



## COINs17

7th International Conference on Collaborative Innovation Networks

RESILIENCE THROUGH COINs

September 14th -17th 2017

Detroit, Michigan, USA

### Workshops

#### Optimizing Impact: Why Not Me?

**Description** - Through this workshop, participants are able to understand what social innovation is, what the process behind it is, how attainable it is for all, and how vital it is to our world. The workshop is a condensed version of all the workshops within the annual Social Innovation Challenge at Wayne State University.

- 1) 10 minutes: Participants enter room, picking up an index card with a number on it. Everyone adds three to the number on their card, and has to find the person with that number. Any left over people match up with each other.
- 2) 10 minutes: Workshop leader introduction, explaining qualifications and prior work
- 3) 10 minutes: Dyadic Encounter: The two participants sit down and answer four questions. a) Where did you grow up and what do you miss about it there? b) What's the most important memory you have from your childhood? c) What is your relationship like with your family? d) If you could change one thing about the world, what would it be?
- 4) 3 minutes: Participants are asked to write their answer to the last question on a sticky note and place it on a wall, adding their number on to the note as well.
- 5) 7 minutes: Innovation Introduction: Workshop leader explains the importance of innovation, what entrepreneurship is, and how we must give ourselves permission to attain it, emphasizing the changes proposed on the notes.
- 6) 18 minutes: Visioning: Participants are given 17 minutes and 43 seconds to write down where they will be in a set amount of time, envisioning that they have done something innovative to solve the problem that they indicated on their sticky note. They are to write continuously, without stopping their pen.
- 7) 5 minutes: Sweet Surprises: Participants can share something surprising that came out of their visioning by raising their hand, and are given chocolate if they do so.
- 8) 10 minutes: Participants pair up with the individual closest to them and try to devise a way for all the success and changed that they respectively envisioned to be actualized. It is emphasized that although the point of innovation is to test your boundaries, it is not needed to make this a reality.
- 9) 10 minutes: Being a Social Entrepreneur: Discussing making connections, accepting change, the steps to any venture, and how to be a successful entrepreneur.
- 10) 15 minutes: GroupThink: Participants get together in groups and analyze how they could a) Who would I need to meet? b) How could I prototype my entity? c) How would I reach my audience? d) How would I keep it sustainable?
- 11) 7 minutes: Needs and Leads: If anyone wants to pursue the idea that they have created, they can state that they need a specific sort of resource, be it a mentor, a person capable in a certain skill, etc. If anyone in the room knows someone of that sort, they raise their index card with that number and the person is able to contact them later on to ask about the connection.
- 12) 3 minutes: Conclusion Length: 1 hour and 48 minutes.

**Workshop Facilitator:** Kavya Davuluri was born in a small village in India 20 years ago. Today, she finds herself a psychology, Spanish, and public health student at Wayne State University. Kavya is also a social innovator; she founded OptimizeWayne, is creating a pipeline program for Detroit high school students, and is developing an innovation program to be based out of TechTown with the Office of Economic Development. She is an avid reader, lame-joke cracker, and enjoys taking online personality questionnaires, meditating, and hearing others' stories.

**Maximum Number of Participants:** preferably no more than 35.

---

### Measuring and Increasing the Happiness of COINs with the Happimeter

**Description:** In this two-hour workshop we will introduce a novel device, the happimeter, to instantaneously measure individual happiness. We are using commercially available smartwatches to build a body sensing system that can measure individual mood states and interactions between people. It consists of a Pebble smartwatch, and a smartphone app. We are integrating the smartwatch with each user's smartphone to access the phone's location sensing and data transmission capacity, as well as its processing power. The smartwatches provide data on the body movement through accelerometer, lighting level and heart rate. Unlike sociometric badges, which we have used in earlier experiments, the watches are designed to be worn constantly, naturally and non-intrusively, and their rechargeable batteries have robust charge length. Their displays also enable easy two-way communication to give status updates to wearers.

