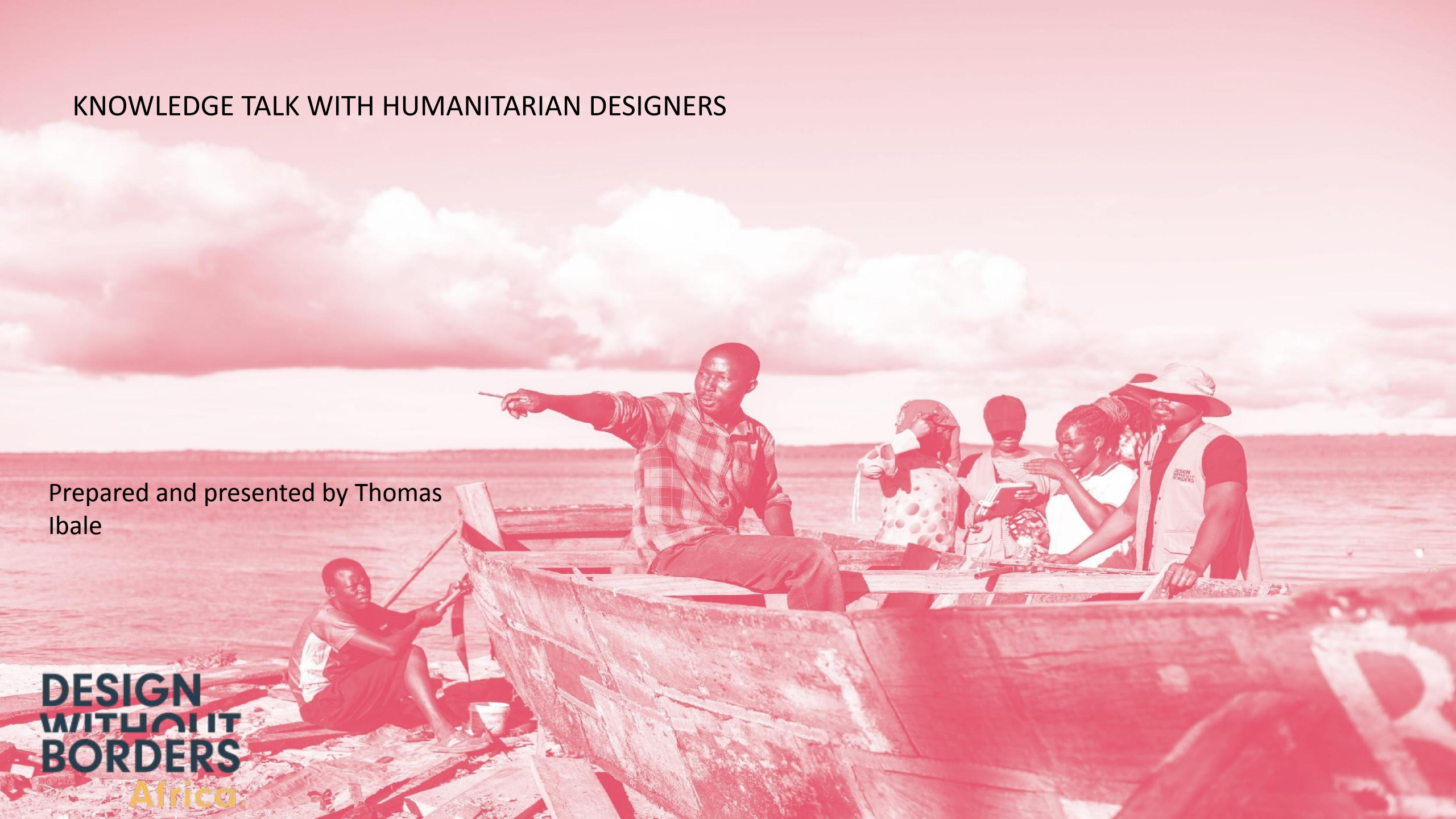


KNOWLEDGE TALK WITH HUMANITARIAN DESIGNERS

Prepared and presented by Thomas
Ibale

**DESIGN
WITHOUT
BORDERS**
Africa



Contents

- Introductions
- My background
- Current projects and process photos
- Takeaways and next steps



