

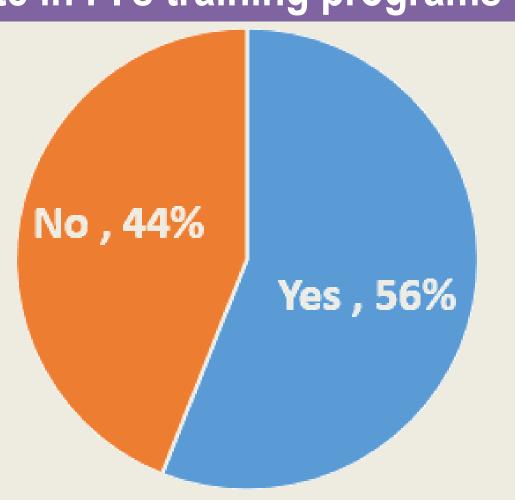
TRIZ BASED CO-DESIGN TOOL FOR PUSAT INTERNET (PI) CENTRES

1. PROBLEM STATEMENT

- The Pusat Internet (PI) centres are widely deployed in Malaysia to provide equitable socioeconomic benefits to the rural community by offering ICT services and capability building programs.
- The problem PI centres face is their "Inability to **Engage Rural Youths in Local Development**" via their offered programs. This leads to missed opportunity for youth empowerment and the subsequent local development outcomes.

Do Youths participate in Pl's training programs?

 Out of 30 PI operator staffs only 56% agreed that youths participated in their training programs.



 Digital engagement of youth spans only around basic activities such as communication and entertainment.

3. PRODUCT DESCRIPTION

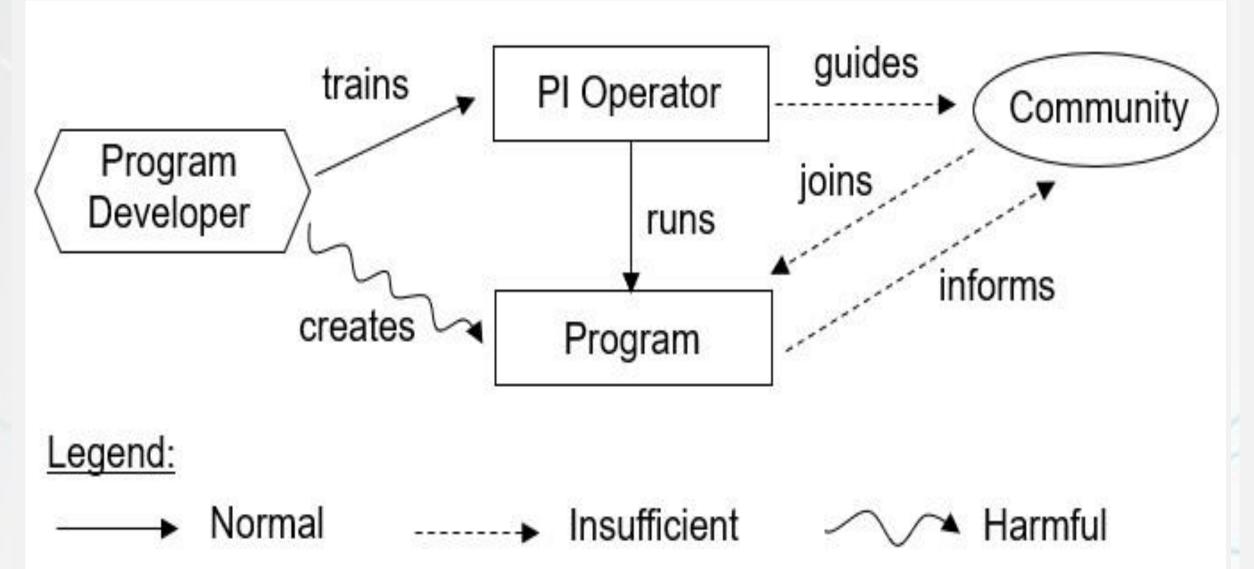
We propose a TRIZ based Co-design Tool to facilitate co-creation of a mutually valued program/activities of Pusat Internet (PI) centres.

Some key features :

- manage and share information on upcoming and past training activities
- engage youths in online discussion forum moderated by youth champion
- collect not just 'one-time' feedback but at multiple time periods.
- generate youth profile to keep track of their changing preferences.

2. NOVELTY: FROM PARTICIPATORY RESEARCH TO PROBLEM SOLVING WITH TRIZ

A. FUNCTION ANALYSIS



Super System Program Developer | Sub System Pl operator, Program | Product Community

- PI operator is well-trained by the program developer but they do not sufficiently guide the youths.
- Programs are created by the program developer without the notion of co-creation, which worsens the value outcome.
- Youths do not join the programs since it does not sufficiently inform them the skills and knowledge they need.

