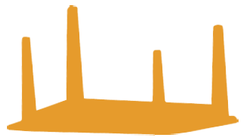
LET'S TABLE!



project report book

NYC™
Office for Public Imagination

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We started this journey with one question:

What is the problem we are trying to solve here?

Our research helped us to understand that the main problem was that residents were feeling more and more powerless in the face of rapid change in their neighborhood. They did not feel that they would be able to create both creative and logical solutions for their issues.

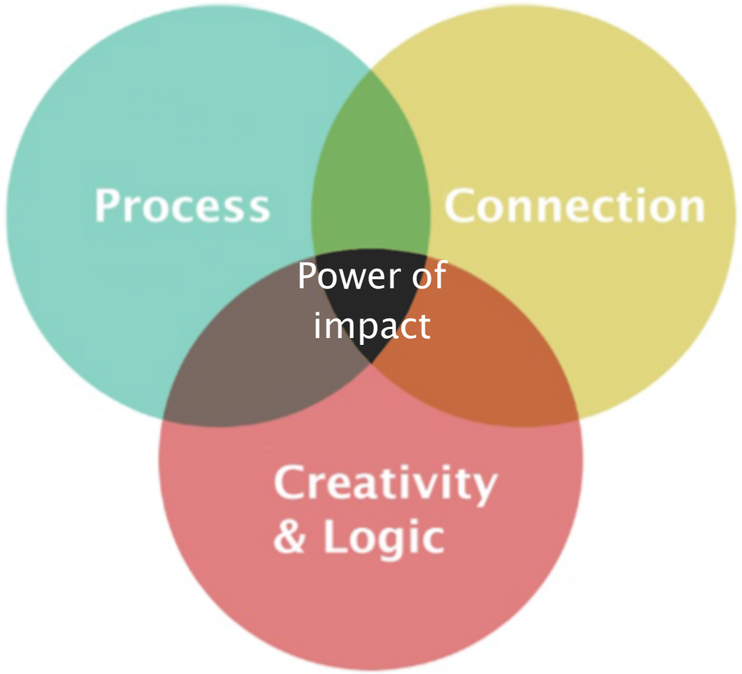
Bruce

Take Bruce for instance

He is a father of two children. He lives and works in the Lower East Side. He has been complaining about the sanitation problem of his neighborhood for years but he believes he cannot do anything about it. He doesn't think that the situation will get better because he has witnessed many people trying to solve the problem, people doing exactly the same conventional models over and over again throughout the years. He also thinks that nobody is really willing to hear his observations and ideas. And thus comes the feeling of powerless to create change.

“Bring your ideas to the table!”

LET'S TABLE!



Let's Table is a unique and holistic process of harvesting great ideas to solve relevant problems. Our program helps bringing a holistic end-to-end approach from creation to implementation. Our unique ideation methodology — the double diamond model — allows us to help participants develop creative ideas and then make logical choices with each iteration — both for root-causes and solutions.

How does it work?

Crowdsource

Crowdsource issues to address

Recruit

Recruit an awesome set of participants from residents, government, business owners and community members

Magic Ingredient

Bring out the magic ingredient: Let's Table to create creative and logical solutions twice a year