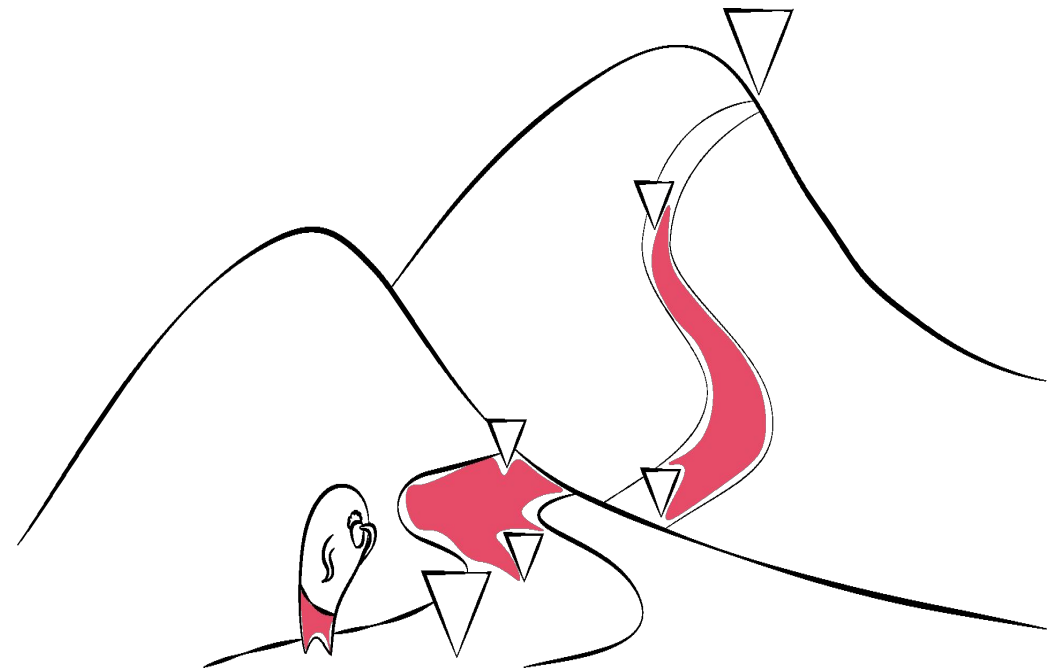
Who is Thomas?

- Student of the game
- Humanitarian
- Researcher and designer
- Farmer
- Martial artist (Brazilian Jiu-jitsu)
- Aspiring disc jockey (DJ)



My journey

- Completed my undergraduate degree at Strathmore University (Kenya) in 2022, graduating with a Bachelor of Arts in Development Studies and Philosophy.
- Volunteered at Ministry of Gender, Labour and Social Development.
- Worked as a learning facilitator at Social Innovation Academy.
- Joined Design Without Borders in 2023.

