



# Convergent Tools

## Categorising

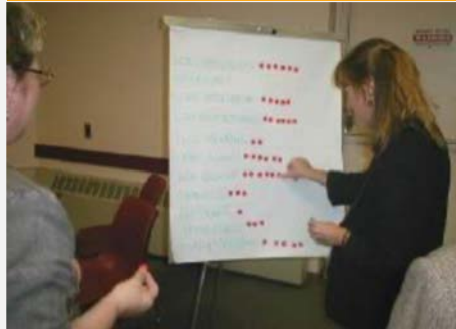


PMI Table



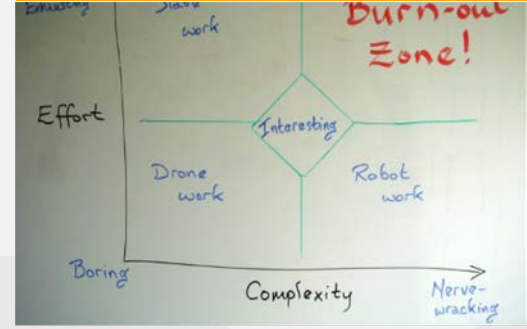
Affinity Diagram

## Prioritising



Multivoting

## Decision-making

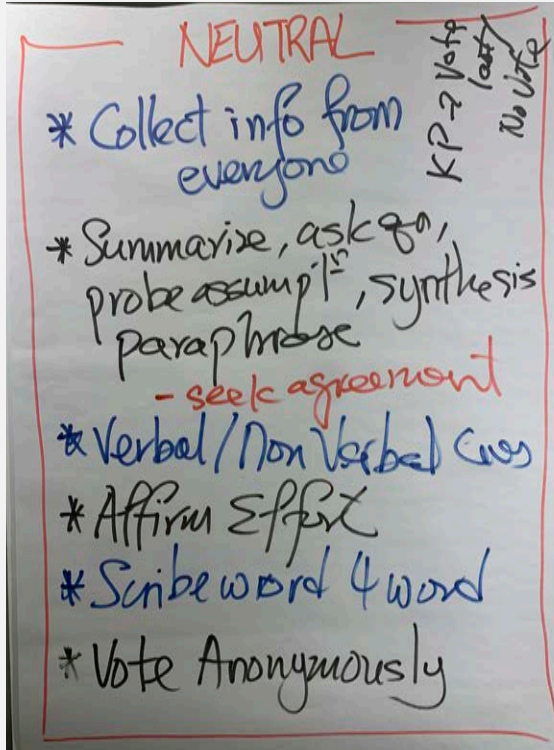


2x2 Grid



# BEING NEUTRAL

# Principles of Neutrality



# Facilitation Skills

Being Neutral

Active Listening

Questioning

# Active Listening

## Encourage

To convey interest & keep the person talking

- *I see...Uh huh...*
- *Go on...*
- *Tell me more...*

## Reflect

To show you understand the feeling

- *You feel that...*
- *I'm guessing that are feeling...*
- *Am I right that you're feeling...*

## Paraphrase

To show you are listening & understand

- *If I hear you correctly...*
- *In other words...*
- *This is what I heard...*

## Summarise

To pull important ideas together and establish basis for further discussion

- *The key ideas you are referring...*
- *In a nutshell...*
- *To summarise, you are saying...*

# Practice: Facilitation Skills



Get into groups of 3



In your group, decide  
who is A, B and C  
(D if there is a 4<sup>th</sup> member)



## Round 1

Facilitator: A  
Speaker: B

Observer(s):  
C & D

**What are some useful learnings  
you had so far from this workshop?**

## Round 2

Facilitator: B  
Speaker: C

Observer(s):  
A & D

**What are your thoughts on how the Singapore government has been handling the COVID-19 pandemic thus far?**

## Round 3

Facilitator: C

Speaker: A, B, D

What is your stance on the following?

*Junior designers should not facilitate the team's design process.*

# Process Facilitation Session I

## Objective

**Identify reasons why creativity may be unintentionally stifled in schools in Singapore.**

Home Front

*Messy, risky work of stirring kids' creativity*

The Straits Times got experts to let their minds wander on the topic. Their ideas range from less 'sorting' of children at age 12 and more school types, to getting students to take ownership of their learning.

Amelia Teng Education Correspondent

PUBLISHED NOV 2, 2017, 5:00 AM SGT



Children here need to be more creative, Deputy Prime Minister Tharman Shanmugaratnam said in a recent lecture at Nanyang Technological University, where he outlined broad shifts that the education system has to make to keep up with the times.

