**Imagination and Design – Written Responses to Live Audience Questions**
*Responses by: Cameron Norman*

***Q****: On the idea of removing barriers for people who have faced systemic oppression through building imagination infrastructure (STEAM education, access to space and time, co-creation opportunities with local artists). How do we support building an imagination infrastructure for those who don’t have time to create or be creative?*

**Cameron**: It’s possible, but very difficult to create that imagination infrastructure without allocating time. It’s much like a muscle that can’t be forced into growth, it requires regular use and time. The more practical means to creating that space for creativity is to do small, simple practices regularly. For example, an organization might start with asking a simple question “How might we….” with staff and creating 10-15 minutes in a meeting to explore an idea. A wonderful and recent commentary on creativity was published by Meredith Lewis in Australia who is currently publishing a creative prompt advent calendar every day until Christmas. These prompts are meant to stoke creativity by asking questions – just as Liz suggested.

<https://dangerousmeredith.com.au/2021/11/01/being-creative/>

***Q****: How might you reconcile collaboration and design? It seems design might be embedded within collaboration which would include purpose, connecting to community and creativity?*

**Cameron**: Design is meant to be fit-for-purpose so the degree to which the activity helps us ask questions about what we need (what’s the purpose we need?) and how well our designs fit those who need it. Collaboration is a highly valued part of work in communities so it’s actually quite important that design is done in a collaborative manner with those in the community. Design is best done when those who are affected by a design are involved. This can be done to different degrees, but collaboration is important. The creative part is a little more complicated simply because the more people who are involved in a project the more space needs to be allowed for creativity to be explored and nurtured so that we can best share our creative ideas together.

This is one of the reasons why so much design work is about making creativity visible – using canvases and tools where people can sometimes literally get on the same page.

Below are some references that can help illustrate these ideas further.

<https://censemaking.com/2021/07/27/what-is-sensemaking-part-1-concepts/>

<https://censemaking.com/2021/05/28/design-for-humans/>

<https://www.cense.ca/visual-thinking/>