

# DESIGN FOR POLICY

AN EMERGING PRACTICE  
FOR ACHIEVING INTENDED  
CHANGE FOR CITIZENS  
AND SOCIETY

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LAB**

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“Governments can be brutal and stupid. But the best have helped their citizens to live stronger, safer, richer, freer lives.”

Geoff Mulgan  
The Art of Public Strategy (2009: 1)

What does being „best“ mean?

Have we gone analysis-mad?

Henry  
Kissinger  
**World  
Order**

**THE SHIFTS**  
*and the* **SHOCKS**

**WHAT WE'VE  
LEARNED—AND  
HAVE STILL TO  
LEARN—*from the*  
FINANCIAL CRISIS**

**MARTIN WOLF**

# Design for policy



Christian Bason (ed.)  
Gower Ashgate  
December 2014

The emerging context

Super-wicked problems

Siloed knowledge domains

Stability over change

Opening of government?

## The responsibility

Governments are,  
ultimately, the owners of  
public problems, and  
*policies* are the  
approaches they use to  
address them.





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## The challenge (1)

“Adopting a new law in Parliament is no guarantee that anything actually changes.”

Danish Minister

## The challenge (2)

“I am acutely aware that we can’t flick a switch in the Department for Education, and every child will be learning more.”

Top policy maker  
Department for Education

What is at stake is our ability, as societies, to achieve in practice our positive visions of change for citizens and business.

To do so, we must change how government innovates.

## The way forward...

Recognise that no public policy arrives on a “ground zero”

Other actors and contexts are always part of the picture

Understanding people’s behaviours in practice is key to good policy design

Special skills and environments can turn behavioural insight into action

Policy that works is best (co)-created through *systematic experimentation*

Policy  
(strategy?)



Labs  
(Design for policy *and* service)



Service  
(operations?)



Across the Globe, governments are building the infrastructures, capacities and processes needed to drive innovation in public policies and services.