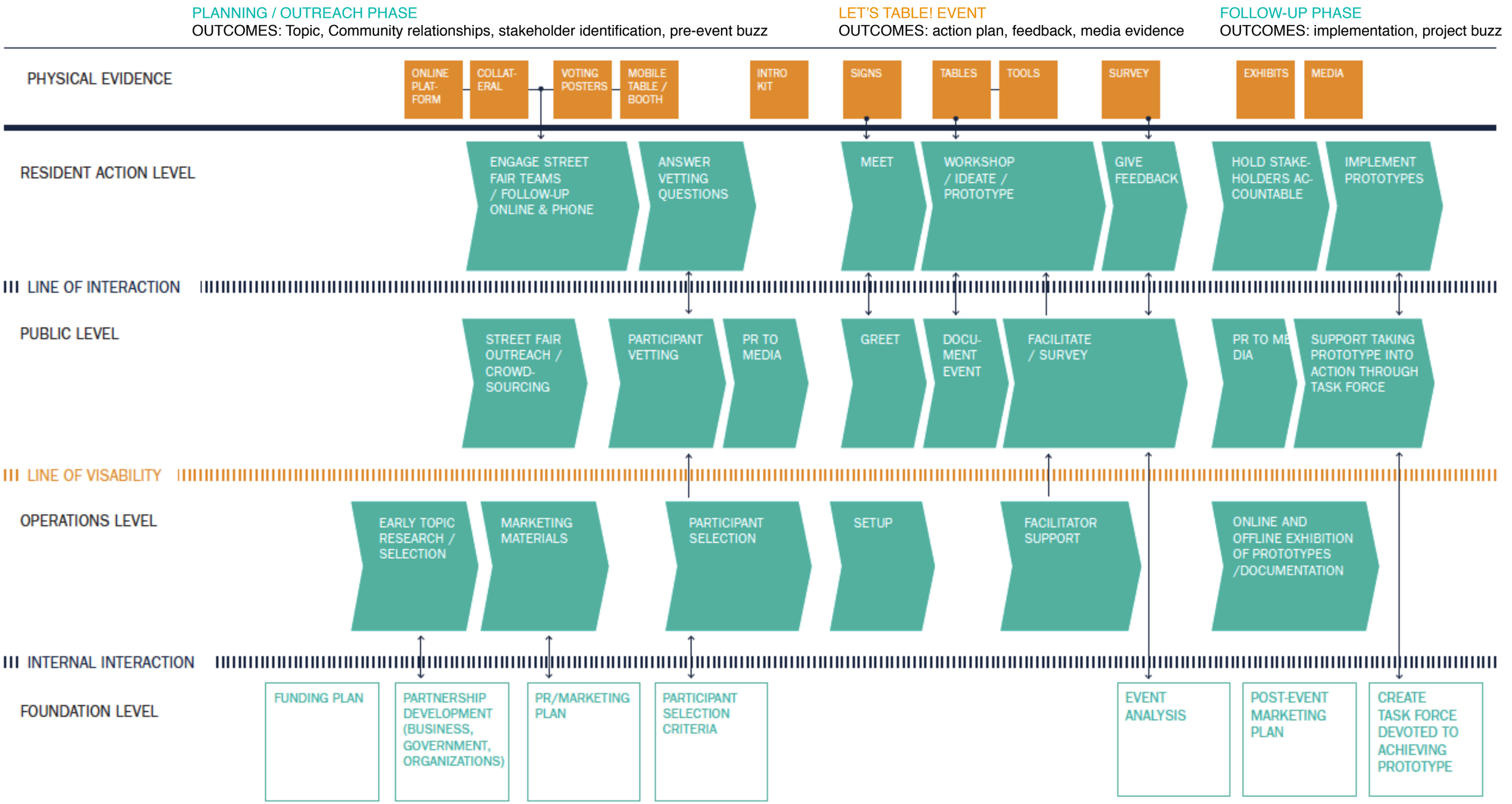
prototypes

Prepare and pitch prototypes of the solutions with/to relevant issue owners

Follow-up

mid/long term Follow-up consultancy to help implement the solutions

Service Blueprint



TAKING IDEAS

MOBILE TABLE

Key to our crowdsourcing and outreach strategy is our mobile table. It serves both as attractor to our booth as well as a catalyst for sourcing ideas.

INTERACTIVE POSTERS

We believe it is essential to source ideas from a diverse audience. Posters extend our reach to times of day and places where our mobile table would be impractical..

ONLINE PLATFORM

Recognizing that New Yorkers spend significant amount of time online, we believe online engagement is an important part of crowdsourcing.

OUR PROCESS

WE WANTED

We valued being magnetic, resilient, connective, empowering, and active. Crowdsourcing was one way to serve these values.

WE NEEDED

We learned through community research that we could never address a neighborhood's problems without resident input.

WE TRIED

We went through many different incarnations of Let's Table before we settled on a process and idea that was tangible.

