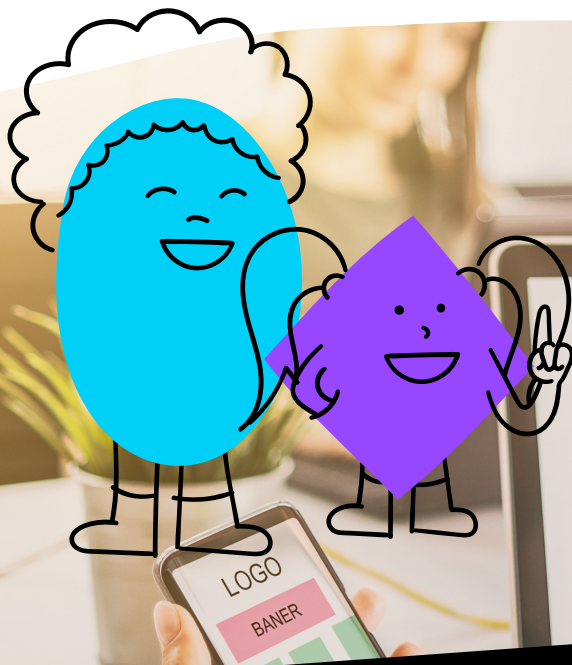# Co-design of IT services: the road to a *collaborative* success

At **Science For Change** we address social, environmental and health challenges through **citizen science** and **collaborative research**. We are leaders in applying **co-creation strategies** transversally in any knowledge field.

To navigate the green and digital transitions successfully, it's essential to deeply understand the **needs and perspectives of end users**.

The inclusion of all parties involved in the development of IT services has become a **cross-cutting need**.

Technological services increasingly seek to understand these needs, as well as their vision and opinion, by following a user-centred approach. **The objective?** Co-designing solutions for the challenges they face in their daily lives to increase usability and effectively reach wider audiences.

At SFC, we **empower you to co-design IT solutions,** engaging key stakeholders and end users to deliver **innovative and impactful** products and services.

Start your path towards the *co-design* of IT services with Science For Change

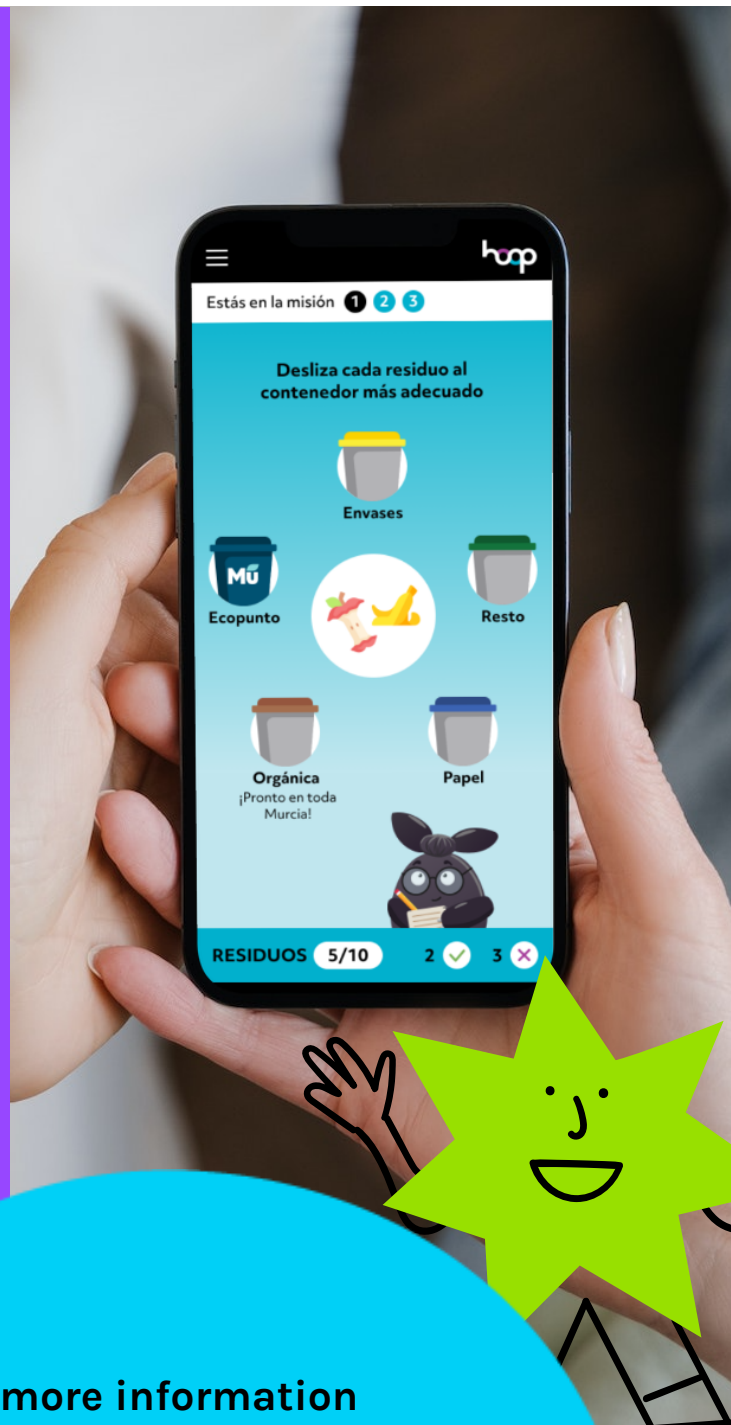# We guide you through all phases to ensure a _succesful_ and _inclusive_ outcome

Our **step-by-step**:

1. Identify the issues
2. Technology mapping
3. Stakeholders mapping
4. Frame the needs
5. Service development
6. Deployment and testing
7. Final service co-designed

Our **co-designed apps**:

- **OdourCollect:** the citizen science app to create collaborative odour maps to make visible the invisible.
- **SoundCollect:** the citizen science app to identify quiet areas and create a soundscape collaboratively.
- **Dilemma R:** gamification and citizen science to improve the selective collection of municipal waste.
- **HoopTrainers:** gamification for a more circular city to generate solutions for urban bioeconomy and to increase the social acceptance of bioproducts.

Ask for more information

about our training plans and services to take your first step towards change.

✉ **hello@scienceforchange.eu**

🌐 **scienceforchange.eu**