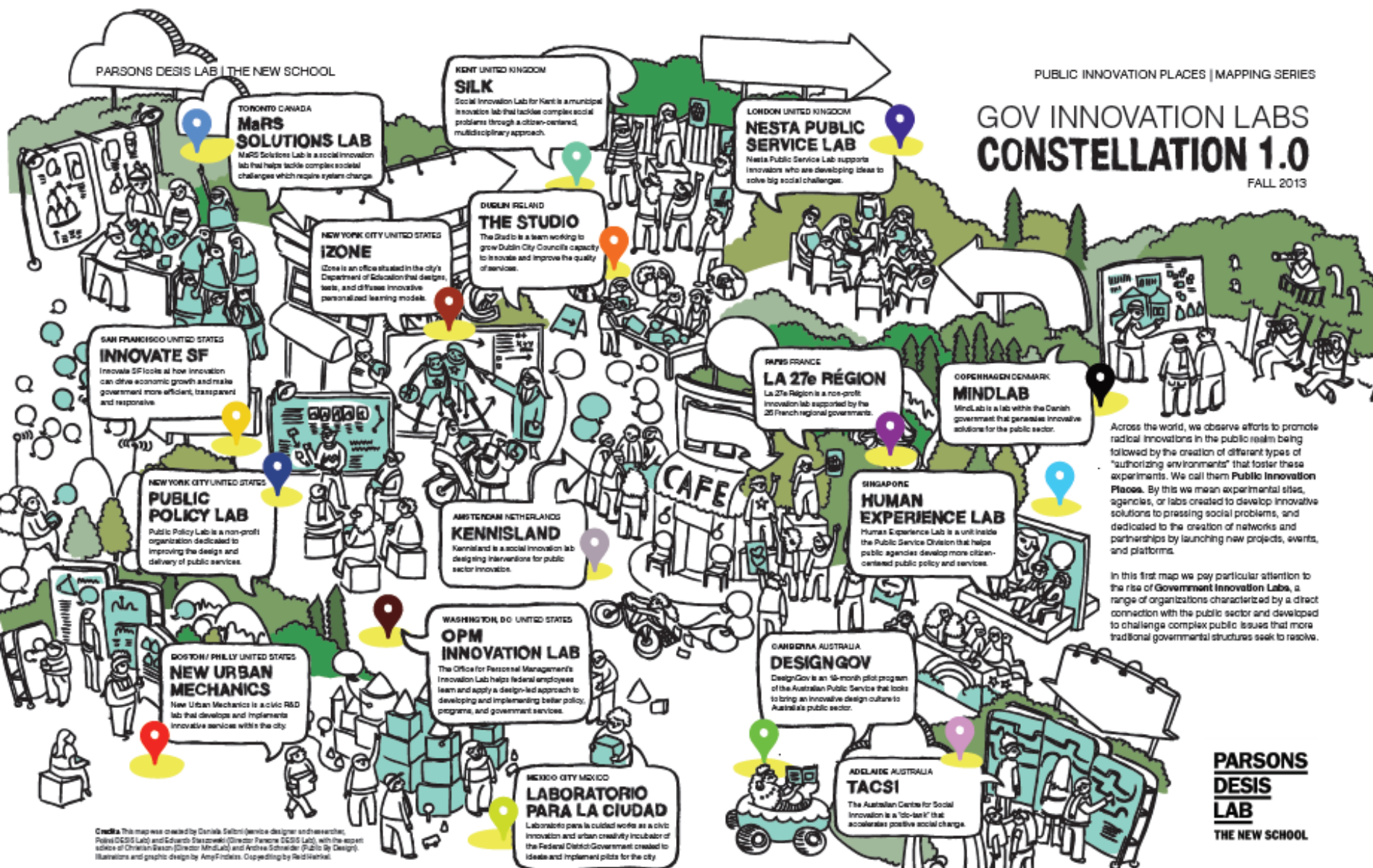


## The emerging landscape of labs

PUBLIC INNOVATION PLACES | MAPPING SERIES

### GOV INNOVATION LABS CONSTELLATION 1.0

FALL 2013



Across the world, we observe efforts to promote radical innovations in the public realm being followed by the creation of different types of "authorizing environments" that foster these experiments. We call them **Public Innovation Places**. By this we mean experimental sites, agencies, or labs created to develop innovative solutions to pressing social problems, and dedicated to the creation of networks and partnerships by launching new projects, events, and platforms.

In this first map we pay particular attention to the rise of **Government Innovation Labs**, a range of organizations characterized by a direct connection with the public sector and developed to challenge complex public issues that more traditional governmental structures seek to resolve.



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Working *with* owners  
to create public value