# Affinity Diagram



## 1 Slip Method

Write each challenge on one post-it  
Write in statement form  
Write as many post-its as possible

## 2 Cluster

Group similar challenges together

## 3 Header

Use big post-its for the headers  
Write headers in statement form



# Types of Headers

## MATCHING LABEL

*Teachers*

## DESCRIPTION

*Types of constraints faced by teachers*

## CAUSE

*Teachers want to spend more time on creative activities but are constrained by expectations to finish teaching the syllabus set by their departments*

## INSIGHT

*Creativity is seen as something that has to be taught separately from the syllabus*



# Process Facilitation Session II

## Objective



**Generate possible solutions  
to the issues identified.**

# Brainwriting 6-3-5



## 1 **Brainstorm**

Generate 2-3 solutions in 3 mins  
& write on chart provided

## 2 **Rotate**

Group similar challenges together

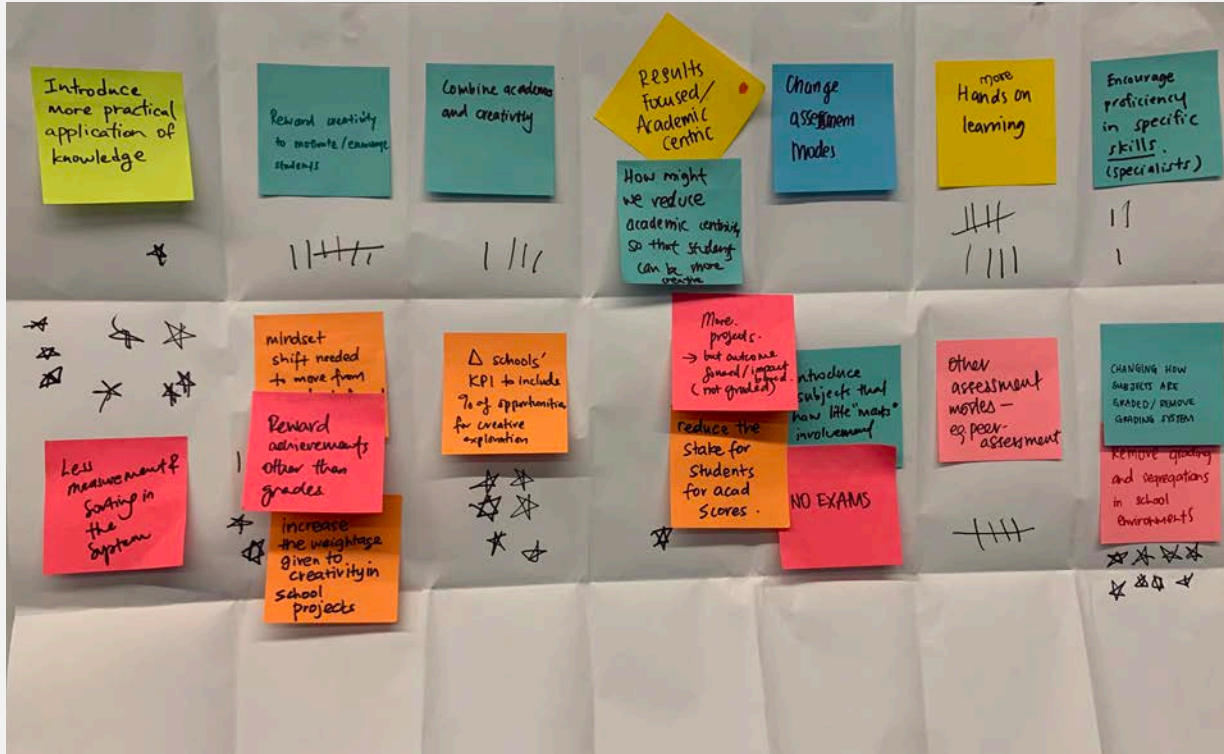
## 3 **Add on**

The new group adds 2-3 ideas  
to the chart provided

## 4 **Repeat**

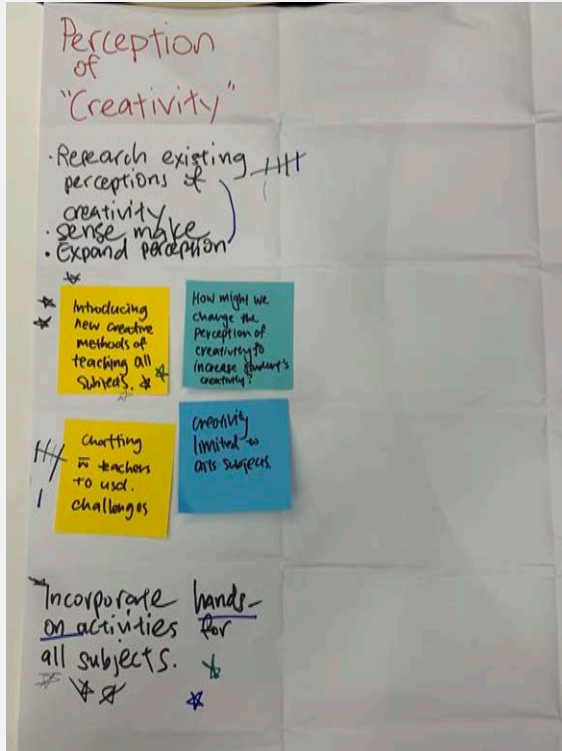
Repeat the process

# Possible Solutions (by participants)





# Possible Solutions (by participants)

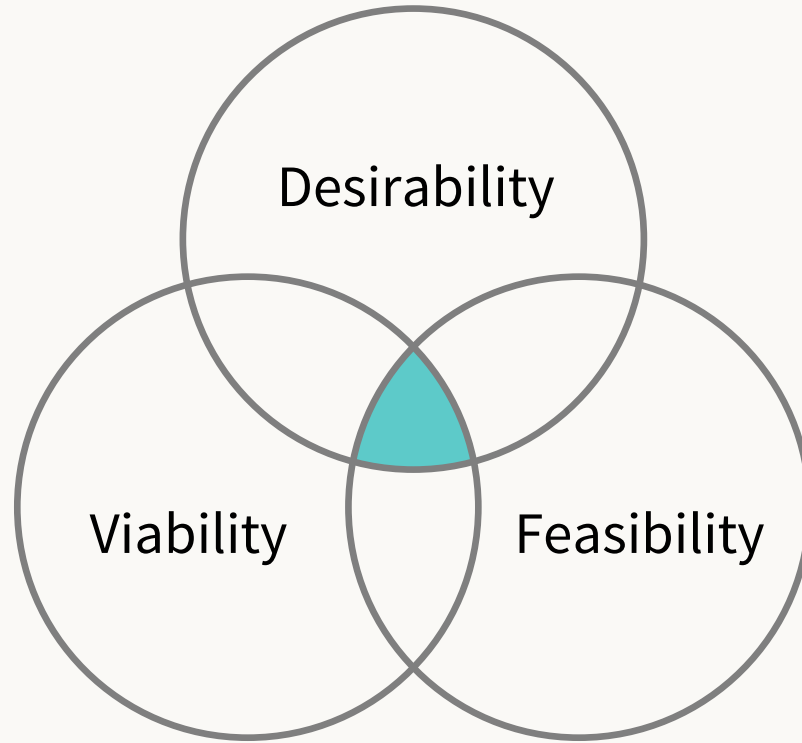


# Importance of Criteria

# Criteria & Voting

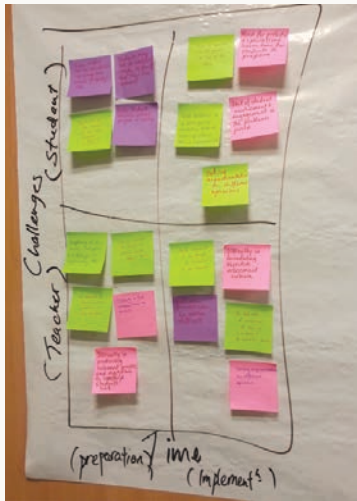
No. of Criteria	Independent Criteria	Interdependent Criteria
1	Multivoting	Multivoting
2	Multivoting	2x2 Grid
3	Multivoting	Important/Urgent/Do-ability Table <i>(vote by points)</i>
4 or more	Multivoting	Criteria Matrix <i>(vote by multiplying vote &amp; weight)</i>





