



What do we mean by “culture”?

- Michael: created by humans
- Jaimie: and some animals
- Jaimie: how ppl interact with each other
- Jaimie: accpeted norms
- Dana: language, physical things, activities, foods, music

Culture is all of this *and* mainly a lens through which we see and do things; a shared value system; a shared way of thinking and doing; and even the shared stories, traditions, and experiences.



What is the IDDS Culture? What were the most important parts of IDDS Culture?

- Jaimie: positive respect for each other, positive interaction --- caring for each other and the experience of others
- Michael: lots methods (ex. design cycle, methodology on how to address something) – traditions
- Amy: Doing What you Care about and caring about what you do about

It's all of this *and...*



Just like any culture, IDDS Culture has its own set of shared values, views, and traditions. Most of you already know this because you've been living it 😊

All info about IDDS Spirit and Values and Views are in the organizer toolbox here:
<https://www.idin.org/idds/organizer-toolbox/idds-culture> 😊

Co-Creative

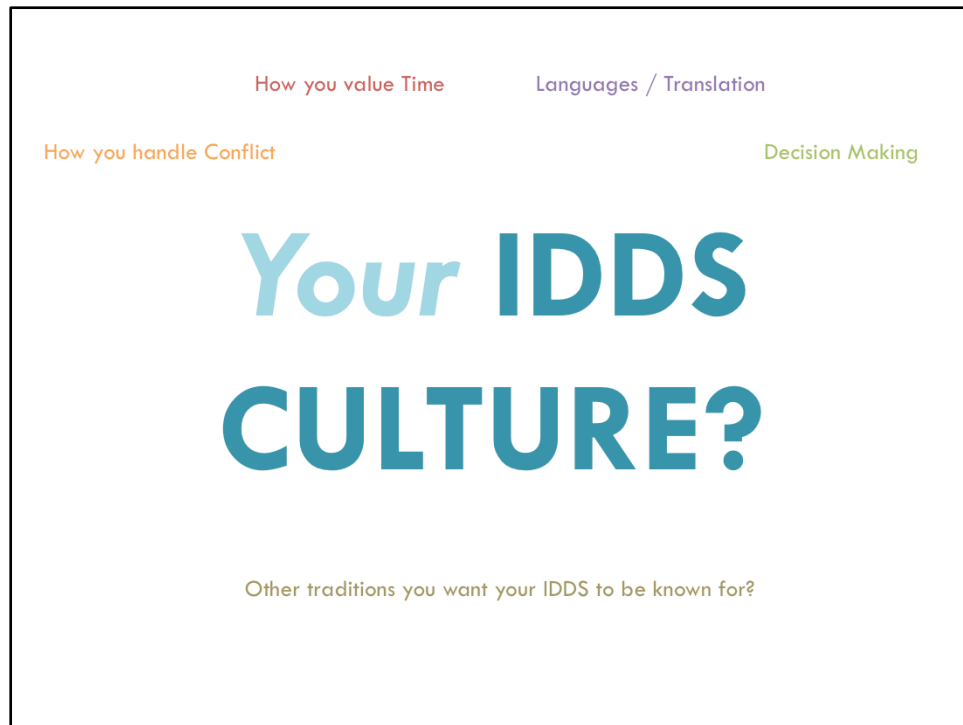
We believe in working together to solve tough problems. We aim to design *with* community members, not *for* them. We believe everyone has a valuable perspective to bring to the design table. We teach designers the how to work with diverse users and we teach users the basics of design.

Empathetic & Resilient

We value what other people think and how they feel. We are comfortable living in rough conditions that most of the world's population live in—perhaps with irregular access to water and electricity, and where relationships are valued more than time. We believe each person has something to teach and each has something to learn.

Diverse & Inclusive

We not only respect diversity, but celebrate it. We are inclusive of all ideas and ways



Org. Team Homework: What is *your* IDDS Culture?

How will you handle conflict as a team?

How will you value time?

What languages / Translation will be like?

How will you make decisions together?

What other traditions?

- ex. IDDS Zero Waste – saving waste at the summit to make sketch models, all design challenges with recycled materials, all materials collected by waste pickers
- wash our own dishes
- morning circle adapted with a new special section that matches the theme of your summit



How can we model that culture and behavior for our participants? What would that look like?

Look at this guy and how happy he is!! 😊

Model the culture you want to see. Though we will articulate it, IDDS Culture should be sooo evident that we don't even need to say anything. Remember: you were selected because you *already* embody that culture!! 😊



Considering all of this, what do we do with challenging participants?

- ex. in Colombian
- practiced the design process – id the problem, co-create a solution, get feedback, and readapt the solution
- not come down heavy handed, but say there's a challenge here – how can we address it?
- you can't oblige that participant to stay if their views are so radical and can't change them, you have to let them go. Not telling them they have to leave, but if they are not comfortable here and don't feel it's the right space, leaving is an option. Letting people know it is an option can sometimes reduce the stress.

*Be clear from the beginning what expectations participants should have (you already did this in the application stage – so that helps a lot!!)

*come up with ground-rules that you as a team agree on, write on a flip chart paper, and consequences that you agree on. Then revisiting that with participants at the beginning of the summit.

*If someone intentionally injured someone else we do ask them to leave IDDS. It's very rare, but it can happen.



Yoda says:

Embrace diversity and learn from lots of different people

It's a great journey. Be prepared for anything.

(watch the video to see great photos of Yoda traveling with Amy in Uganda)