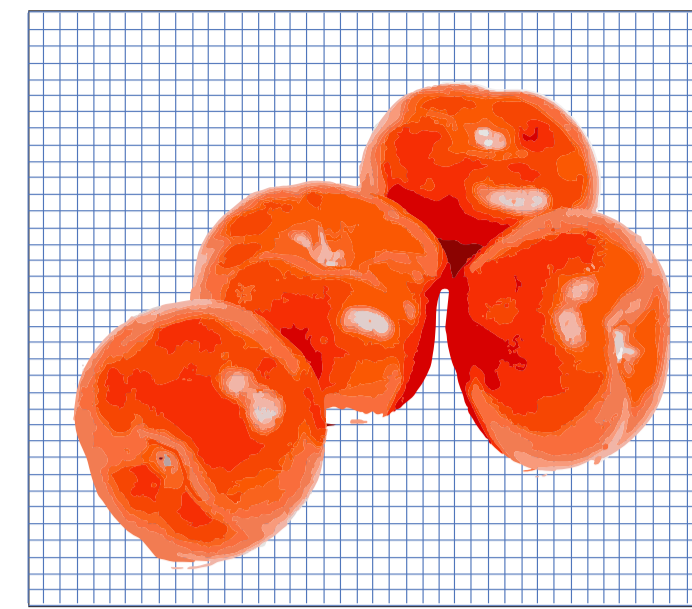## Function

Objects that can explore the grass root reactions to certain issues, by showing a change in function.
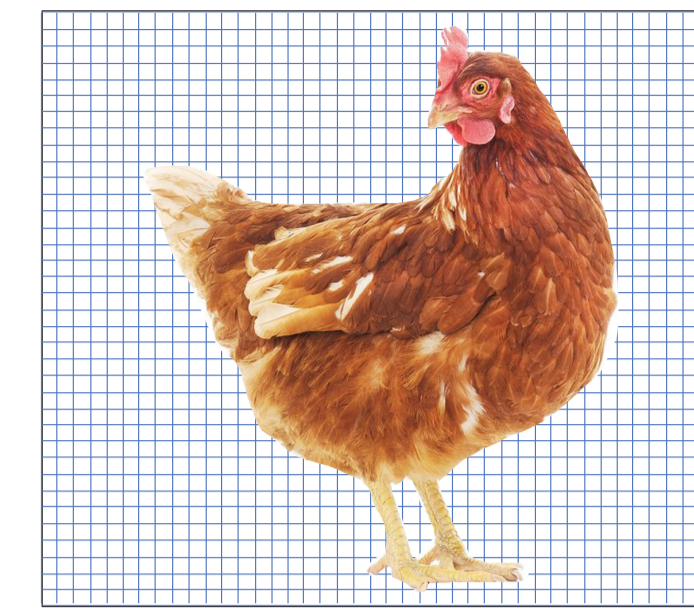
Symbolism

Objects that explain the values of the community/ region on certain subjects, by shedding light on its different meanings.

Status quo

Object that can keep a system in place due its function or properties, that is used as a driving force.

Future

Object that can explain how sustainable interventions ignite a tipping point in the future within its network.

The Object Catalog

enhancing UNDP's system and portfolio approach for development

The United Nations Development Programme (UNDP), changes its approach on setting up and managing development projects: From a linear one-point project approach to a more holistic approach resulting in a portfolio of interconnected interventions explored through a systemic lens. The new approach is explorative and embraces complexity requiring the UNDP members to similarly change their view on the complex challenges. The object catalog enables a smooth transition and engaging introduction to the characteristics of the portfolio approach.

FOR WHO?

UNDP Country Office Teams

The development activities initiated by the UNDP operate from the country offices (CO). Within the offices teams work on different development programmes that prioritize the need of the country.

WHAT?

Why look at physcial objects in development

Physical objects provide the UNDP team with explicit stories of lived experience related to the development challenge. The objects are universal and interactive making them the perfect boundary object: something that brings two social worlds together and makes collaboration between the two possible (Fischer, 2000). In this case the objects are found by the team and bridge the gap between lived experience of the community of the challenge and the team and its portfolio. But also between the team and potential stakeholders of the portfolio.