## DIVERGENT TOOL

# 2x2 Grid



## 1 Criteria

Identify 2 criteria that fit the solutions identified

## 2 Transfer to Quadrants

Transfer post-its to each quadrant based on the two criteria

## 3 Take Action

Decide which quadrant the team would like to act on

# Important/Urgent /Do-ability

## 1 Define & Assign Rating

Define the 3 terms and assign rating to each column for each action

## 2 Add Rating

Add the 3 rating together for each item

## 3 Prioritise

Prioritise action items based on highest to lowest scores

# Criteria Matrix

	TIME (3)	PRACTICABILITY (3)	Effectiveness (5)	Cost (3)	TOTAL
MORE WELFARE BENEFITS	≡≡ ≡≡	≡≡ ≡≡	≡≡	≡≡	27 + 24 + 25 + 15 = 91*
EDUCATION TO DISTRESS		/	≡≡	≡≡≡	0 + 3 + 15 + 18 = 36
• PUBLIC EDUCATION IN CLASSES	≡≡		-	≡≡	6 + 0 + 15 + 15 = 36
REFLECTOR COURSE			-		0 + 0

## 1 Criteria

Identify, define and assign weight to criteria crucial for the goal

## 2 Vote

After creating matrix with criteria across top & solutions at the side, cast vote(s)

## 3 Total & Select

Compute the total weight and select the highest score

# Review: Divergent & Convergent

**Slip Method  
(Divergent)**

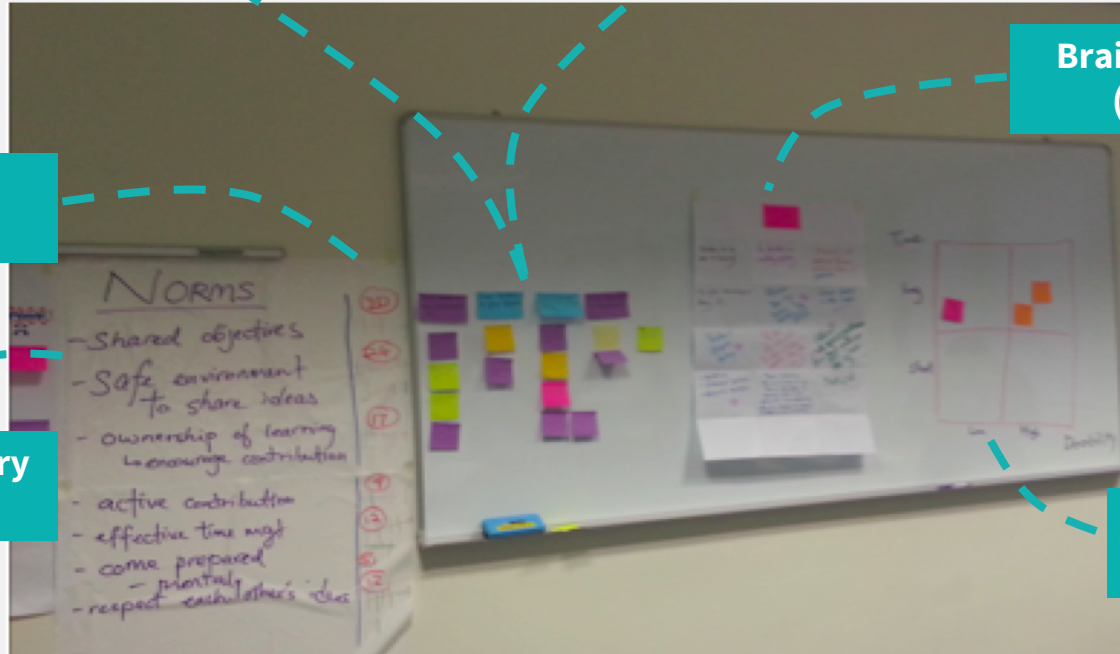
**Clustering  
(Convergent)**

**Brainwriting 6-3-5  
(Divergent)**

**Multivoting  
(Convergent)**

**Appreciative Inquiry  
(Divergent)**

**2x2 Grid  
(Convergent)**



Hope you've found new and useful ways  
of facilitating design processes.

Thank You!



# Connect with us



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# DESIGN FACILITATION 2

Power, Tension, Critique

## Promotion Code for Design Facilitation 1 Participants

DF1#APR21

### What You'll Learn

- Handling power dynamics within a group
- Handling tension & challenging behaviours
- How to run a design critique session
- Learn 3 to 4 framing techniques and how they improve your design facilitation
- Facilitate team learning

### More Info

[www.studiojo.com/events/design-facilitation-2](http://www.studiojo.com/events/design-facilitation-2)

*\*Promotion Code is not applicable for Early bird tickets*