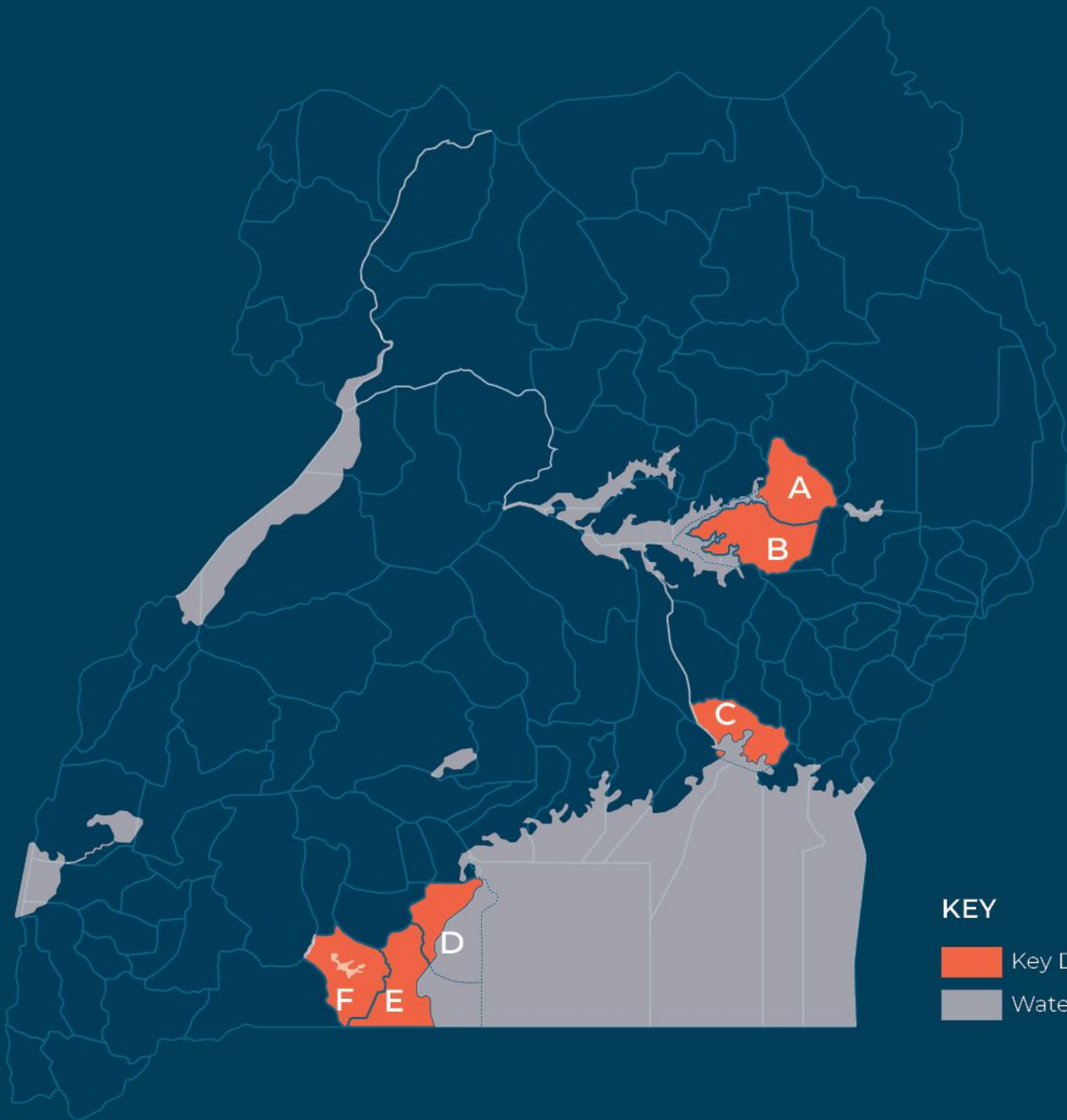


Current project



- The name of the project we are currently working on is the **Enhancing Fisherfolk Safety** project.

The goal of this project is to;

- Develop affordable and contextually relevant flotation devices using locally sourced materials.
- Improve the communication and comprehension of weather information amongst fisherfolk.
- Positively influence behaviour of fisherfolk to opt for safety measures.



