

# Design output.

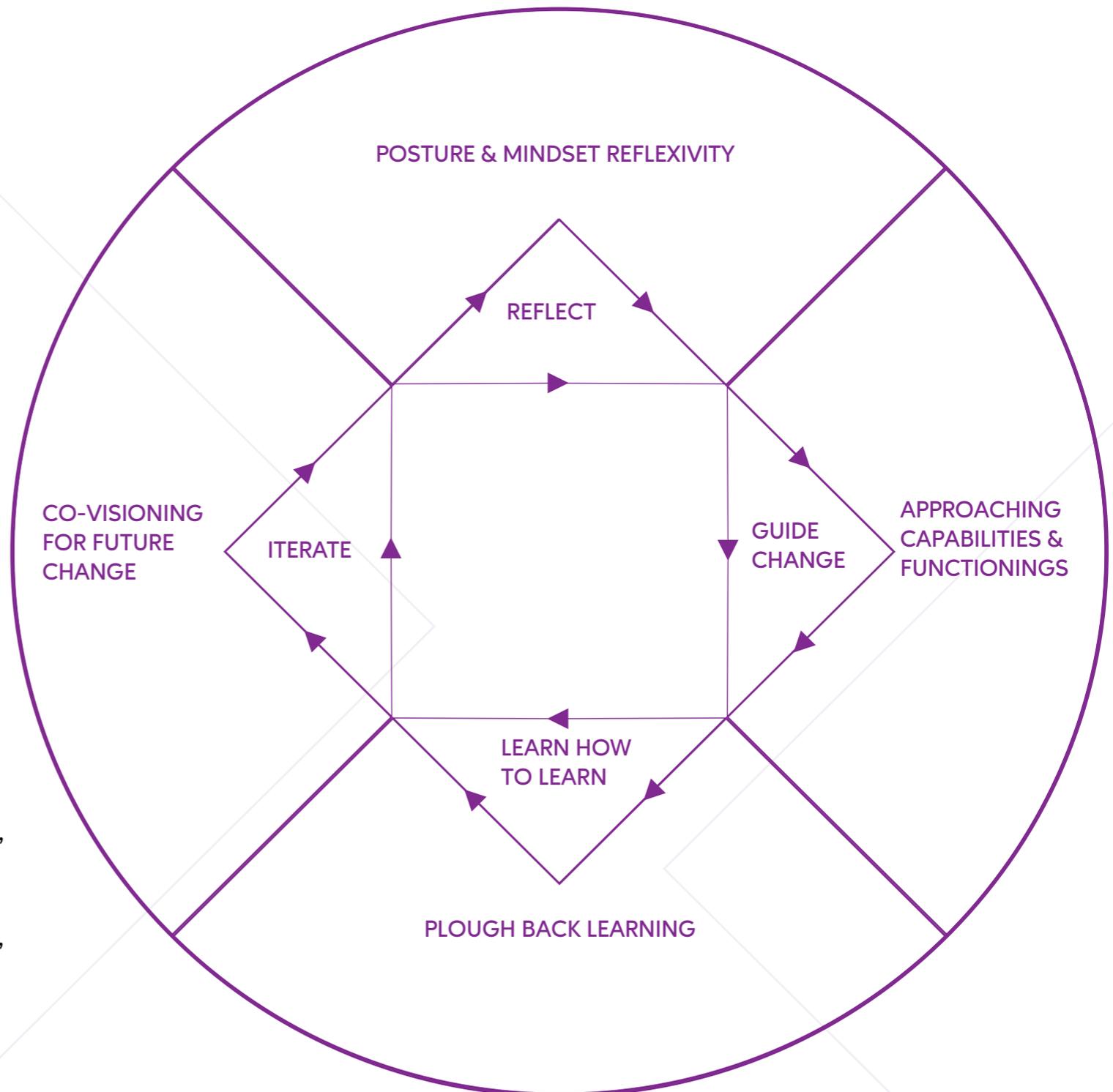
## *A Full Life Project*

- proposed framework for holistic evaluation of wellbeing & human emotional lives.

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This framework is a heuristic model for tracking indicators and impacts, analyzing subjective and highly disputed socio-psychological aspects of emotions, wellness, and quality of life.

It comprises four core principles and values, four guiding ways of working and four overall main elements.