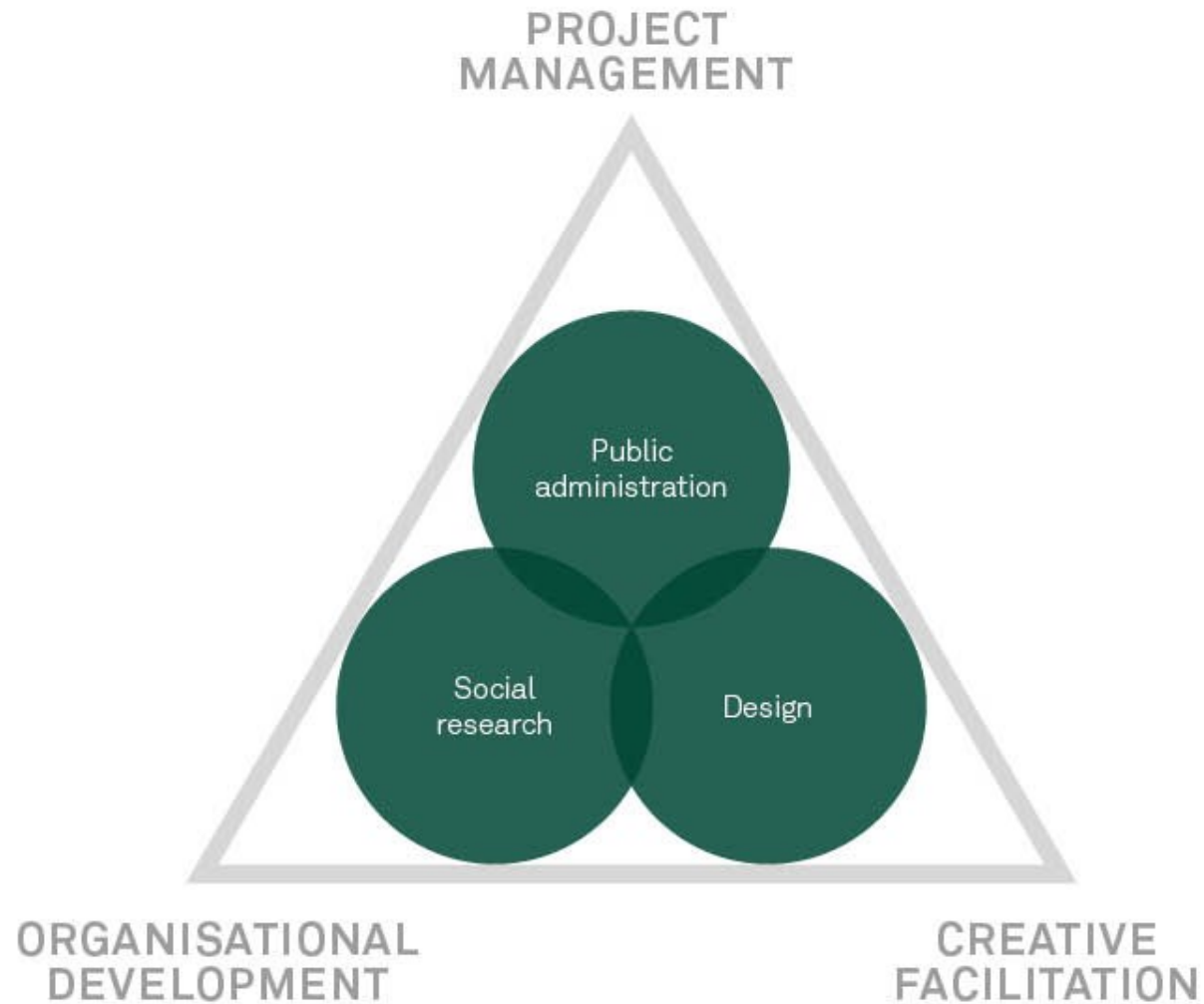






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# MIND LAB

## ANALYSIS

Identifying insights  
Visualisation  
Pattern recognition

## SYNTHESIS

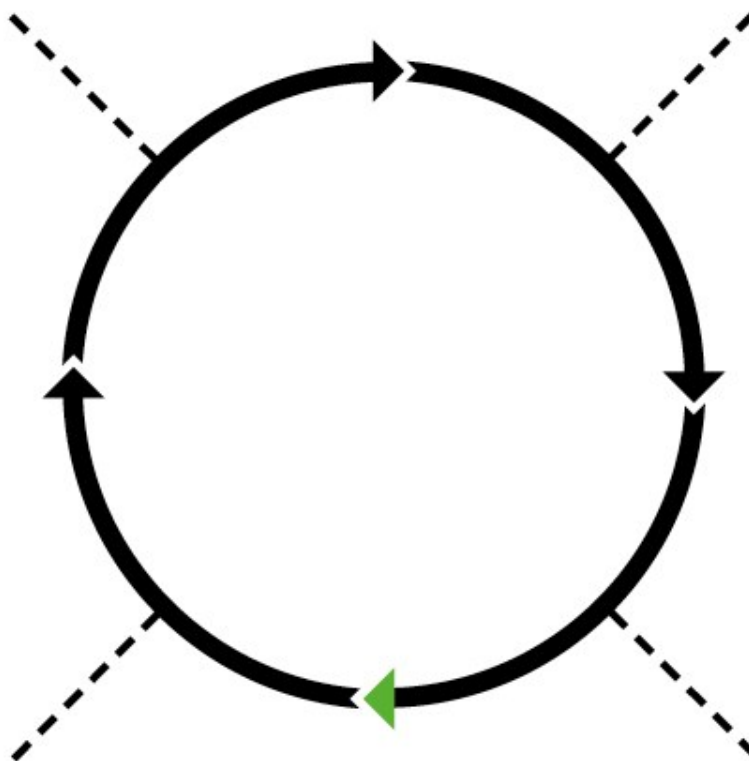
Ideation  
Concept development  
Selection