KEY

-  Key Districts
-  Water bodies

- A - Soroti
- B - Serere

- C - Mayuge
- D - Masaka

- E - Kyotera
- F - Rakai

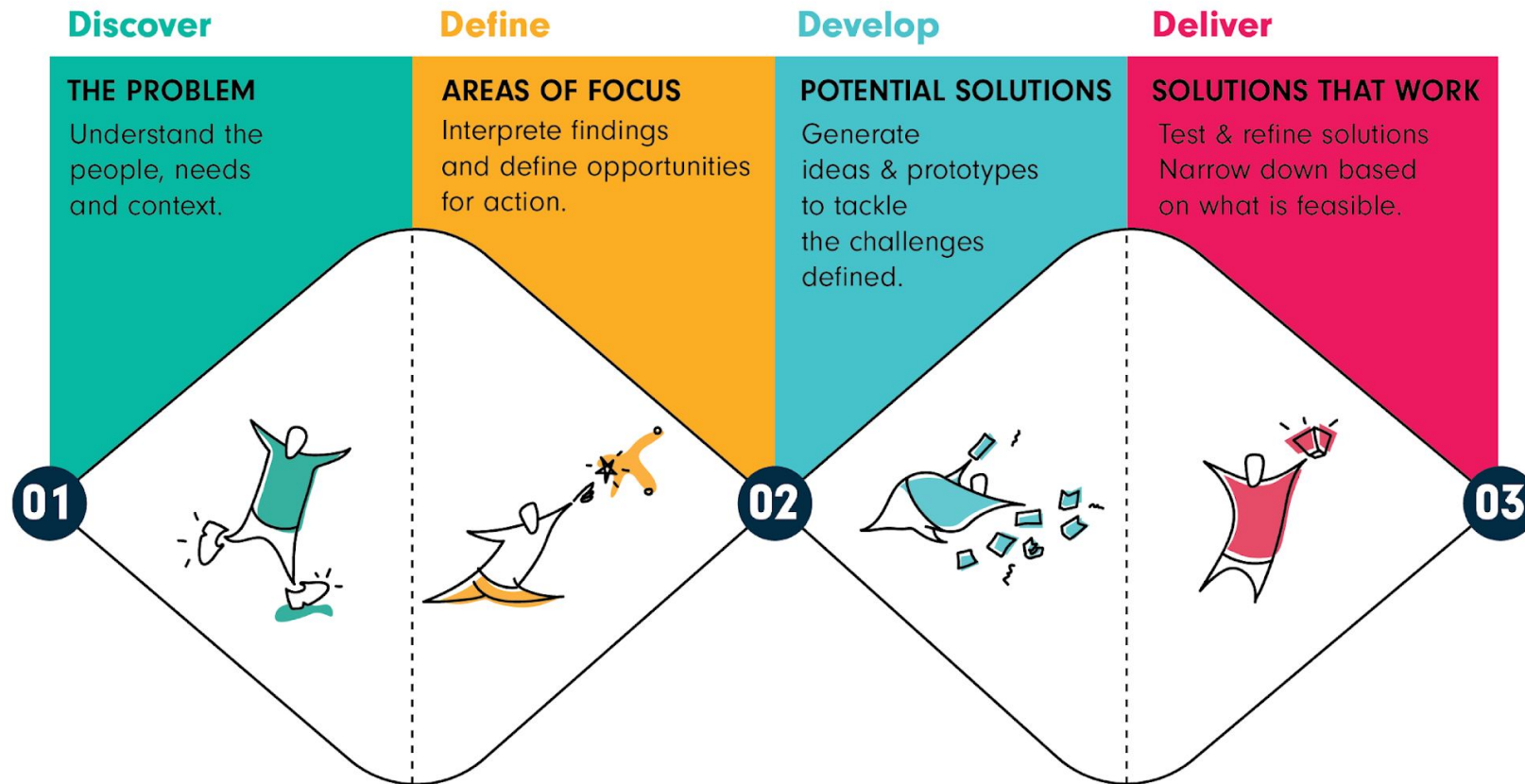
Key statistics

- World Health Organisation reported an estimated 236,000 annual drowning deaths worldwide (2023)
- Makerere School of Public Health revealed a staggering 2,066 cases of drowning across the targeted districts. (2016-2018)
- 95% of those involved were not wearing life jackets and 58% of incidents were attributed to bad weather conditions.