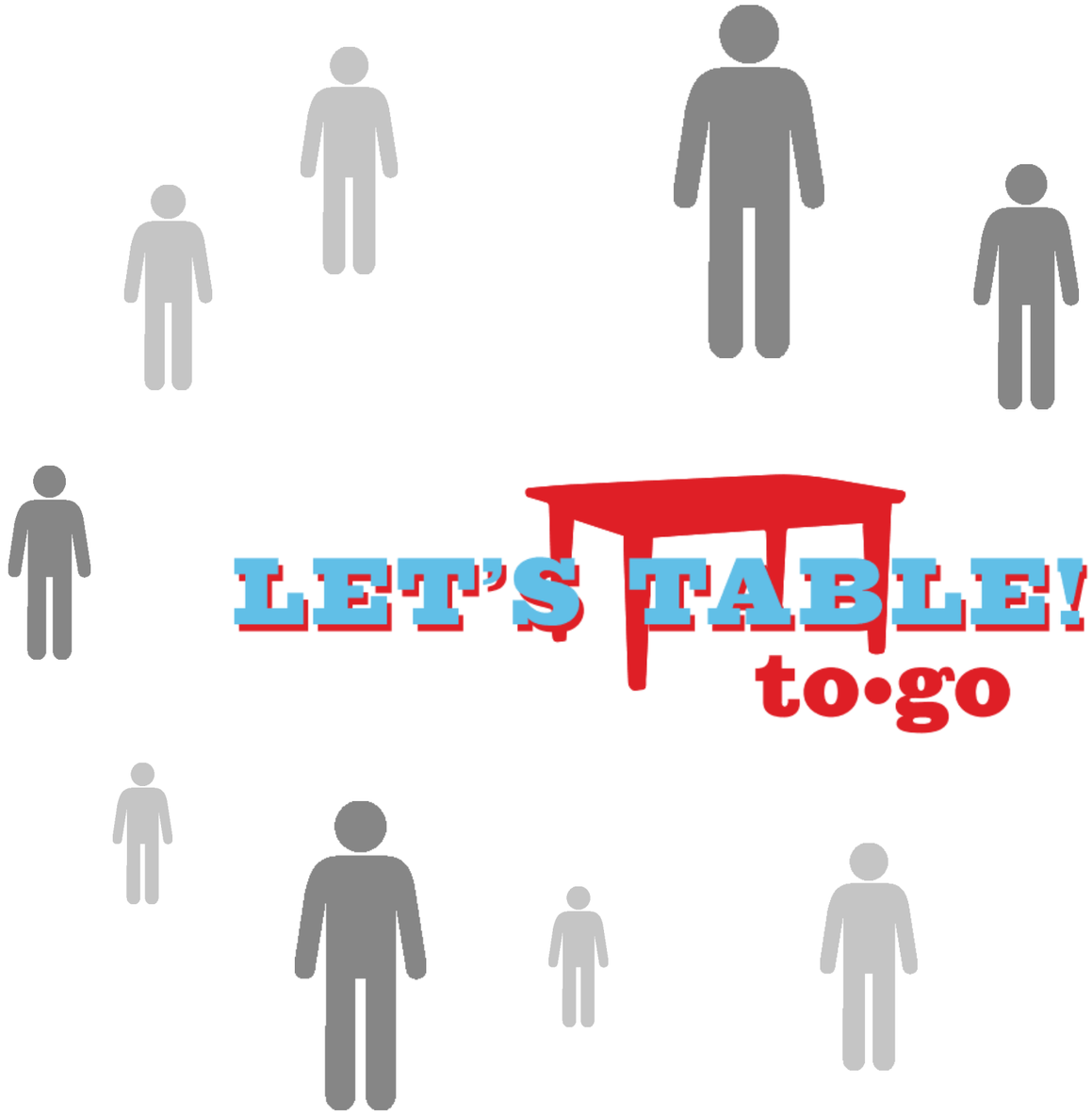
WE LEARNED

We refined the Let's Table experience — the process, our metaphor, and our toolkits after testing with multiple groups in different settings.

WE GREW

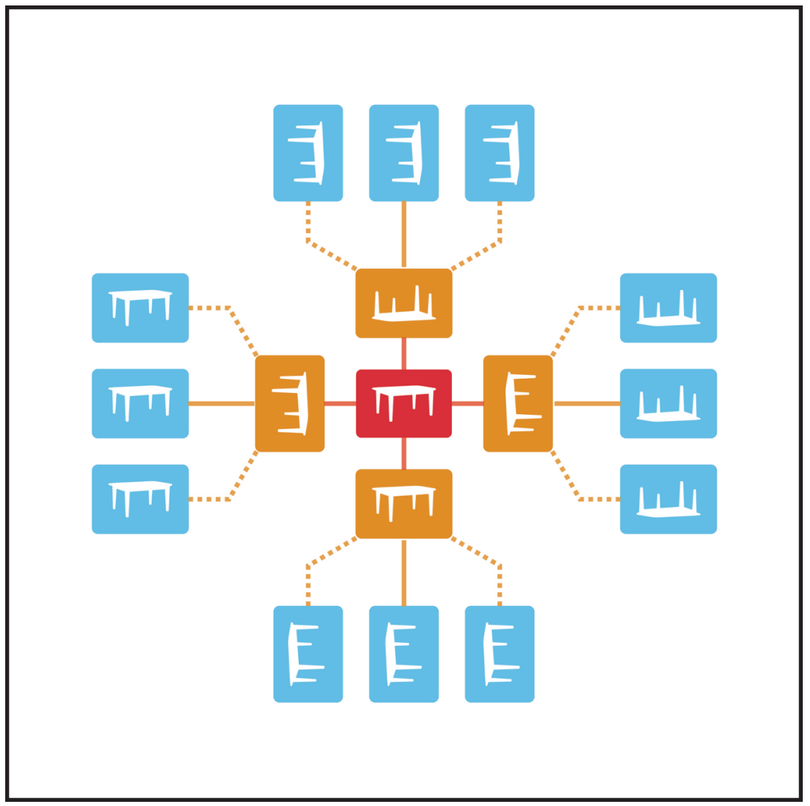
We came to value how important the mix of participants was to both the events themselves and implementation thereafter.