## KNOWING

Project scoping  
Challenging the problem  
Citizen-centred research

## CREATING

Prototyping  
Testing  
Implementing



What is the job we  
need labs to do?

# From resisting to embracing complexity

“Making problems experientially available for the involved stakeholders enables a real discussion of challenges and opportunities.”

Joachim Halse  
Danish School of Design

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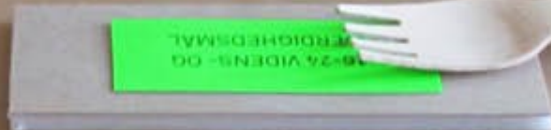
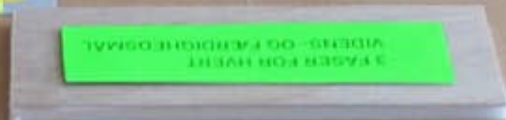
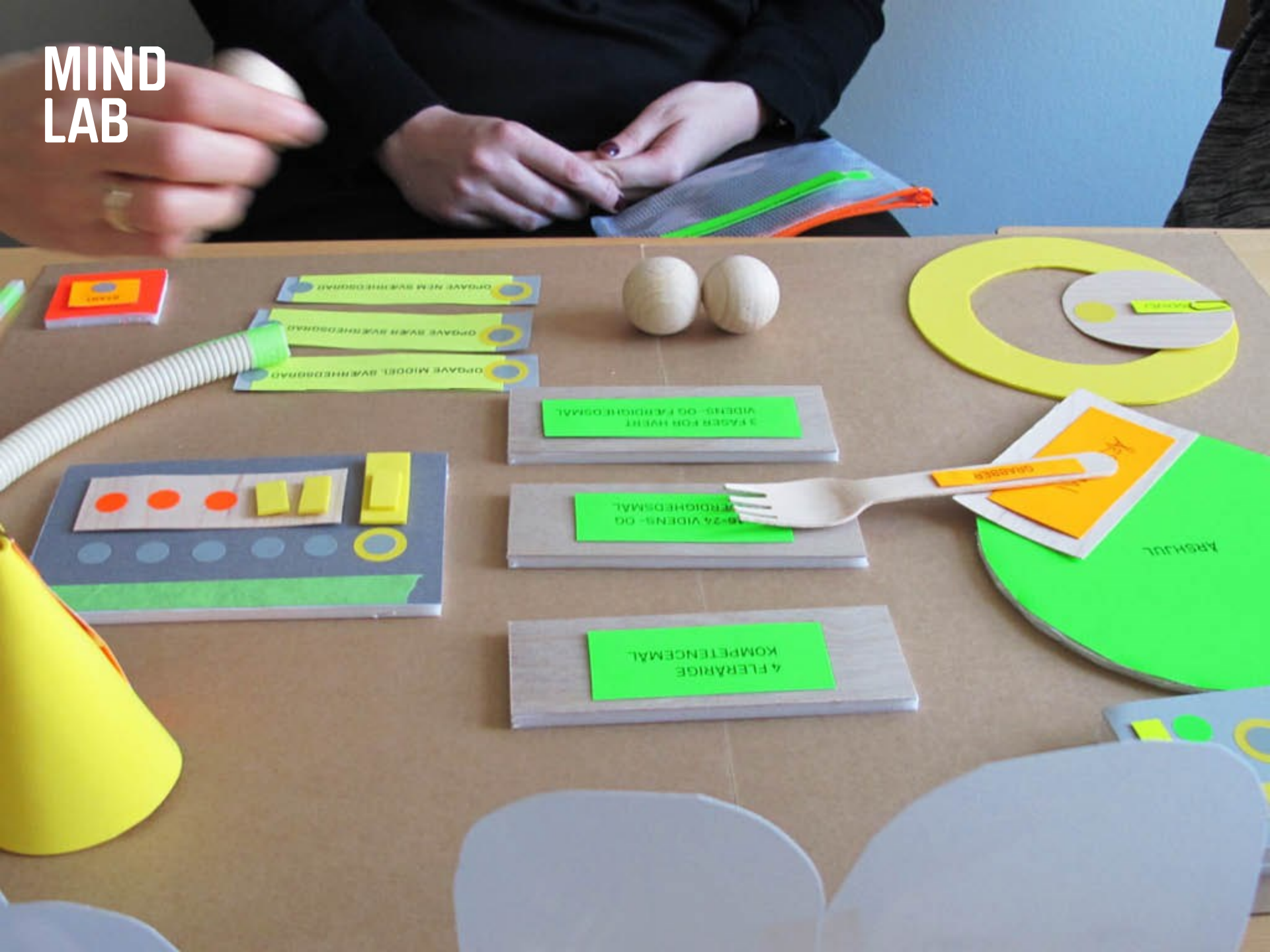