**Workshop Facilitators:** Pascal Budner is a graduate student in information systems at the faculty of management, economics, and social sciences at the University of Cologne, where he also obtained his undergraduate degree. Joscha Eirich is a graduate student in business administration with emphasis on statistics at the University of Bamberg, where he also obtained his undergraduate degree. Peter Gloor is a research scientist at the MIT Center for Collective Intelligence, where he leads a project on Collaborative Innovation Networks (COINs).

**Maximum number of participants:** 40

**Workshop length:** 2 hours

---

### Generating Societal Vision based on the Social Systems Theory

**Description:** In this workshop, we provide an opportunity to learn the essence of the significant sociological theory, and to practice our new method to generate a vision from it. This method enables you to imagine the influence of the innovation to various areas outside the target domain of the innovation. In our era, many technological innovations and social issues being occurred than ever, our society has been being increasingly complex and opacity, which makes it difficult to see through the societal future. In order to design a society of a better future, it is essential to have visions of the future society to aim for, as these intense changes and complicated problems arise. In this context, we present the method of generating future society visions while understanding society as a whole, referring to the social system theory by the sociologist Niklas Luhmann. The theory considers society as an autopoietic system whose element is communication, and modern society as a set of functional systems, such as politics, economics, law and science. To analyze these systems, Luhmann adopts the functional method, which is characterized as equivalent functionalism, making possible to seek and compare another virtual functionally equivalent alternatives. What we will do is to present the visions based on the functions and communication of each functionally differentiated system. Drawing visions of de-centered modern society will be possible by (1)

analyzing the problem from the viewpoint of each functional system, (2) drawing each vision, (3) comparing and integrating them. You will experience how to generate vision toward the future with a worksheet utilizing social system theory. You will collaborate with other participants to brainstorm ideas for societal vision through examining current systems. We will compare and integrate the visions from each system's viewpoint which the participants have worked on, to get the vision of societal wholeness.

**Benefits for participants:**

- Be able to understand the framework of the social systems theory
- Be able to see the effect of innovation you work on to other domains
- Be able to involve people to draw a vision to aim for
- Be able to live your life with your vision

**Workshop length:** 2 hours

**Maximum Number of Participants:** 20

**Workshop Facilitators**

- Haruka Mori, Faculty of Policy and Management, Keio University, Japan
- Norihiko Kimura, Graduate School of Media and Governance, Keio University, Japan
- Takashi Iba, Faculty of Policy and Management, Keio University, Japan

**Support Members**

- Yuzuki Oka, Faculty of Environment and information Studies, Keio University, Japan
- Konomi Munakata, Faculty of Environment and information Studies, Keio University, Japan
- Namino Sakama, Graduate School of Media and Governance, Keio University, Japan
- Kazuki Toba, Faculty of Policy and Management, Keio University, Japan

**Short Bio of the Workshop Facilitators:**

Haruka Mori studies in the Faculty of Policy Management at Keio University. While she studies under Professor Takashi Iba, she had been creating practical patterns aiming to make peoples' lives more lively and creative. She is one of the authors of Project Design Patterns, which was published in AsianPLoP2016 and PUARL2016, and also as a book in 2016. Through her life in China and India, she got interested in the quality of being creative. She works on media arts, digital fabrication, design and ad tech.

Norihiko Kimura is a student who belongs to the Graduate School of Media and Governance. He is a member of Professor Takashi Iba's laboratory. He researches on the methodology for creating future vision of community and society. He has organized some future language workshops for campus building and community building. He has also researched on the process of creating pattern language called agile pattern creation, in Student Build Campus Project, which is a new campus-planning project of Keio University (2015).

Takashi Iba is an associate professor in the Faculty of Policy Management at Keio University. He received a Ph.D. in Media and Governance from Keio University. He is the president of CreativeShift Lab, Inc. and a board member of The Hillside Group. Collaborating with his students, Dr. Iba created many pattern languages concerning human actions like Learning Patterns (2014), Presentation Patterns (2014), Collaboration Patterns (2014), Words for a Journey (2015), Project Design Patterns (2016) and also academic books in Japanese such as the bestselling Introduction to Complex Systems (1998).