LET'S TABLE!



We believe in the power of this methodology and we want everyone to take advantage of that.
That's why we've also crafted a self instructed game version of it:
Let's Table To Go.

Board Game



It is not only a fun game but also an effective way to collectively produce creative solutions. Our aim is to dramatically increase the use of this methodology.

LET'S TABLE! to·go

Now you have the chance to make a change in your community by playing a game!

GOAL

Come up with a fantastic idea and make a change in the community.

CONTENT

- A template

- Four pieces of circular stickers
- Five kinds of Function Cards

FUNCTION OF THE ACTION CARDS

- **Blank Cards**: used to fill in your ideas.
- **Question Cards**: used to help you find out the deep issues.
- **Inspiration Cards**: used to spark new ideas.
- **Evaluation Cards**: used to evaluate and narrow down ideas.
- **Feedback Cards**: used to start conversation about the process.

HOW TO PLAY

★ **STEP 1** TIME: 5 mins

Each player gets one BLANK CARD to list one specific problem they want to solve in the community.

★ **STEP 2** TIME: 10 mins

Each player explains to others why it is important to solve the problem, after which all players pick one problem they can all relate to. And put the BLANK CARD of that problem in the red cards area of the template.

★ **STEP 3** TIME: 15 mins

Take one QUESTION CARD randomly and put it in yellow cards area. As a group, iscuss the question behind it and write down at least 3 answers on BLANK CARD and put them in blue cards area.

Repeat the process until 4 QUESTION CARDS are used.

★ **STEP 4** TIME: 5 mins

Each player choose 3 causes that interest him/ her by sticking circular stickers to the BLANK CARDS and then as a group pick one cause with most stickers. (Each player has 10 stickers to vote in total according to preference.) Put the BLANK CARD of the selected cause in the red cards area.

★ **STEP 5** TIME: 20 mins

Take one INSPIRATION CARD randomly and put it in yellow cards area. As a group, brainstorm how to solve the selected cause in STEP 4 with what is behind the INSPIRATION CARD. Write down each solution on BLANK CARD and put them in yellow cards area.Repeat the process until 4 INSPIRATION CARDS are used.

★ **STEP 6** TIME: 5 mins

Each player chooses 4 solutions he/ she likes the most by sticking circular stickers to the BLANK CARDS and then as a group pick one solution with most stickers. (Each player has 10 stickers to vote in total according to preference.) Put the 4 BLANK CARDS of the selected solutions in the yellow cards area.

★ **STEP 7** TIME: 15 mins

As a group, use each EVALUATION CARD to evaluate each solution of STEP 5 and come up with the final solution with highest points.

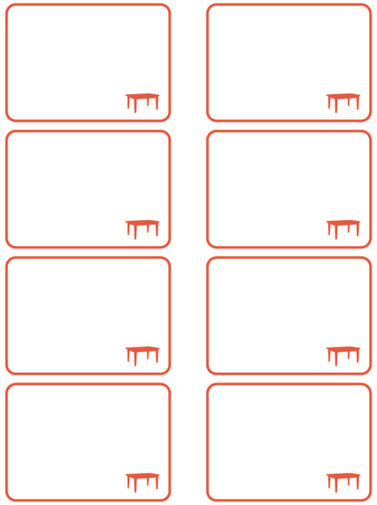
★ **STEP 8** TIME: 10 mins

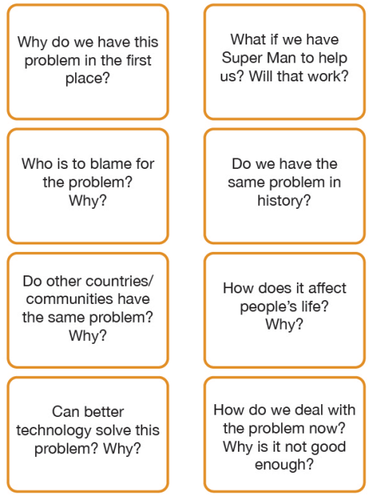
Each player take one FEEDBACK CARD randomly and do as what it indicates. Players can do it several rounds.