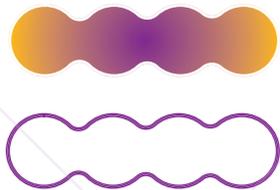


# Four principles and values of the wellbeing evaluation framework



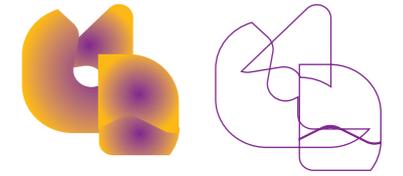
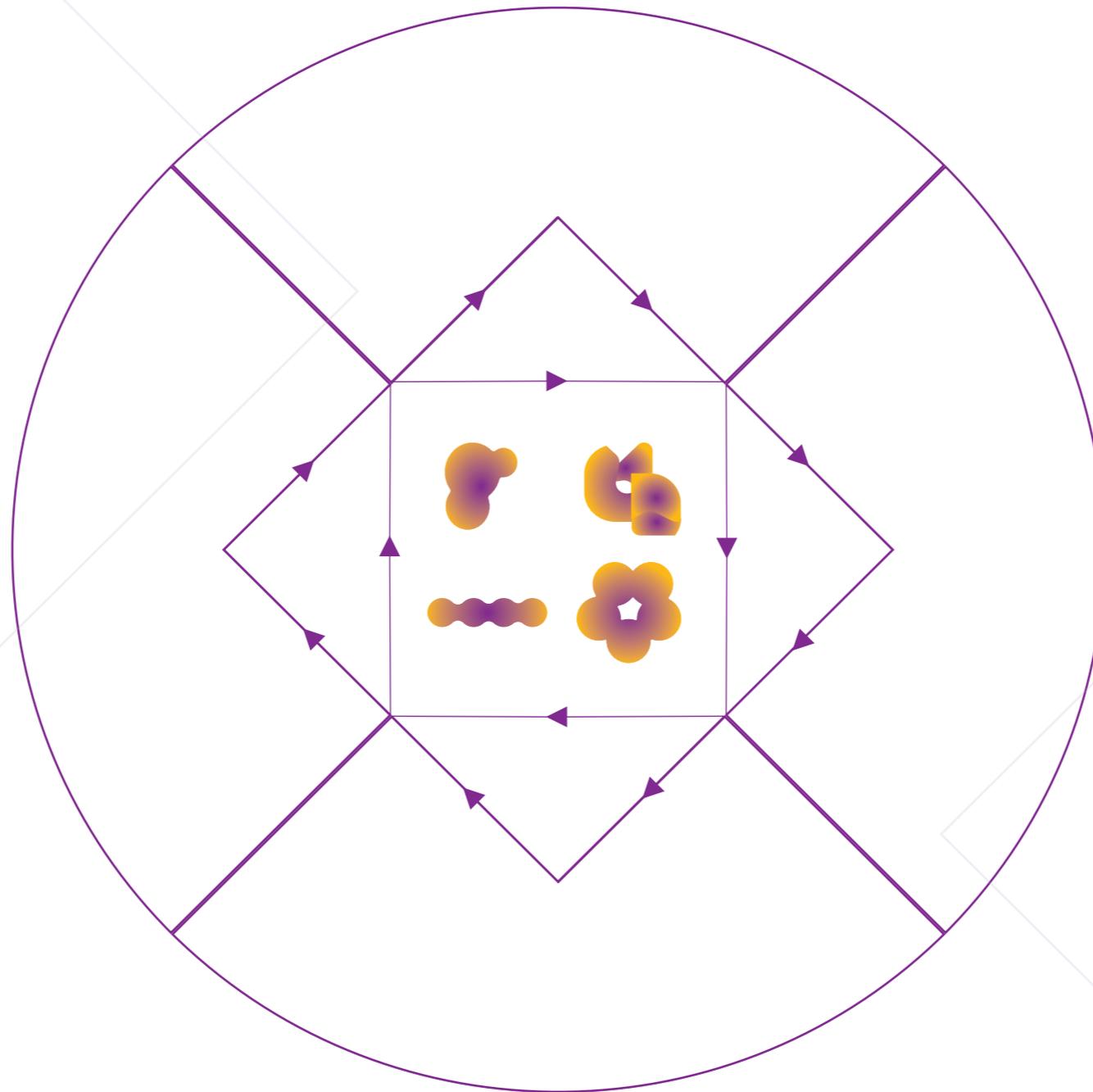
## Relational Ethics

Conscious use of power and a direct ethical relationship should be fostered between all project partners, practitioners, designers, impact teams, and project users. In relational ethics, individuals consider nonhuman factors such as nature and biodiversity that are essential to the setting of the intervention and extend their caring to those aspects.



## Everyday Life

Analysing the evolution of individual and communal life projects, we analyse the changes and transformations in the social, cultural, political, material, environmental, and living environments of everyday life.



## Wholistic economic, social and natural environmental worldview

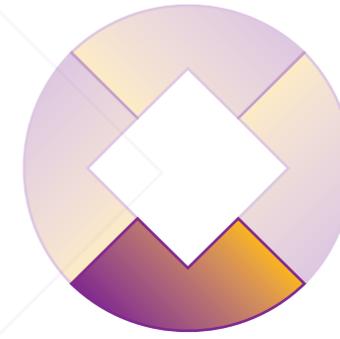
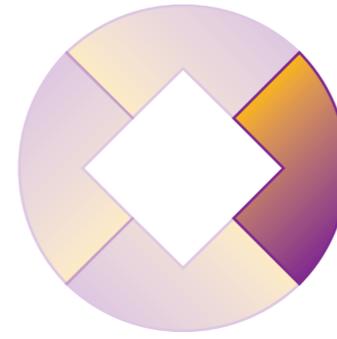
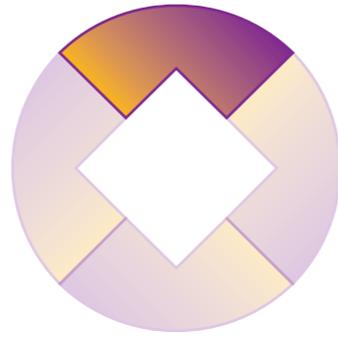
Designers and users of this framework must educate themselves with local knowledge of the economic, social and natural environmental factors that influence the assessed social metrics eg. wellbeing.



