

Digital Platforms for Community Engagement

Mini Grid Learning Event Technical Conference
Myanmar / February 2017

Avinash Kumar

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Community Engagement & Story Telling

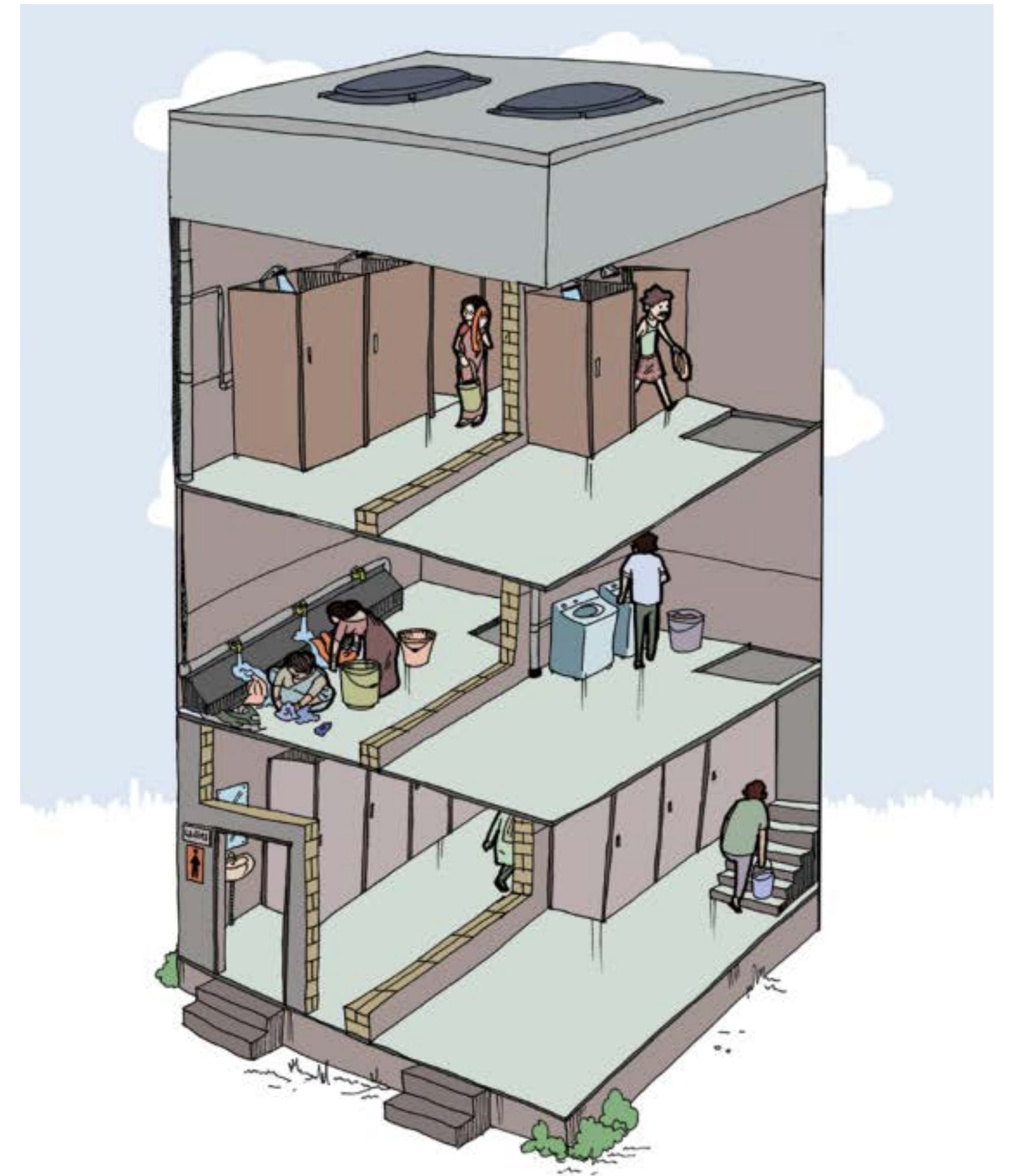
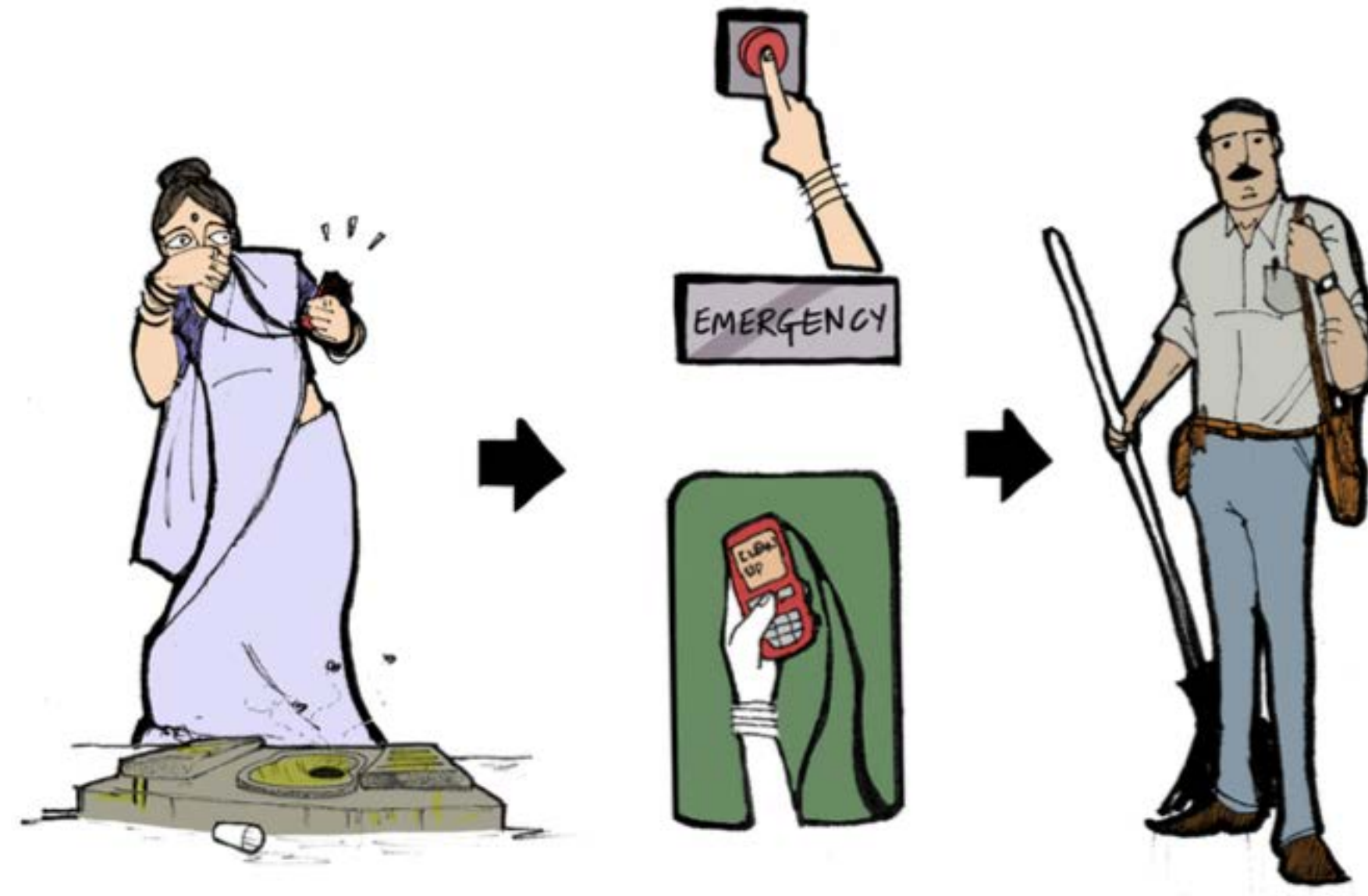
Stories...