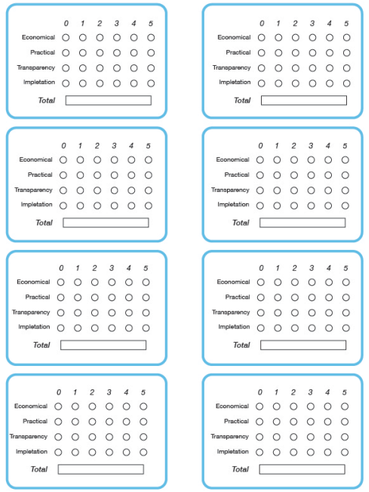
☆ **STEP 9**

Upload your great ideas on our website (www.letstable.org)!! Then you can get support from "Let's Table" agency to get resources, suggestions, etc.

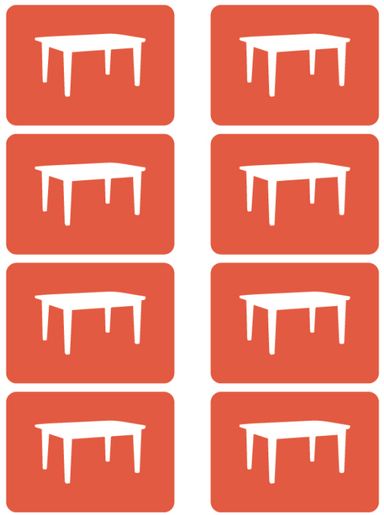
Board Game



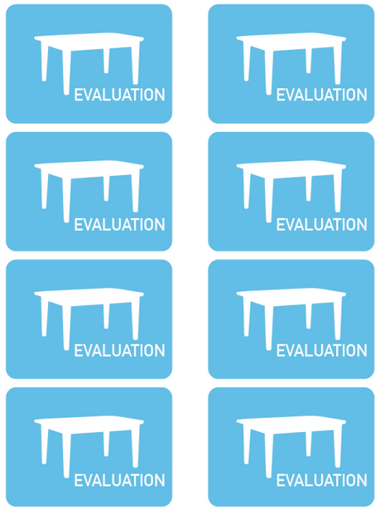

Why do we have this problem in the first place?
What if we have Super Man to help us? Will that work?
Who is to blame for the problem? Why?
Do we have the same problem in history?
Do other countries/ communities have the same problem? Why?
How does it affect people's life? Why?
Can better technology solve this problem? Why?
How do we deal with the problem now? Why is it not good enough?


0 1 2 3 4 5
Economical
Practical
Transparency
Implietation
Total

SHARE
FESTIVAL



INSPIRATION


EVALUATION

PICASSO
LEARN
SPRING

Board Game

OUR MENU

OUR TABLE

LET'S TABLE! holds twice yearly events. These two day ideation and prototyping events bring together residents, community stakeholders and government decision makers to co-develop ideas for the community.

YOUR TABLE

LET'S TABLE! TO GO is our unique process as a take-home game. Perfect for community groups, resident associations, business groups, whoever. Bring your ideas to the table — wherever your table may be!

Comparison

	LET'S TABLE!	LET'S TABLE! to·go
Type of problems	Complex Problems	Any Problem
Government Required	Yes	Not Necessarily
Pre-research Required	Yes	No
Includes Prototyping	Yes	No
Staff Facilitation	Yes	Not Necessarily
Follow-up Sessions by Staff	Yes	No
Length of Event	2 Hours x 2	1,5 Hours
Location	Our Table	Any Table

Design of the Agency

We will be establishing this as a semi-governmental program that collaborates with many agencies to help them develop solutions. We've designed the tools as such we can implement Let's table virtually anywhere. We foresee to start with three part time project base volunteers from designers and local community groups and rapidly teach the methodology to more volunteers. In mid/long term -as this methodology becomes a standard collaboration language - we would like to evolve into a full agency to enable effective communication/collaboration between government and residents.

Semi-Governmental Program

Fully functioning Office

Resources Needed

Minimal Funding

Project Manager

Logistics Manager

Food and Refreshments

Tools and Supplies

LET'S TABLE!