From problem-solving to  
envisioning new futures.

Design can become a catalyst of the “collective construction of the future”.

Stephane Vincent et. al.  
La 27e Region







From system focus  
to citizen centrality.

The policy potential is of viewing people “not as bundles of needs to be served but as potential assets in the system”.

Simona Maschi  
Copenhagen Institute of Interaction Design

Jennie Winhall  
Participle

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# From unilateral action to shaping new alliances.

“Policymakers will have to forge alliances with broader coalitions of actors, generating a wider range of organizational platforms and sources of knowledge, than they ever have before.”

Tom Bentley  
Former senior advisor to Australian PM

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# From facilitation to stewardship.

“Coherently shape cultural, political, economic interests through unpredictability towards a desired goal and to ensure impactful delivery.”

Marco Steinberg  
Founder, Snowcone  
Former Director, Helsinki Design Lab



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# From policy-as-strategy to policy-as-impact.

“The moment we link policy implementation and policy-making with the products and services that people actually experience, the human experience moves into the foreground.”

Sabine Junginger  
Hertie School of Government  
Kolding School of Design

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”They were looking a bit uncomfortable, because it is their service. And the manager was looking uncomfortable as well.”

**Development Director  
Borough of Lewisham (UK)**

Current policy model

Resisting complexity

Problem-oriented; reactive

System focus

Unilateral action

Facilitation

Strategy emphasis

Design for policy

Embracing complexity

Vision-oriented; proactive

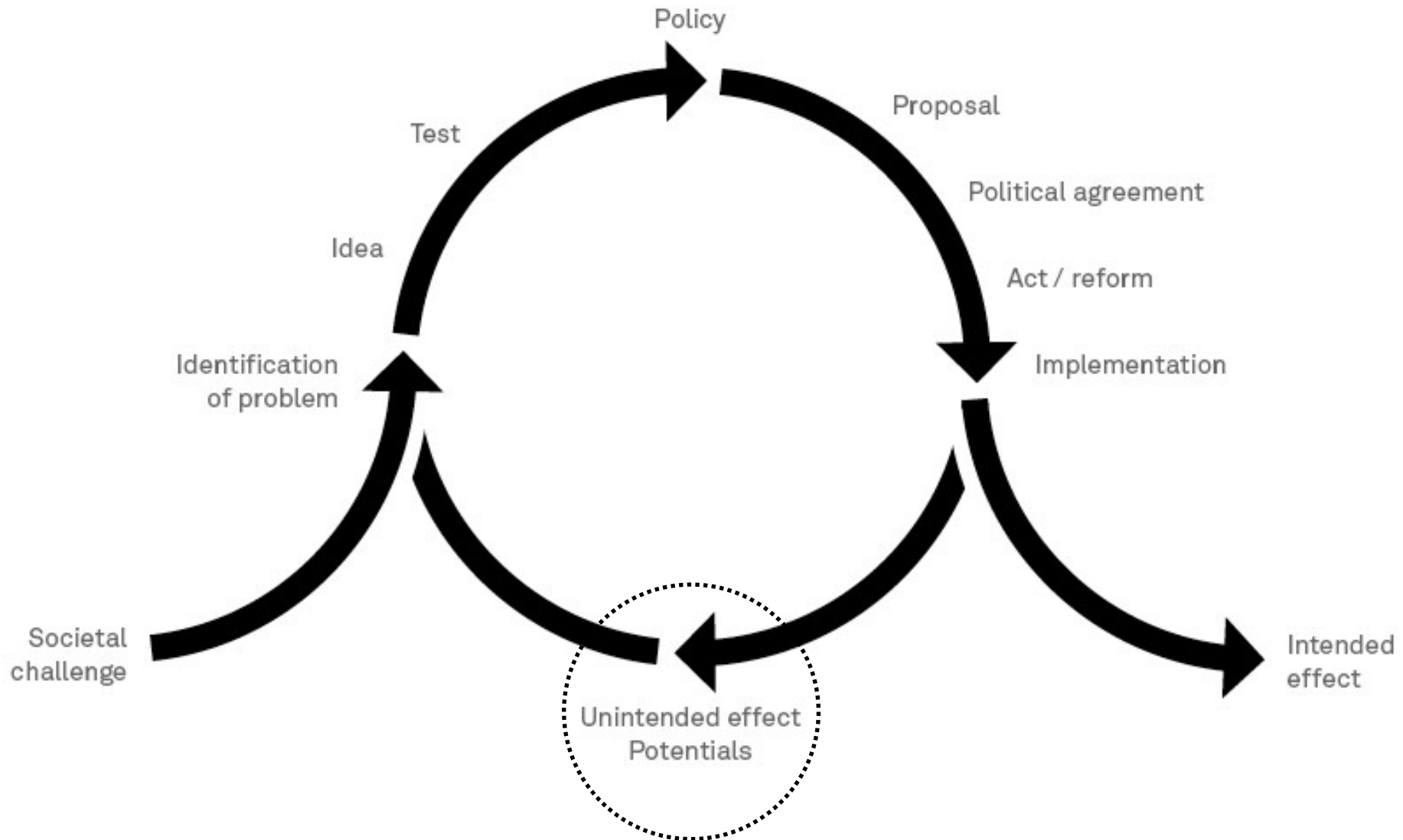
Citizen focus

Shaping new alliances

Stewardship

Impact emphasis

# The shape of a new and more humble policy model?



What's next?  
(For labs to succeed)

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Authorization

How to make innovation in policy legitimate at all levels?

Skills

New competencies for policy makers?

Metrics

Might we need to recognize new forms of value?

Research

What must we learn, fast, about design-led policy?

Politics

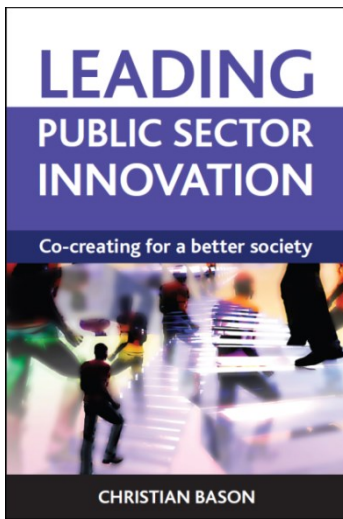
What becomes the space for political decision-making?



”Are you saying we are too busy  
to be helped?”

Top executive  
Government of Denmark

## Some additional resources



Policy Press  
2010



Nesta +  
MindLab  
2012



European  
Commission  
2013



Nesta  
2014

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