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Co-Designing Data Labs at the Public Library: Data Literacy with, for, and by Teens

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"It is crazy how everything can be data, like even from the moment you were born, you can be used for data for categories that relates to baby, they might use you as a newborn to find out how you compare to other babies as an example"
(Teen, age 14)

Pilot Study: Winter 2021

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Goal of the Study

Build a holistic, humanistic, and youth-oriented model of data literacy which incorporates social-awareness, critical approaches, and "goodness of fit" into STEM learning about data.

Co-Designing Data Labs With Teens. Bowler, Rosin, Lopatovska, Vroom, 2022

Method: Participatory Design

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Spring 2021 Data Labs
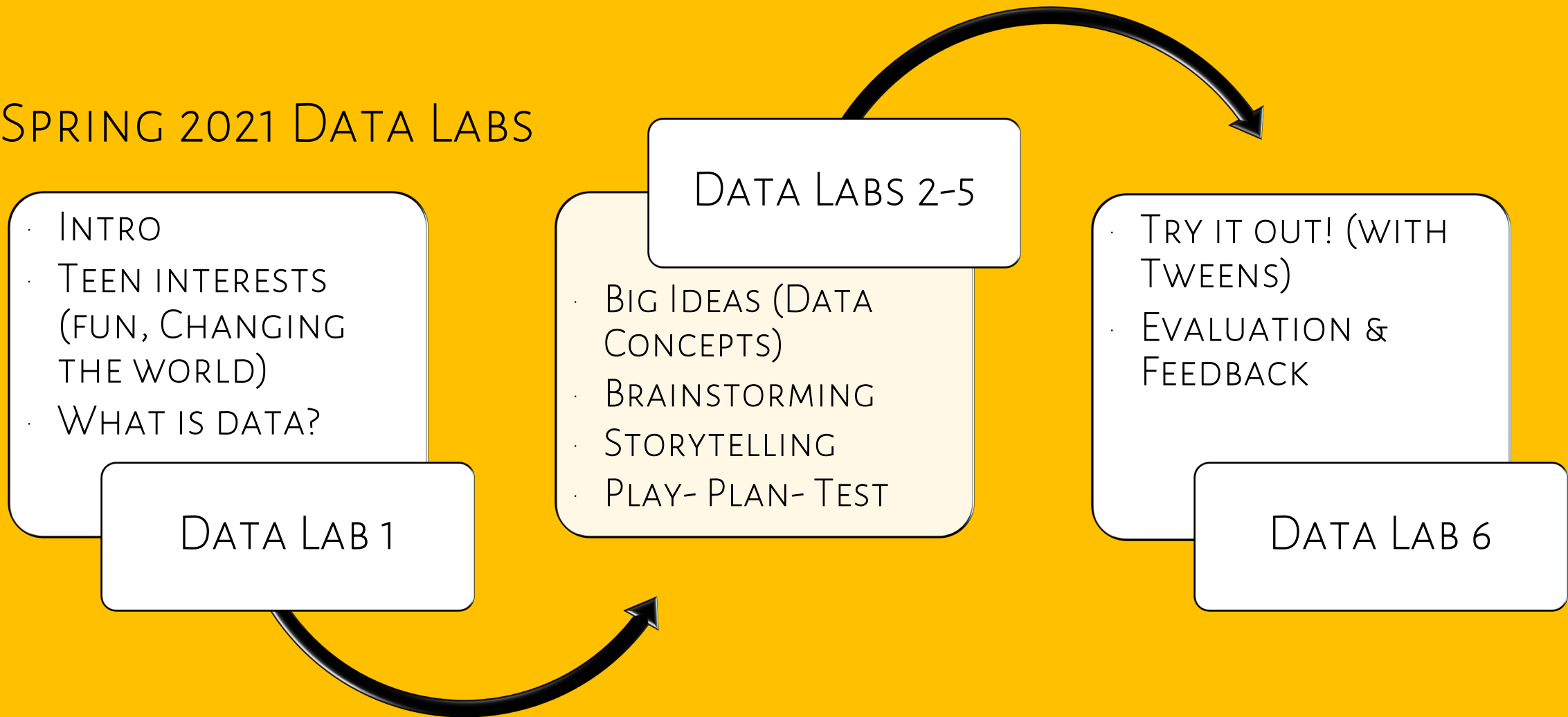
Data Lab 1
- Intro
- Teen interests (fun, Changing the world)
- What is data?

Data Labs 2-5
- Big Ideas (Data Concepts)
- Brainstorming
- Storytelling
- Play- Plan- Test

Data Lab 6
- Try it out! (with Tweens)
- Evaluation & Feedback
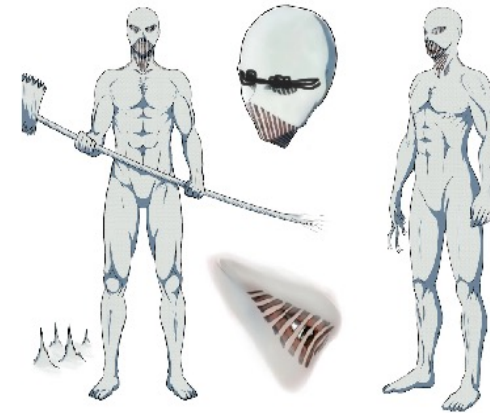
Developing a practice of critique

Inferences from data?

INITIAL FINDINGS

CRITICAL DATA LITERACY:

- Emergent. Personally relevant. Hands-on.

ENGAGEMENT WITH DATA:

- social play and creativity (Make something together!)

- Narrative & Storytelling

- Competitive Games

CONTEXT OF CO-DESIGN MATTERS:

- Disciplinary, technical, or craft knowledge?

- The medium of the co-design project.

FLUIDITY:

- Many forms of participation within a single project.

- A project can begin with adults doing the heavy lifting in terms of conceptualizing the overall project and then allow youth move toward greater autonomy.

CONSCIOUS-CO-DESIGN:

- Transparency and self-awareness about the co-design process and researcher's role in co-design

FOR MORE INFORMATION ABOUT THE PROJECT, PLEASE VISIT OUR WEBSITE:
HTTPS://SITES.GOOGLE.COM/PRATT.EDU/DATA-ACTIVISM-FOR-YOUTH/HOME