Physical objects show reciprocity in complex systems, bridge between high level and low level experience and enable low threshold engagement with the challenge and a new systematic approach on development.

The users and context

The Country Office team

physical boundary objects
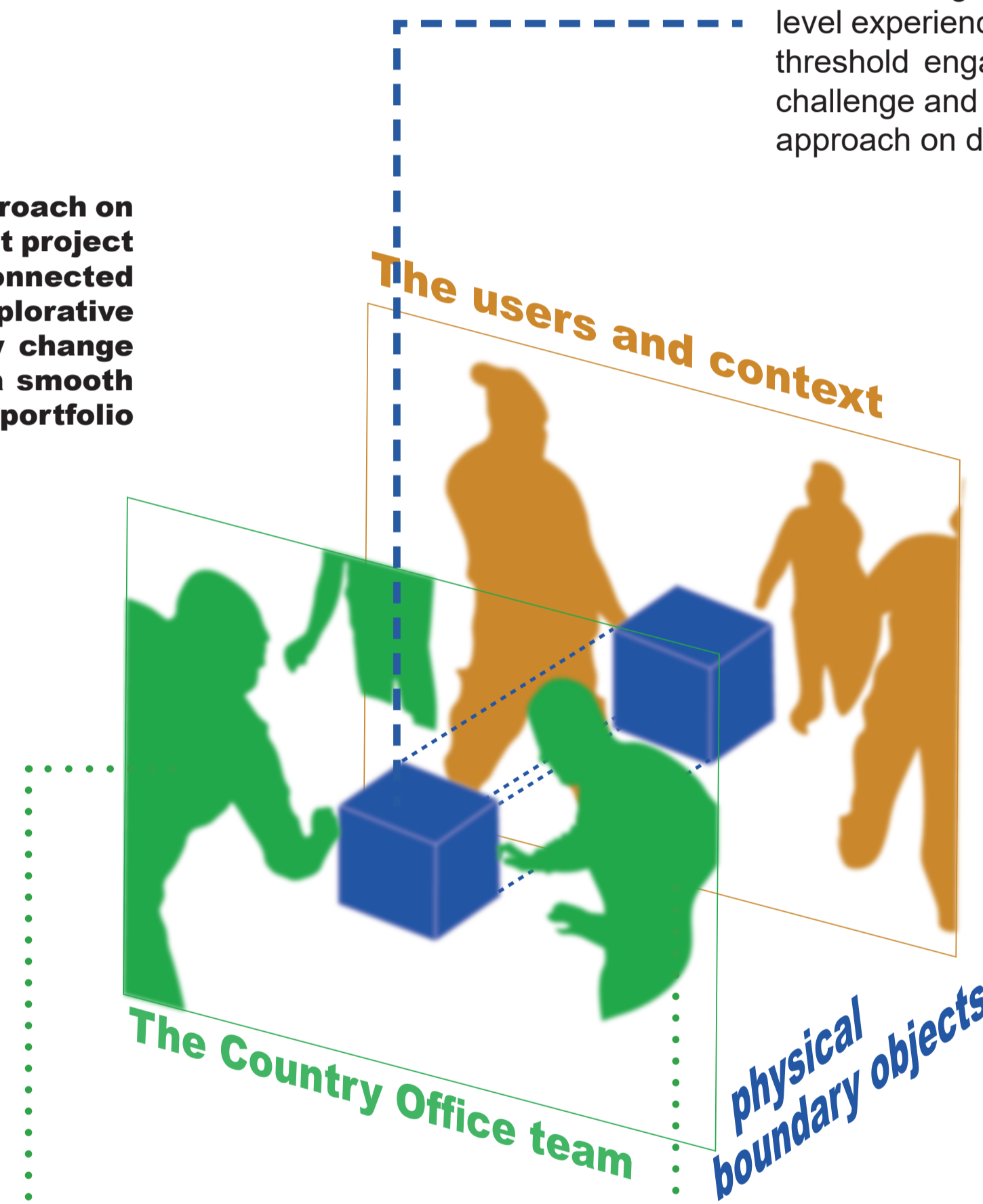
It makes you empathize with someone who has a different relationship to the objects. We [the CO team] were juggling between that. But also trying to appeal directly to the public. So we haven't really spent time gaining empathy. We're already trying to channel public understanding of the issue as wel. - UNDP member

and I was also surprised to hear different angles of how we read those objects, and that's also first. And if there were 20 more people, maybe you would hear deeper and multi-layered ideas. So that's very interesting - UNDP member

