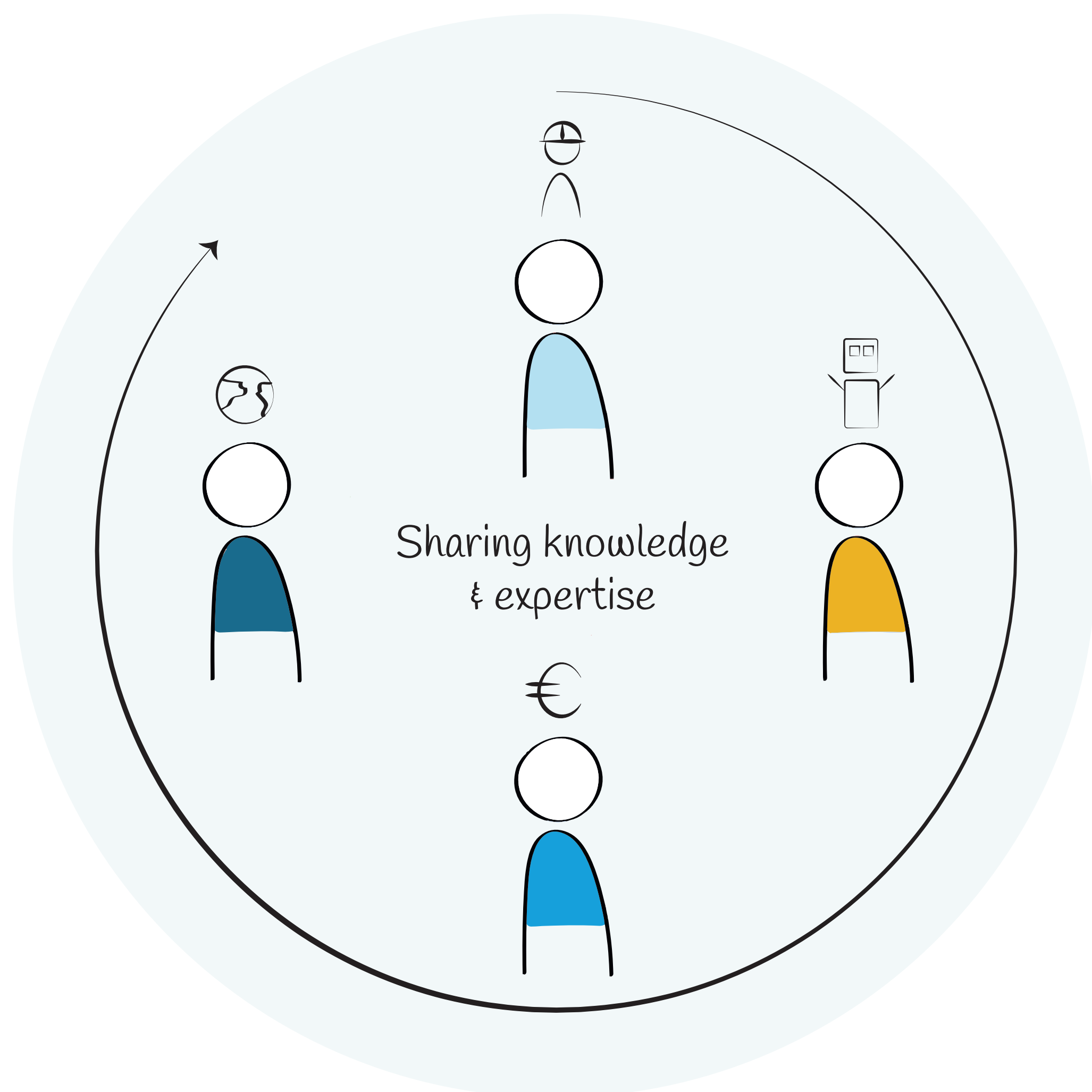
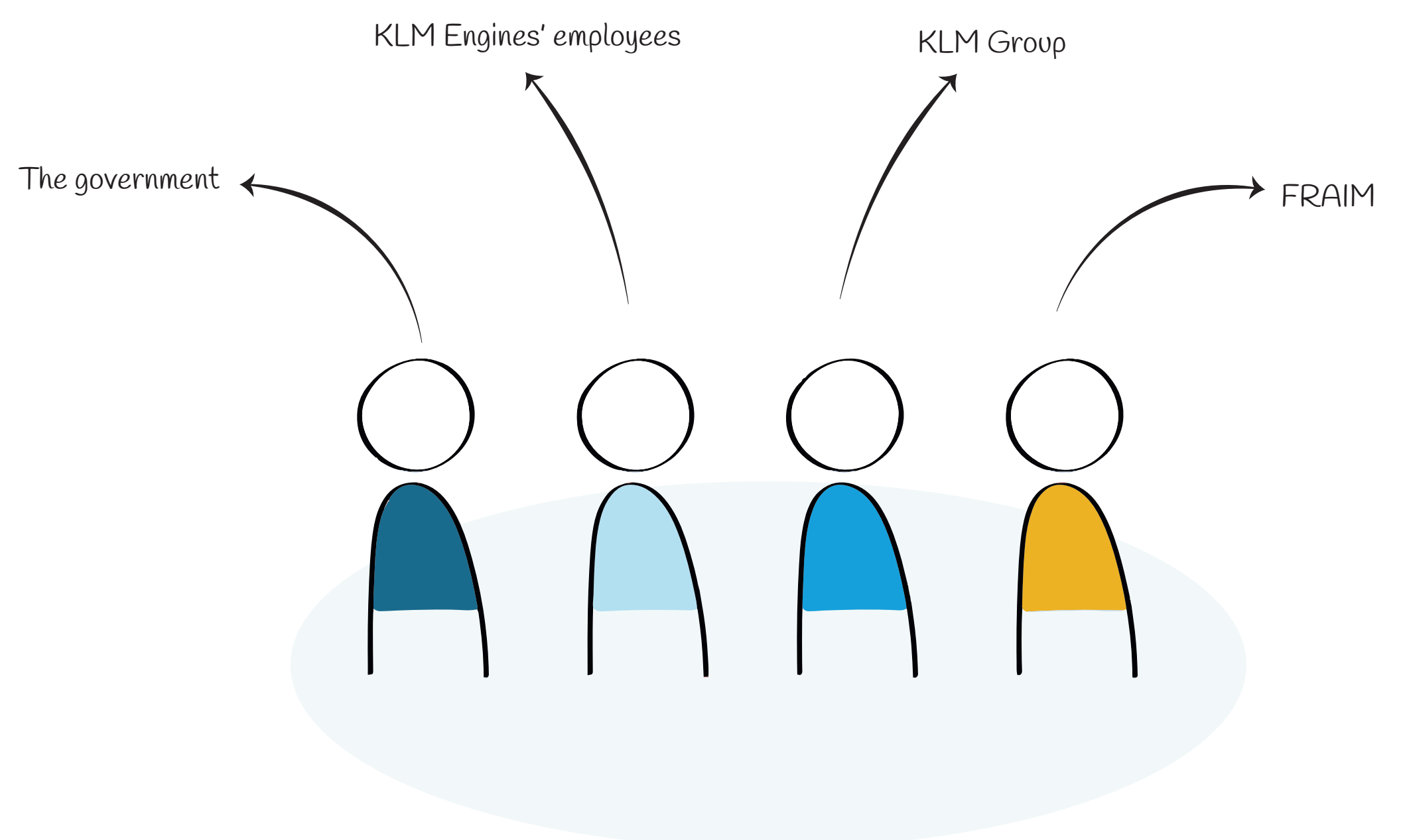


Human-centered robotising at KLM Engines

A co-design tool for FRAIM & KLM Engines to explore and evaluate the possibilities and limitations of robotising the workflow

• The context

In this project, the stakeholders of robotising KLM Engines' workflow are identified. Through participatory design their values are discovered which are used as conditions for 'optimising' the workflow. The essential stakeholders are; KLM group, KLM engines' employees, the government and FRAIM.



• The problem

During the research, it became clear the stakeholders are unaware of each other's values, knowledge and skills. However, all expertise needed to explore the possibilities and limitations of robotising the workflow are there. FRAIM has expertise in robotics. KLM Engines knows all about the workflow. The government knows what needs to happen to make KLM more sustainable and the employees know what makes work meaningful. The challenge is to exchange these expertise.

• The co-design tool

To face the challenge, a co-design tool is designed. The co-design tool is created through game design and can be used by the essential stakeholders to exchange expertise in order to explore the possibilities and limitations of robots and understand their consequences on the stakeholders' values.