No Funding

On-going Volunteers

Any Location

Why do we believe this will work?

Breaking the Silos

Changing the way government and residents interact - Horizontal connections - It is changing the way residents interact with government / we break silos

Proven Methodology

faster / less beurocratic and more inclusive way to create effective solutions. We were able to come up with 27 viable ideas in 2 hours with three people.

Holistic Approach

Easy Set-up

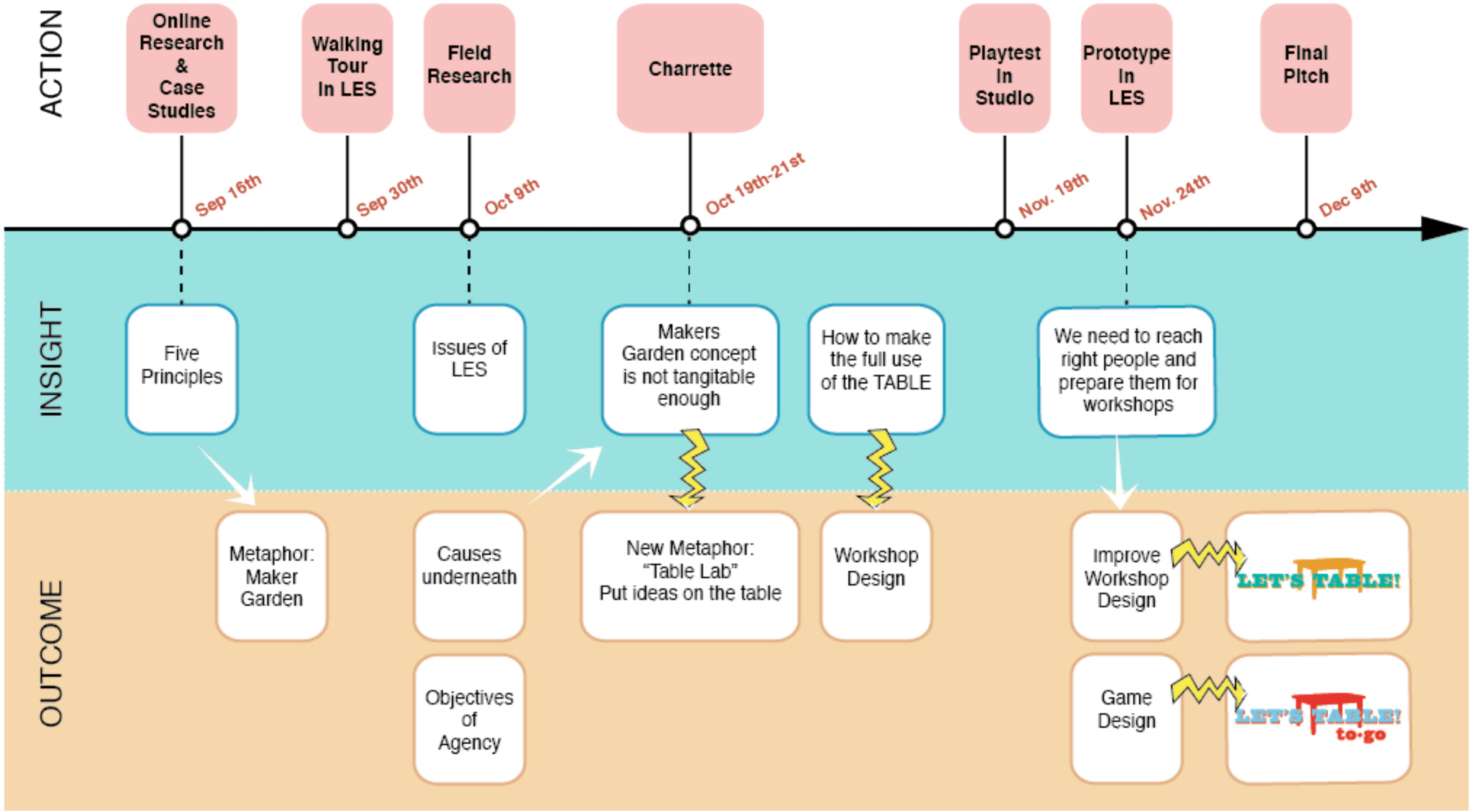
What impact do we want to see?

