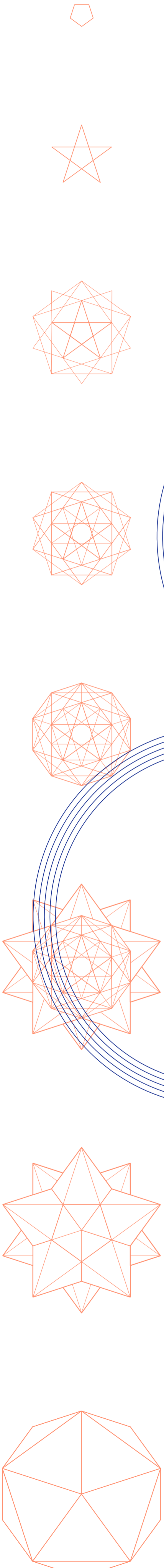
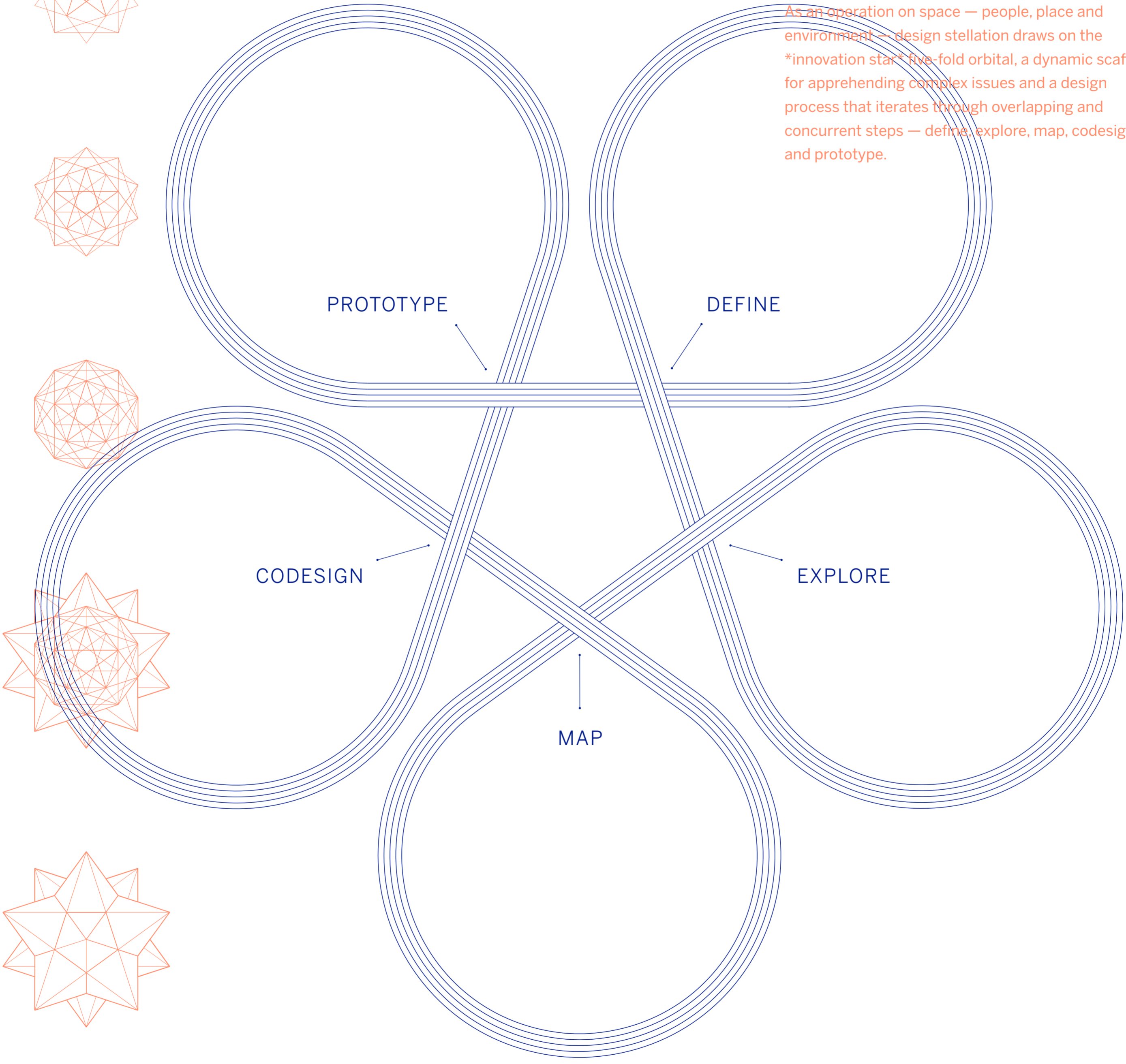


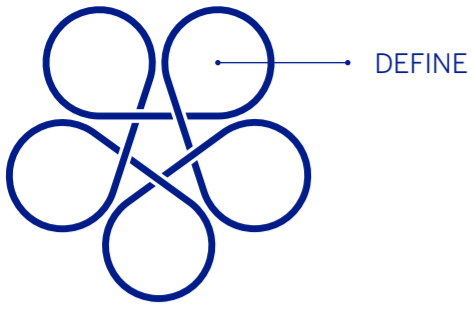
# Stellation

Agbogbloshie Makerspace Platform (AMP) is an experimental demonstration of stellate design, a participatory approach to spatialized design thinking-making: stellation and constellation are inter-operative modes of conceptualization-realization to induce inclusive innovation.

As an operation on space — people, place and environment — design stellation draws on the \*innovation star\* five-fold orbital, a dynamic scaffold for apprehending complex issues and a design process that iterates through overlapping and concurrent steps — define, explore, map, codesign and prototype.



Help grassroots makers make more and better, together!



## Innovation Through Design

### DEFINE

Clarify the SET (Socio-, Eco- and Techno-) logics of the place in question. Produce an action plan with set of thematic questions to explore: How does the informal sector practice material processing in Agbogbloshie; what do the various actors involved in (e-)waste processing understand about the full extent of their trade and its environmental consequences; and how might makers come

together to advance the technology at their disposal and thereby create new life opportunities through \*popular prototyping\*? The \*Theory of Change\* tool has proven an effective way to devise of a roadmap that bridges and addresses our first assessment of the SET logics of the site and our future scenario / projection.

### EXPLORE

Unearth new data — discovered via walkabouts and meet-and-greets on the ground, i.e. through observations, surveys and interviews. Trained members of the community of scrap dealers in Agbogbloshie carried a total of 690 interviews, representing approximately 10-20 percent

of the number of scrap dealers active at Agbogbloshie per current estimates in the literature. Informed by the concept of stigmergy, decode information from environment through interaction; similarly, gain knowledge of the environment.

### MAP

Navigate, make sense and order collected data to guide design strategies and production. Maps are generative apparatus within which cues to viable innovative urban interventions are encoded.

### CODESIGN

During collaborative and interclass innovation community workshops, participants leverage existing practices to design

and engineer better the items needed. 750+ (e-)waste and scrap workers in Agbogbloshie together with 750+ Science, Technology, Engineering, Art & Mathematics (STEAM) students and young professionals from universities in Africa, Europe and North America — have participated in a joint effort to explore the Agbogbloshie (e-)waste ecosystem for opportunities for disruptive technological and social innovation in informal sector (e-)waste processing through 35+ maker workshops.

### PROTOTYPE

Prototype a series of seed interventions to test collectively their pertinence and to provide clues for improvement.

