



# Supporting Research on Gender and Design Amongst STEAM Researchers in the Souths

A Case Study of Subsumption in Design Methods

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# Overview

## RESEARCH QUESTIONS:

- How can we practice interdisciplinary research and produce transdisciplinary knowledge across disciplines, fields, societal issues and cultures?
- What is Design role in this context? How can it contribute?

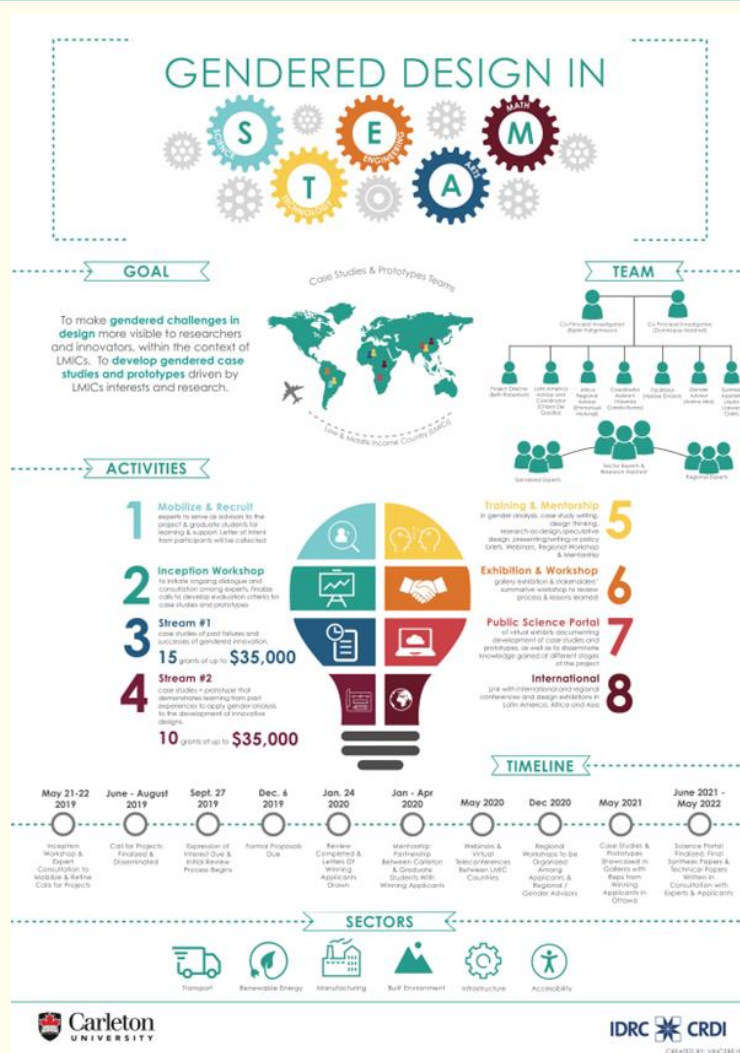
## HOW:

- Case: Gendered Design in STEAM in Low and Middle Income Countries (LMICs) in Africa, Asia and Latin America