Using HCD to save lives

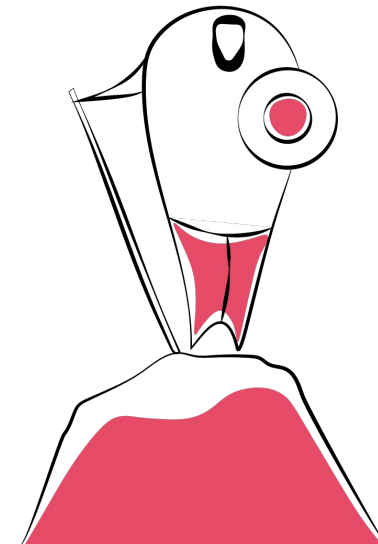
- Human-centered design (HCD) is a creative approach to problem solving that starts with the end user and ends with a tailor-made solution to fit their need.
- Understand the fisher's need and circumstances.
- Constant dialogue and refinement with fisherfolk.

Human-centered design process



Discovery phase

- In some cases, it is described as the inspiration phase.
- Immerse yourself in the context of the people you are designing for
- Practice empathy, step into the end user's shoes.
- Always ask for consent, follow the principles of research ethics and maintain confidentiality.
- Remove all bias.

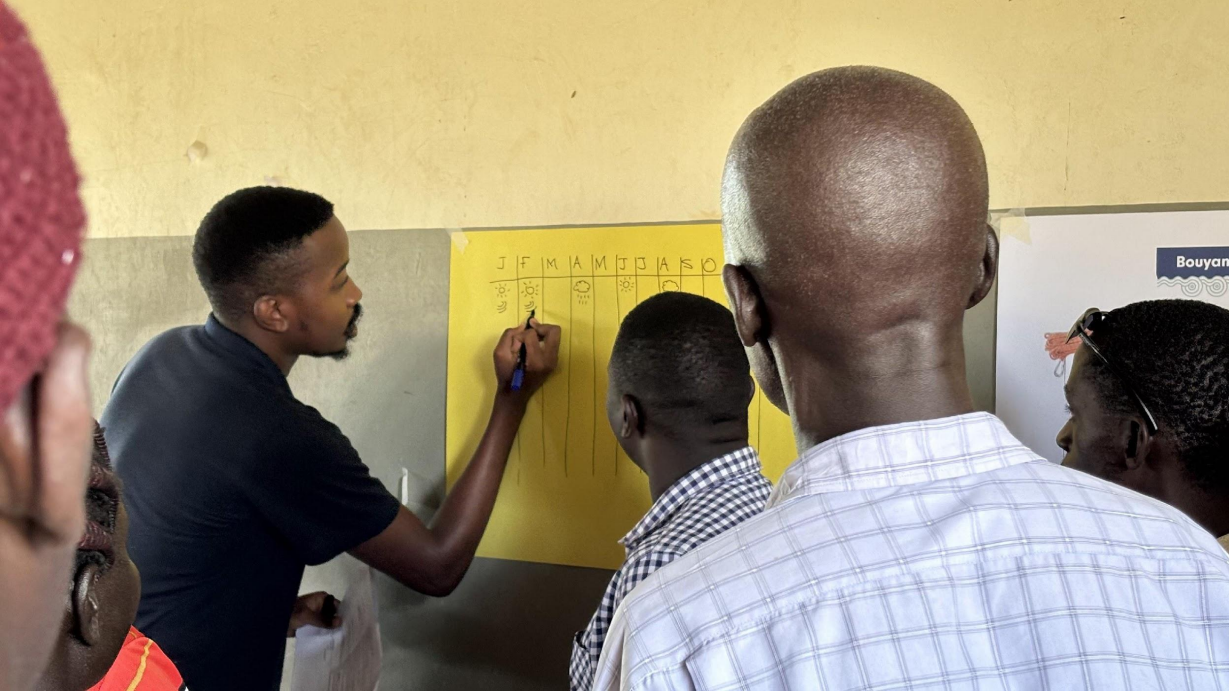


Discovery phase



Conducting focus group discussions with fisherfolk including fish mongers, community elders and leaders