B. FORMULATE CONTRADICTIONS

ENGINEERING CONTRADICTION

IF youths are involved in co-design THEN programs can be refurbished to meet their interests

(Improving Parameter: Ease of Repair) **BUT** youth participation in the actual program session is not guaranteed (Worsening Parameter: Reliability)

PHYSICAL CONTRADICTION

Youth participation has to be HIGH in co-design in order to cover a broad range of interests AND Youth participation has to be LOW in co-design in order to avoid conflicts.



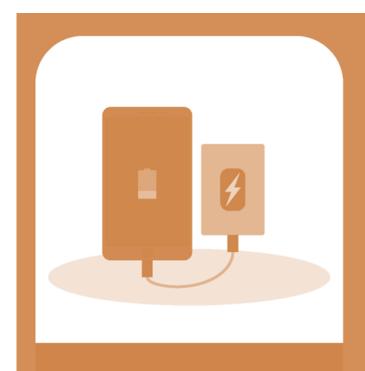
Separation in Time: Baseline Survey and Reflection Session

PARTIAL SOLUTIONS APPLYING INVENTIVE PRINCIPLES



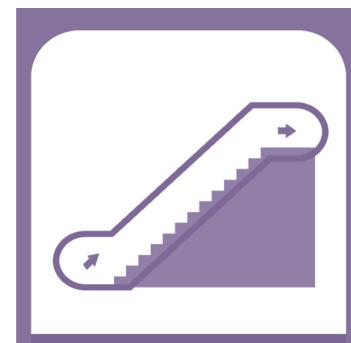
10 Prior Action

To be certain of youth participation a notification system is needed to constantly remind of upcoming program



11 Cushion in Advance

Prepare recorded version of training activities so that those who have missed the training can access it online.



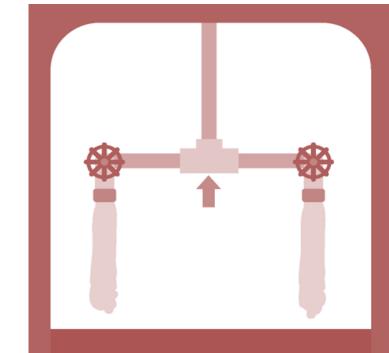
13 The Other **Way Around**

The GIS features can be used to track the most visited location by the youths and it can be used as a venue for training



16 Partial or **Excessive Action**

The easiest way to do promotion is by excessive online notification about program dates, venues, teaser trailer.