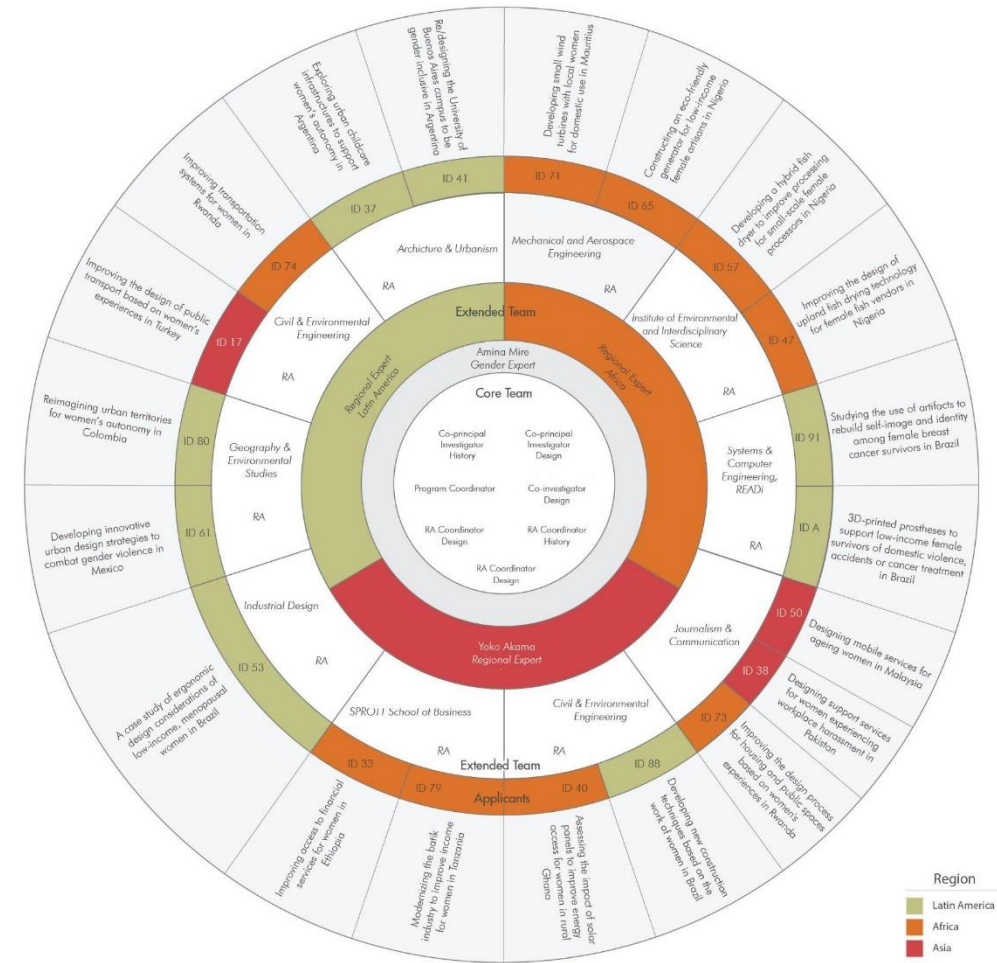
## FINDINGS:

- Key factors to overcome disciplinary boundaries and catalyses processes of (social and academic) empowerment