Discovery phase



Gathering data on months with most turbulent weather conditions



Dialogue with a fish trader

Discovery phase



Role play activity with fishers



Interrogating use of flotation devices currently in the market

Discovery phase



Interview with a tailor in the community

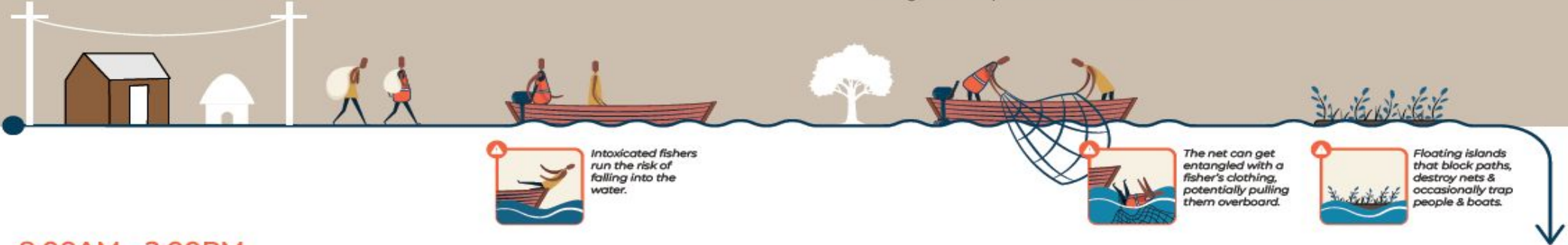
Low quality life jackets in the market



5:00AM - 8:00AM

The day fishers set off into the lake carrying their fishing and safety equipment.

They usually take 2 hours to reach the fishing grounds where they proceed to cast their fishing nets. This process takes about an hour.



8:00AM - 2:00PM

The fishers cook & eat their meal while on the water and later get rest.