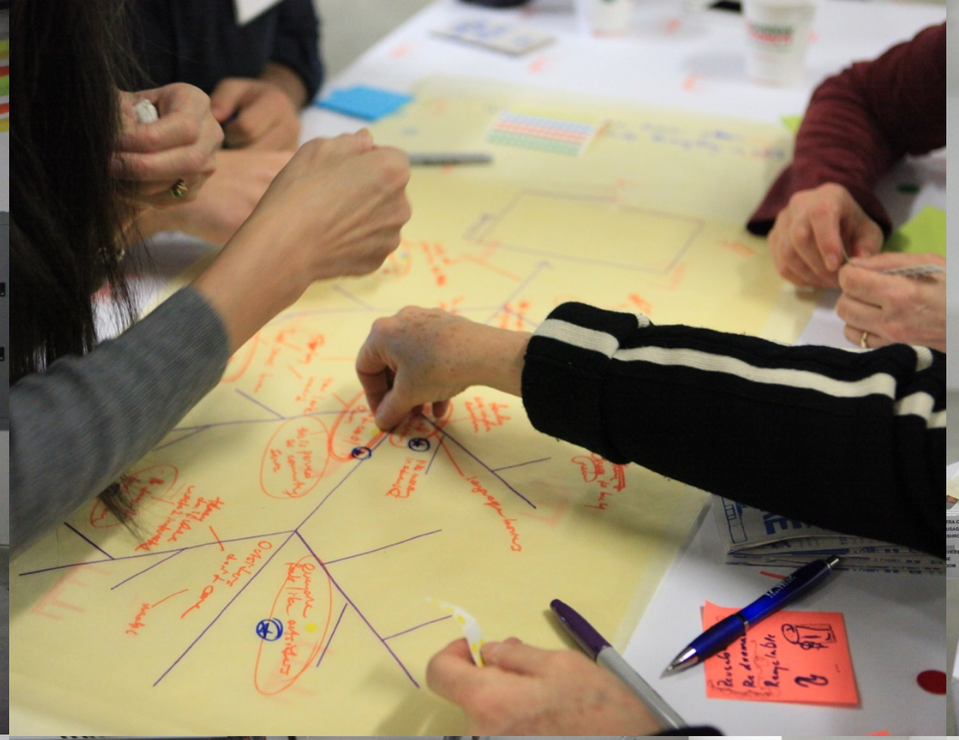
One question, 100% increase

Do you believe you can have a positive impact on your neighborhood?

We will focus ONE question and we want at least 100% increase in each and every participant to the program:
Do you believe you can change your neighborhood for better?