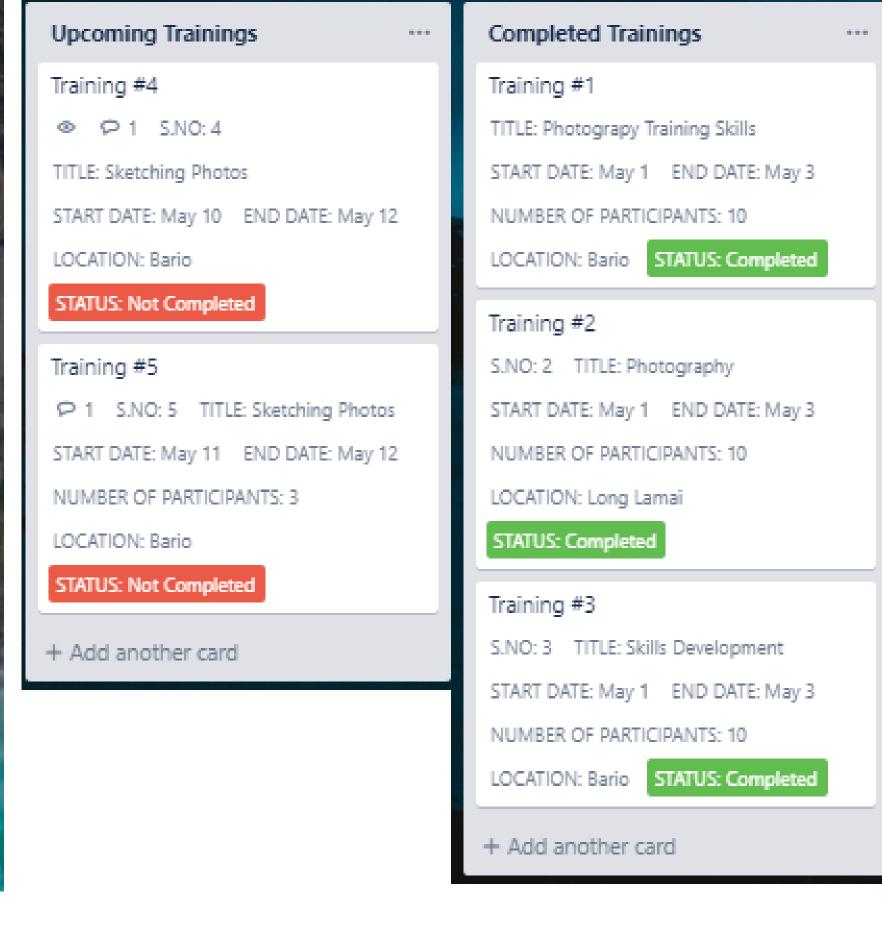


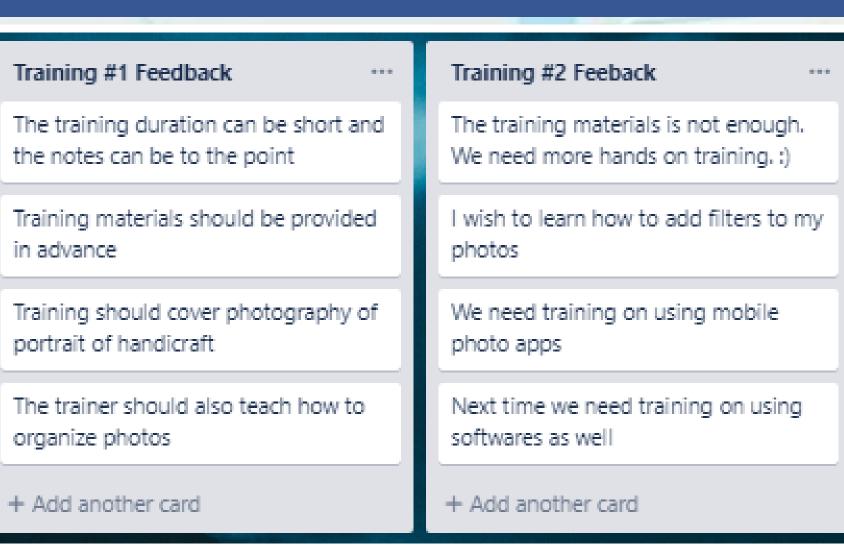
24 Intermediary

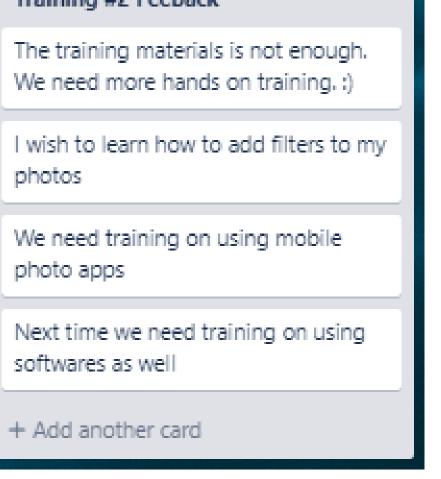
Use digital form as a mediator to keep youths informed about upcoming programs. Also add Youth discussion forum.

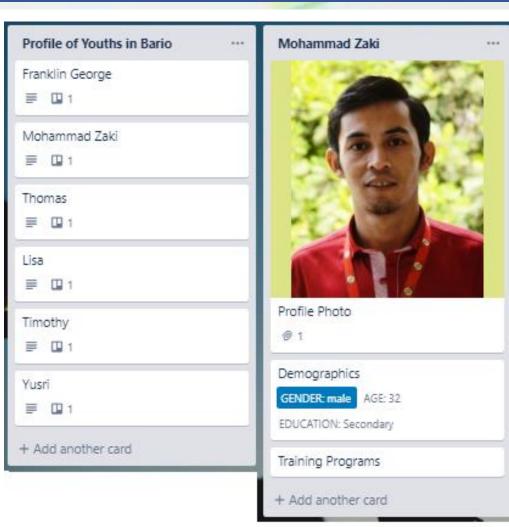
4. PRODUCT PROTOTYPE













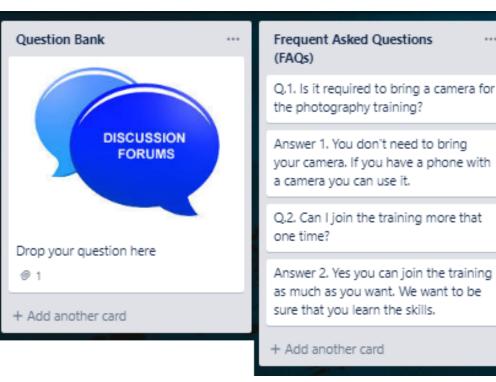
GENDER: male AGE: 26

Training Programs

Add another card

EDUCATION: Undergraduate

C. FEEDBACK FROM YOUTHS



YOUTH FORUM

D. YOUTH PROFILES

Note: Trello is used to build this porotype

Researchers

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A. MANAGING PROGRAMS B. NOTIFICATION OF PAST AND UPCOMING PROGRAMS

Acknowledgement

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