## Localism

This framework acknowledges the values and knowledge held by localised and decentralised societies that have been historically under the threat of centralisation, conformity, and universalisation.

# The wellbeing evaluation framework.



## Elements

**Co-visioning for future change**

**Posture & Mindset reflexivity**

**Understanding capabilities and functioning**

**Plough back learning**

## Aim

Creating detailed, compelling, desired future scenarios from the imaginations and meanings drawn of the specific metrics being assessed.

Designers & impact team reflect on beliefs, attitudes, assumptions and expectations about the outcomes. The team's perceptions should be paralleled to the visions of change created by the project participants and with other realities of the project.

Create and detail a clear approach for catalysing and gently guiding the desired change and outcomes as captured in the visions for change.

Focus the project away from a single loop evaluation of change for reporting purposes to become a learning organisation where the intervention facilitates the learning of all its members to continually transform itself.



## Ways of working

**Co-evolution and iteration**

**Knowing & Reflecting**

**Actuating & guiding change**

**Learning how to learn**

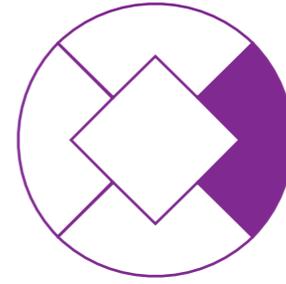
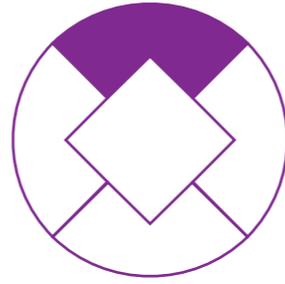
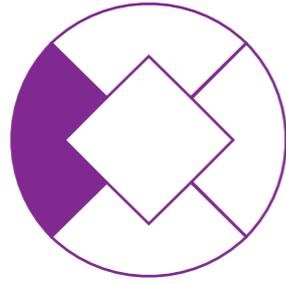
Iterating zooms in and out from small to large scale change, many iterations of analysing and documenting outcomes, and the perseverance to evaluate change initiatives across short and long time horizons.

Knowing and reflecting is intentional self-awareness work, often overlooked but imperative, particularly for those who consider themselves or have been regarded in projects or the world, as experts.

This method of working empowers designers and change agents to gently and ethically steer multi-directional results. All phases and actions in the project should lead to the project's anticipated future states and objectives.

Initiatives that learn how to learn must first adapt and respond to the complexities of wicked problems. To keep the project viable, prioritize experiential learning and experimentation.

# The wellbeing evaluation framework - MASS impact team



## Elements

### Co-visioning for future change

### Posture & Mindset reflexivity

### Understanding capabilities & functioning

### Plough back learning

## Activities

- Scenario development
- Future casting
- Speculative design
- Cultural probe

- Reflexivity
- Mapping
- Dialogic collaboration

- Longitudinal assessments
- Survey questionnaires
- Ethnographic observation
- Co-creation workshops

- Assessing gaps between visioning process and reality.
- Experiential learning
- Cultural probe
- Reflection and relearning

## Aims for FF & MASS

MASS Design, Fossey Fund, and other partners will engage with construction workers to help them create solid narrative visions of their future in terms of their expectations and well-being due to their short- and long-term involvement in the project.

The MASS team needs to be aware of and question how their expectations and assumptions about construction workers' emotional connection to their site roles and the Fossey mission are incorporated into work requirements, messages and training curriculum.

MASS team to adapt the theory of change. They will assess the capability, functionings desired and achieved by the construction workers to convert the job opportunities by the Fossey Fund and training by GIZ into achieving short- and long-term wellbeing.

MASS Design, Ellen Degeneres Fossey fund Campus and GIZ will document findings of the improved resources, conditions, capability and establishment of new values (functionings) and derived utility and freedoms for the construction workers.

## Guiding questions

What are the symbols, stories and narratives that amplify the ideals that the Musanze community values the most and wishes to promote?

Which external, imported, Western rationalities concerning the project's influence on job creation and worker socioeconomic well-being can be identified?

What are the challenges community workers are facing to be productive at work?  
Why would workers choose the Fossey project over other career possibilities in the area?

Was it possible to achieve the future aspirations of the construction workers and Musanze community by using place-based solutions, activities, and innovations during the project?