

A photograph showing three people working on a red bicycle in a field. A man in a blue shirt is adjusting the tire, a woman in a pink shirt is holding a metal cup, and a man in a grey cap is looking on. The bicycle is mounted on a stand. The background is reddish-brown soil.

FIELD NOTES



17 days

We spent 17 days in Uganda. A few days were spent in Kampala, and the rest in Kasese, a rural town near the Democratic Republic of Congo, and other nearby villages. The result of the short stay was an intensive learning experience influencing the final design for this project through collaborating with new friends and sharing knowledge and new ideas.

PREPARATION



0-5 months

The first few months were spent in preparation for our trip to Uganda. This process began with research and involved a flurry of planning, building, testing, meeting with experts, learning new design approaches, creating relationships with our clients, and learning how to communicate effectively.

CONTEXT

10 days

People, places, and things. Understanding the context provides definition to the project, guide the development process, and acknowledges the end user so they can own the results. Therefore, during the trip to Uganda, every minute was spent absorbing the new environment. Learning and working together with the workshop, local stores, seeing villages and visiting homes in order co-design, co-develop, and co-create a product that would be culturally appropriate.





SET UP

1 day

On our first day in Kasese, we got straight to work. A simple knock down rig was designed specifically to be transported in a small suitcase from Canada. While unpacking at the workshop, I explained the build, parts, and function as Kio's team helped put it together.





TESTING

2 days

One of the main goals of this trip was testing with end users to gain feedback in order to co-develop a better design in the next iteration.





RESULT & REDESIGN

2 days

The initial prototype was left with Kio to play with. Keeping the capabilities of the shop in mind, we discussed next steps for a model that would be done using his own methods and access to local materials.



COMPARE & CONTRAST

2 days+

The design has evolved through small incremental changes over three iterations. Each iteration addresses specific issues such as alignment and storage, and aim to improve and adapt to the local needs and capabilities of the user.