# Gendered Design in STEAM in LIMCs (GDS)

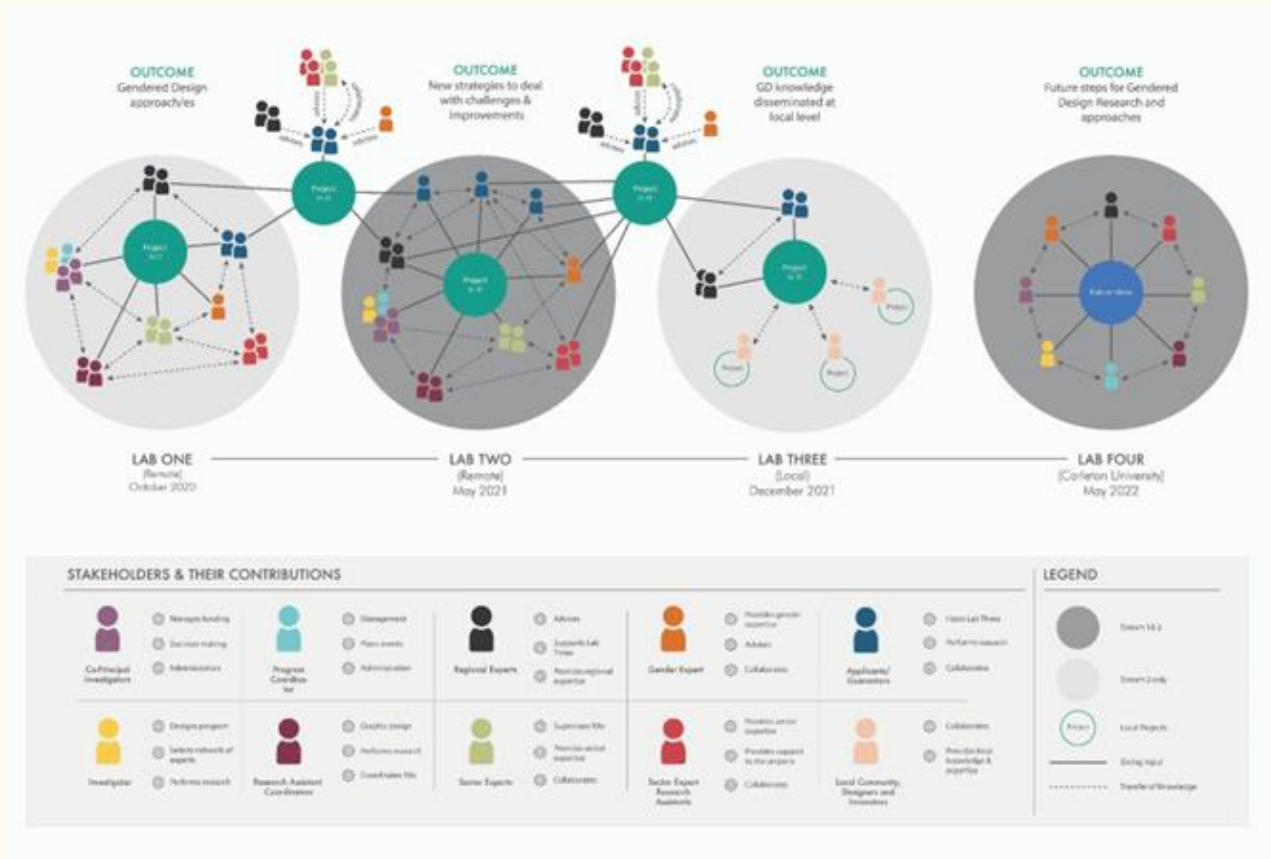


The GDS program in its initial stage (May 2019)

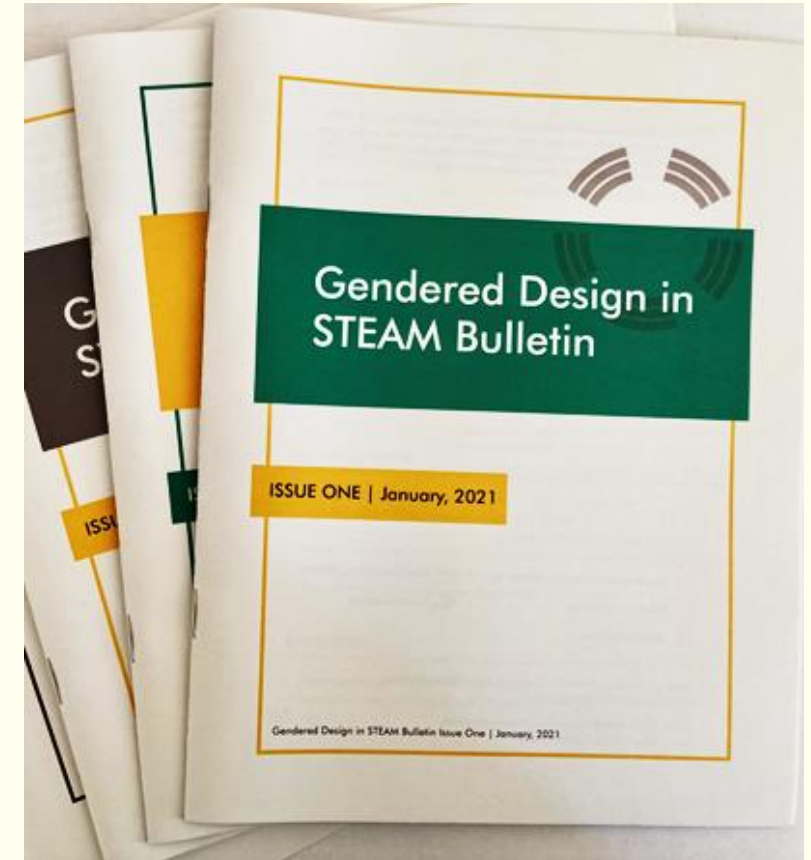


The stakeholders of the program, their role and relationship (September 2020)

# Gendered Design in STEAM in LIMCs (GDS)



*The Hub structure and dynamic (February 2020)*



*The Bi-monthly Bulletin*

# Findings

The program presented a transdisciplinary approach to research which was possible through:

- 1 – the iterative and abductive approach inherent to design;
- 2 – a strategic design approach able to deal with complexity;
- 3 – and an open and open-ended approach to design

Some final reflections:

- The potential of the theme for (facilitating) transdisciplinary work
- The role of design methods
- The relevance of visual information
- The relevance of a transcultural approach



thank you!