The object focussed workshop
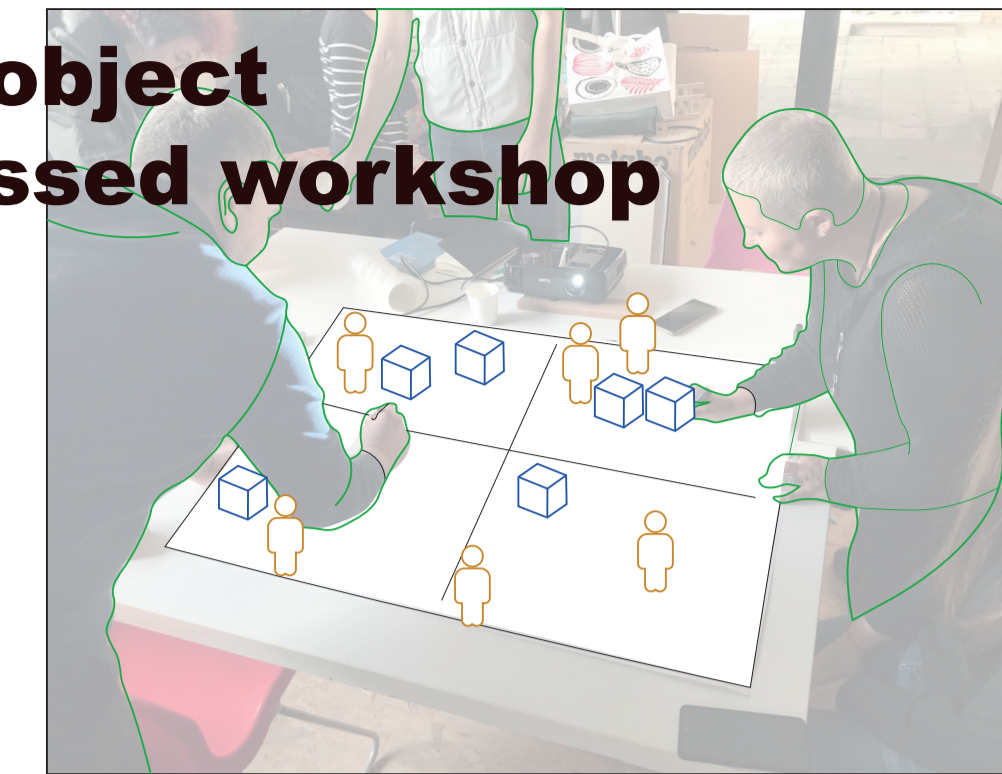
The goal of the workshop is to gain more insights of the community and the context in which the issues of the challenge prevail by finding the objects that enable interaction with the challenge. This is done by moving from an universal and formal portfolio to a detailed story level, taking steps deeper into the possible daily experiences

The Country Office team

The team learns to better understand and engage with the ground level experience through the objects. This sheds new light on the possibility of working with a systematic method, formulating reciprocity on high and low levels.

The objects related to the challenge

The objects that are found all provide their own story within the context of the challenge. The team unfold the object's function, symbolism, its status quo or future aspects within the social structure they interact.

The users of the objects and stakeholders of the portfolio

Connected to the objects and the stories are the users and stakeholders of the objects. By mapping them next to the objects an interactive map explores the connections. The interventions that the team envisions in the challenge consequently changes the map. Showing how the context and the community will be impacted.

Hannah van der Sluijs
The Object Catalog | enhancing UNDP's system
and portfolio approach for development
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MSc Design for Interaction

Committee

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Mentor: Dr. S. Celik
External mentor: Mw. S. Uriartt (Strategic Innovation Unit)

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