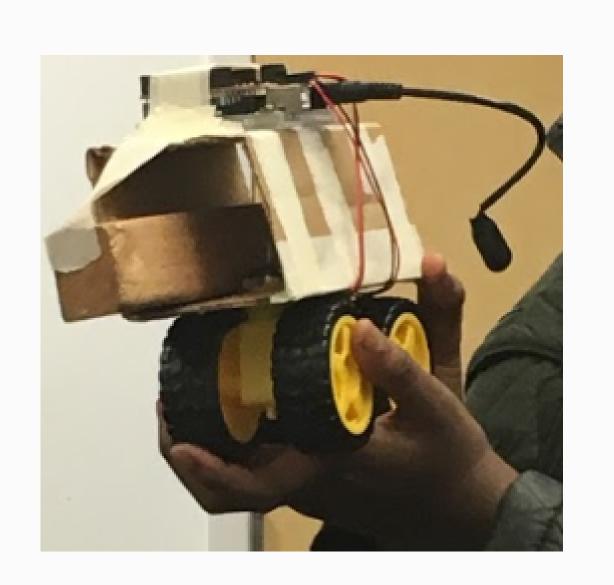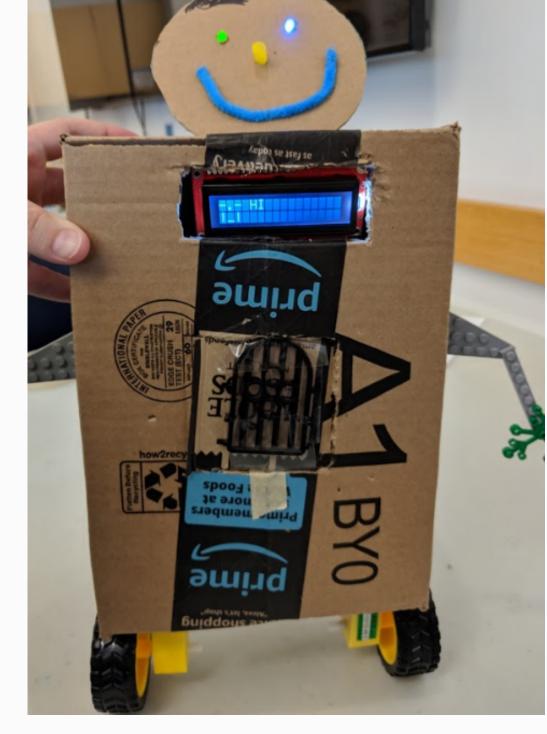# ROBO-A-GOGO: PARTICIPATORY DESIGN S.T.E.A.M. TEEN PROGRAMMING IN THE PUBLIC LIBRARY

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SUMMARY

We designed and implemented a 10-week participatory design STEAM program for teens at Seattle Public Library. The program was held at Rainier Beach branch and eight teens ages 12 to 14 participated. Using KidsTeam UW as a model, we utilized techniques in codesign sessions including paper prototyping, creative narrative, big paper, stickies, and more. Design sessions culminated in participants building robots using Arduino. Data collected included analytical memos, recorded session video, and photographs. Lastly, we coded, analyzed, and synthesized to write design recommendations for Seattle Public Library to inform further iterations of participatory design and Arduino youth programs.

PROCESS

Planning → Training → Design Sessions →

Coding → Design Recommendations

IMPACT

- Teen empowerment
- Community engagement between UW and Seattle Public Library
- New KidsTeam SPL started at Rainer Beach branch
- More effective Arduino programming at Seattle Public Library

NEXT STEPS

- Further implementation of participatory design programs at Seattle Public Library
- Continuing KidsTeam SPL at Rainier Beach branch
- UW research on how to make a more inclusive KidsTeam

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