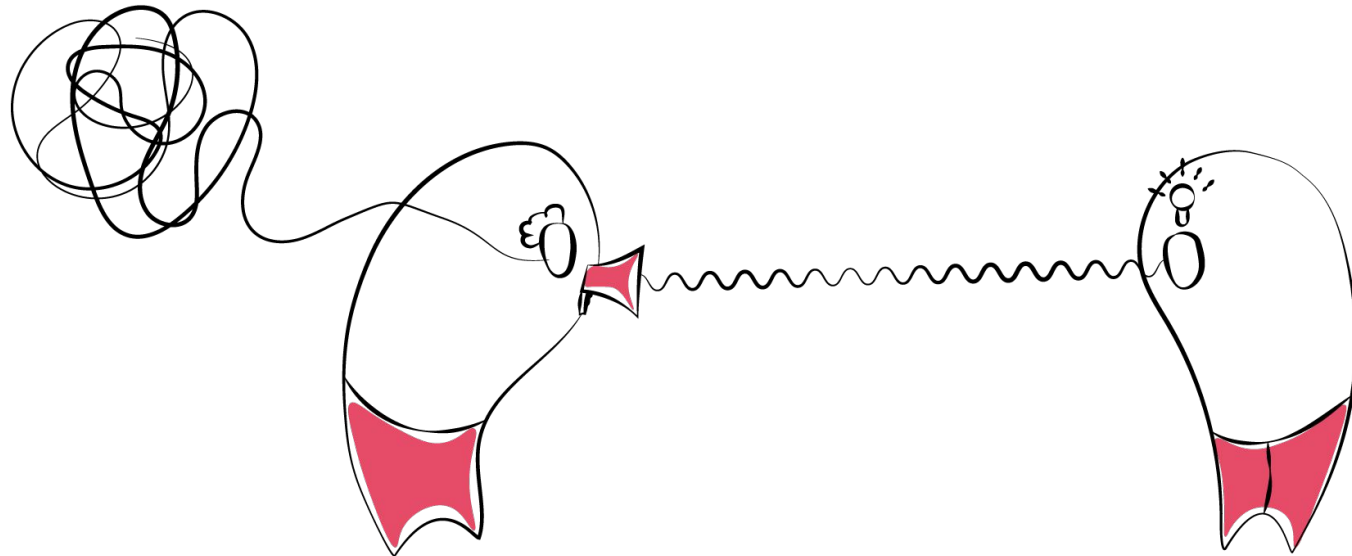
2:00PM - 4:00PM

They later head back to the landing site and hand over their catch to the boat owner.



Develop phase

- Generating ideas with the fisherfolk community. All big and wild ideas are welcome, no judgement zone.
- Fishers are encouraged to express ideas through sketching and building mock-ups.
- How Might We's (HMW) statements prompt fishers to create.