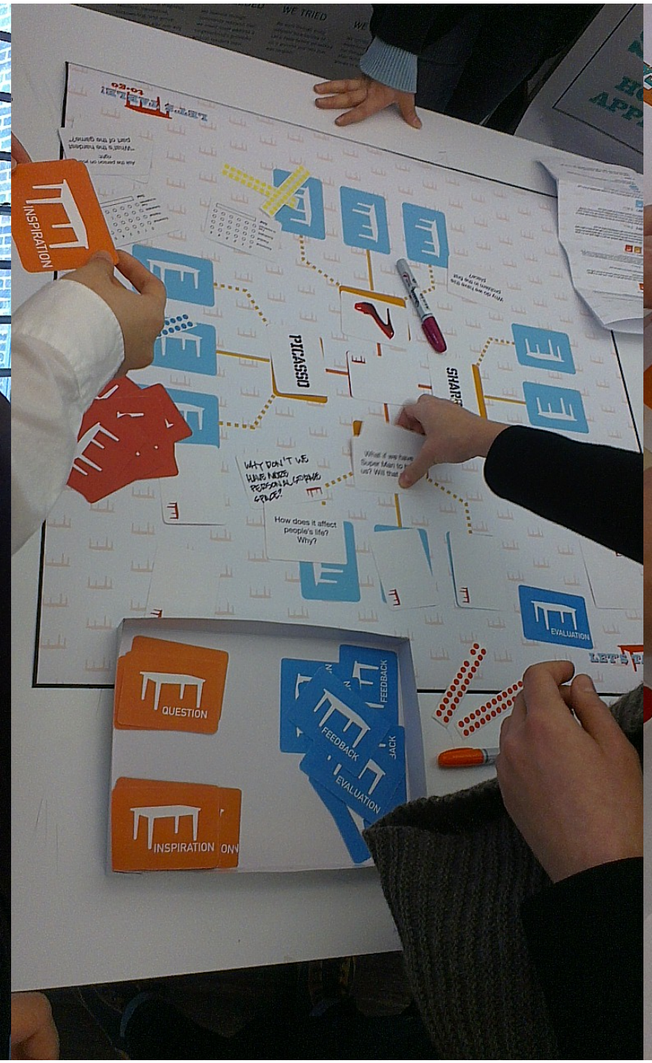
Designers' Journey





LET'S TABLE!
WE BELIEVE THAT GENUINE CONNECTIONS SPARK POWERFUL IDEAS WITH THE RIGHT TOOLS. WE PROVIDE THE TOOLS, THE COMMUNITY PROVIDES THE IDEAS, AND TOGETHER WE TABLE!
OUR MENU
OUR TABLE
YOUR TABLE
LET'S TABLE!
TAKING IDEAS
MOBILE TABLE
INTERACTIVE POSTERS
ONLINE PLATFORM
INTO ACTION
BREAKING SILOS
HOLISTIC APPROACH

LET'S TABLE!
TAKING IDEAS
INTO ACTION


INSPIRATION
PICASSO
QUESTION
FEEDBACK
EVALUATION

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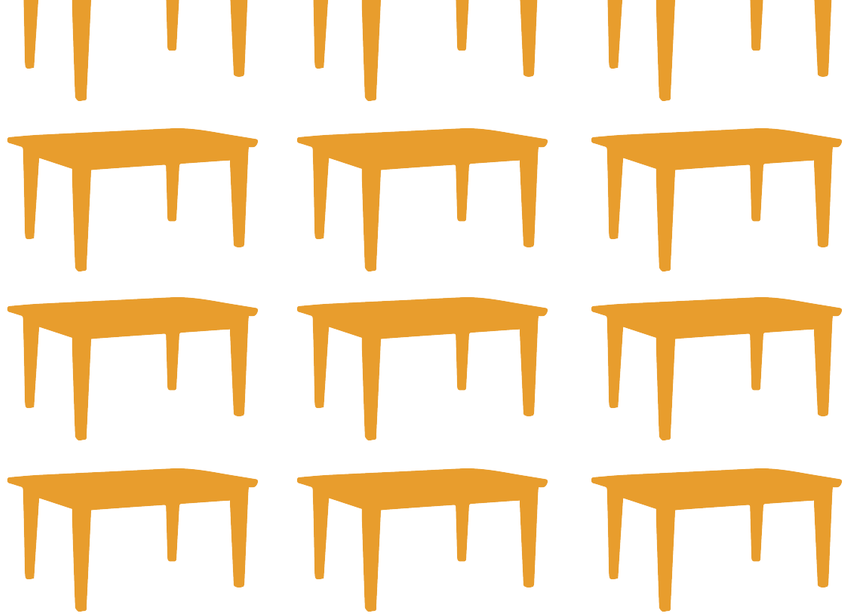
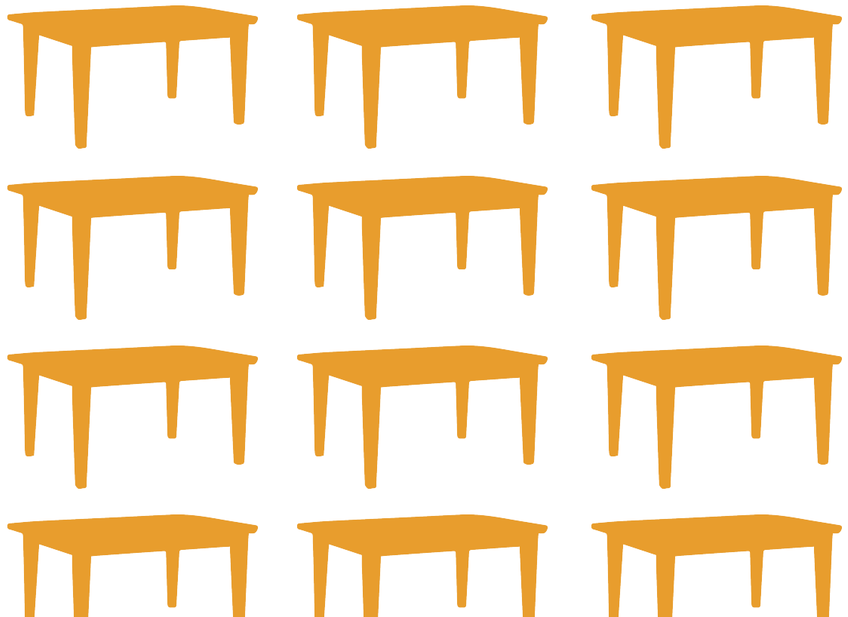
We are **LET'S TABLE!**