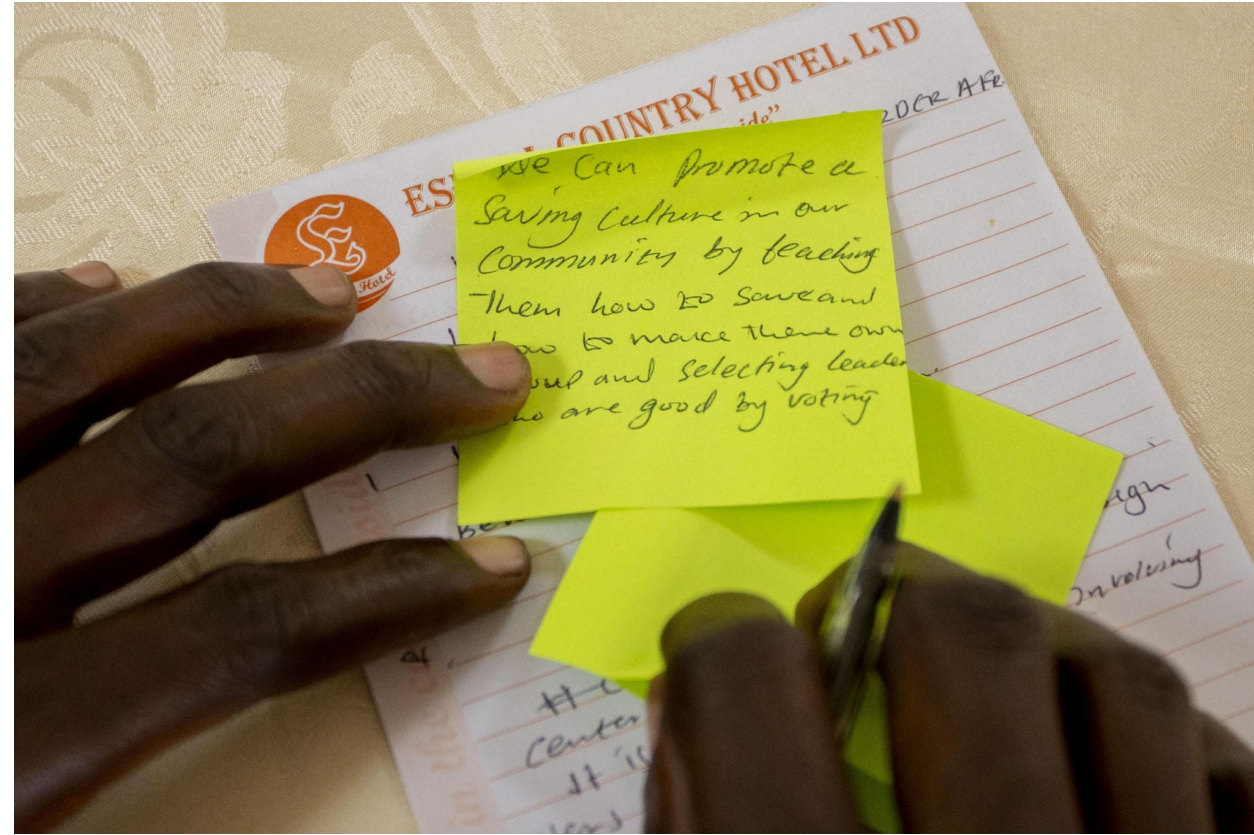


Develop phase



Ice breaker activity to warm-up the room for the day's activity

Develop phase



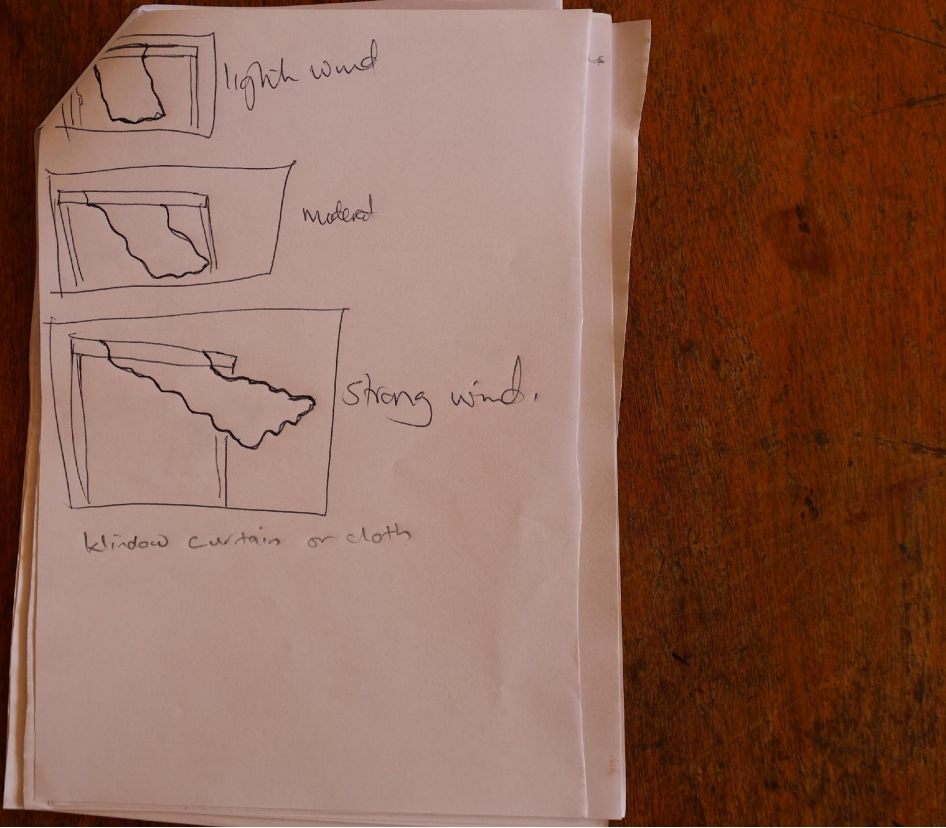
Fisherfolk using sketches and sticky notes to bring out their ideas

Develop phase



Embodied demonstrations by fishers to identify strengths and pain points

Develop phase



An idea to help fishers determine wind strength at the landing site



Evaluating communication devices in the flow of weather information

Develop phase



Fishers using the SCAMPER tool to add/remove elements from the flotation device that may improve use and comfort

Develop phase



Mock-up building using simple materials like manila paper, tape and rope

Develop phase



Fishers presenting their ideas to the audience

My takeaways

- The power of Ubuntu and the close-knit nature of fisherfolk communities.
- Constant learning and gathering more findings with each interaction.
- The process has shown growth, stepping out of my comfort zone.
- Design is a tool for impact and change.



Thanks for coming to my TED Talk 😊