... have the power to bring people together

... are a fertile ground for expressing insights

... are memorable and affect change

... express complexity in accessible formats



Tackling the Urban Sanitation Crisis

Bill & Melinda Gates Foundation + Government of Odissa

The *PottyProject* is an in-depth design research focused on understanding how India's urban poor interact with the core issues of sanitation and hygiene. The implementation phase took the form of *ProjectSammaan*, an urban infrastructure project that seeks to develop a scalable and sustainable improved sanitation model for urban slums.

- Energy
- Governance
- Land Use
- Mobility
- Water



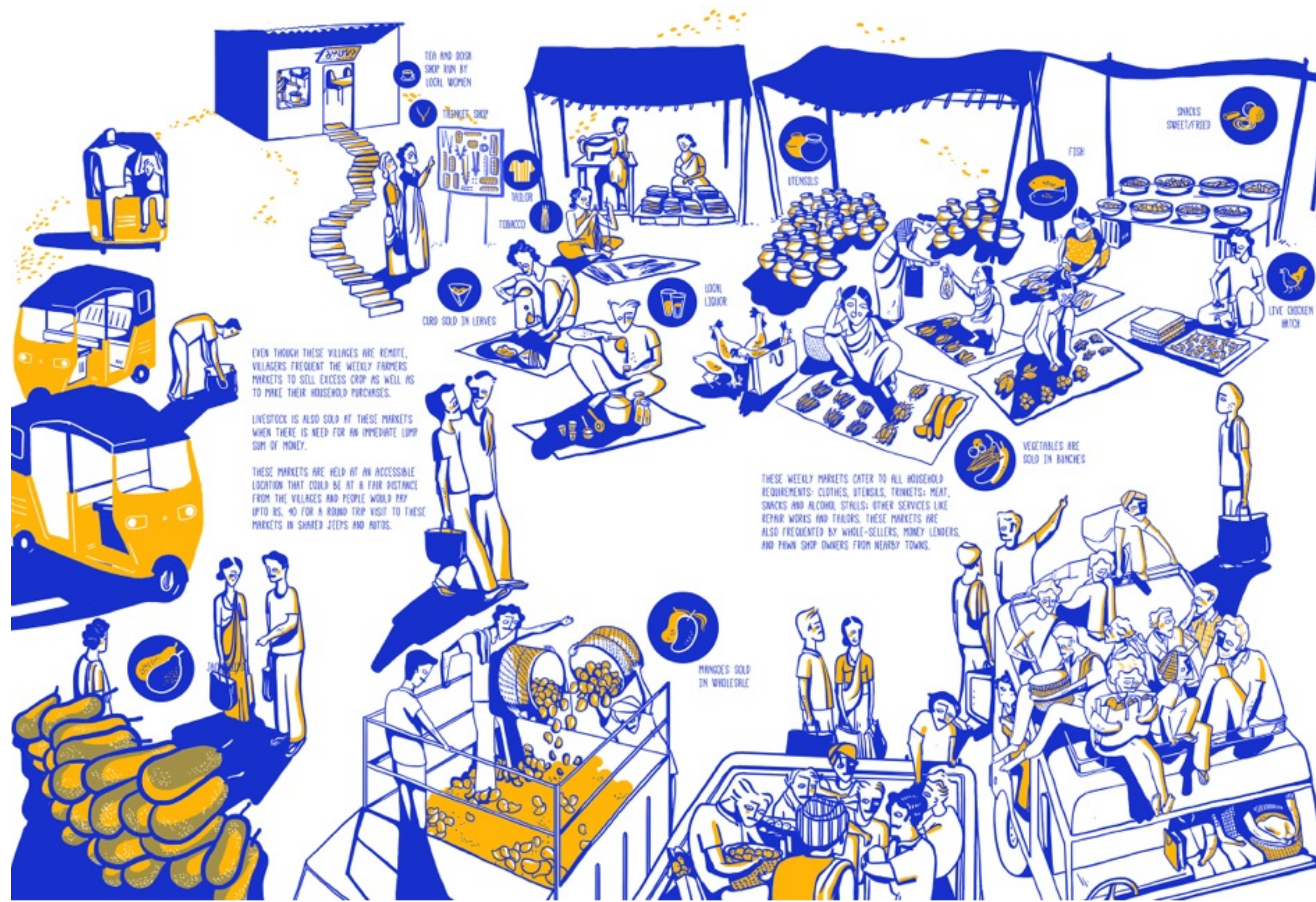
Smart City Comics

AECOM

Reducing Plastic Bag Waste in Major Cities in Cambodia

ACRA, EU





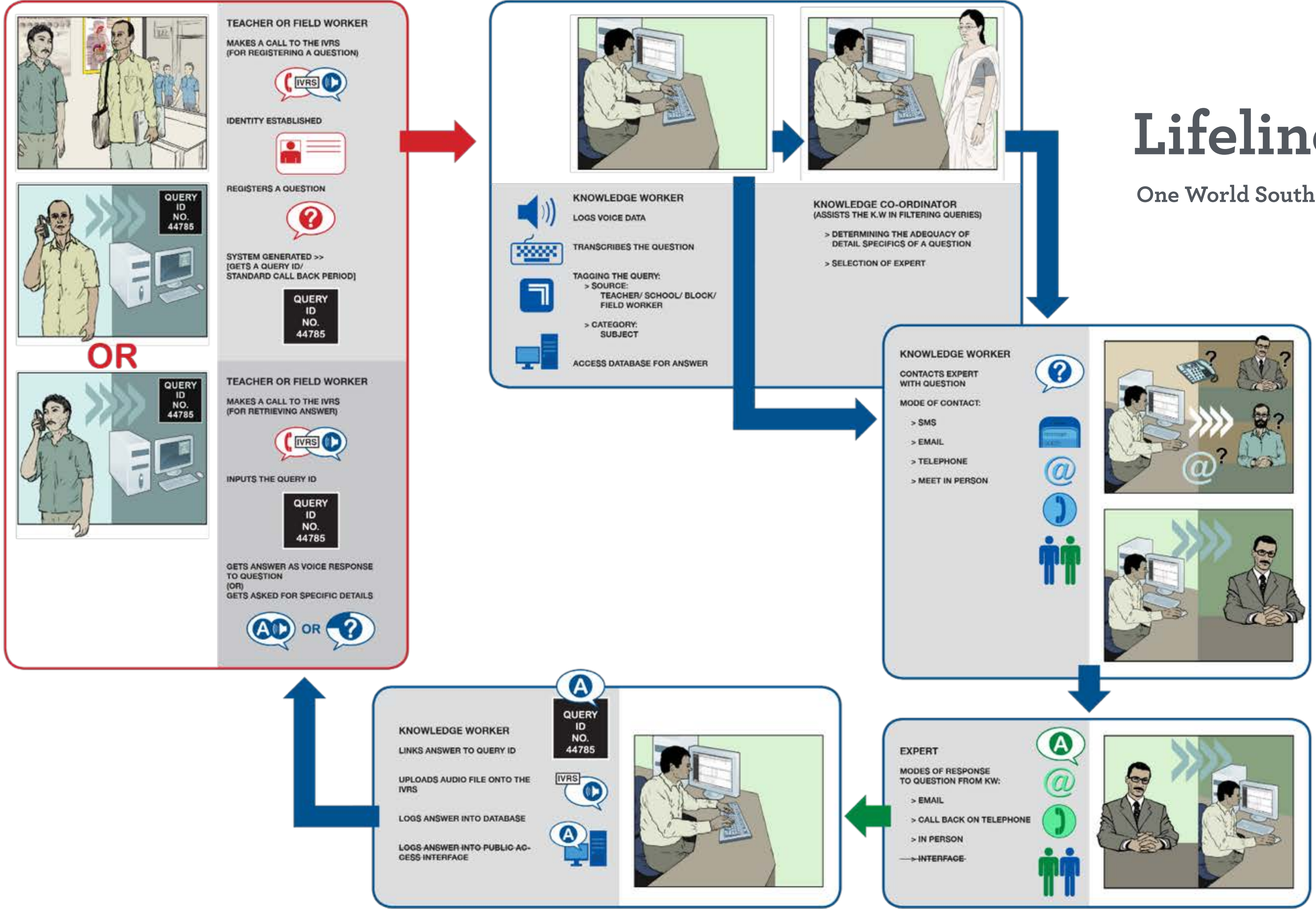
Transforming Financial Impact of Subsidy Transfers

Consultative Group to Assist the Poor (CGAP)

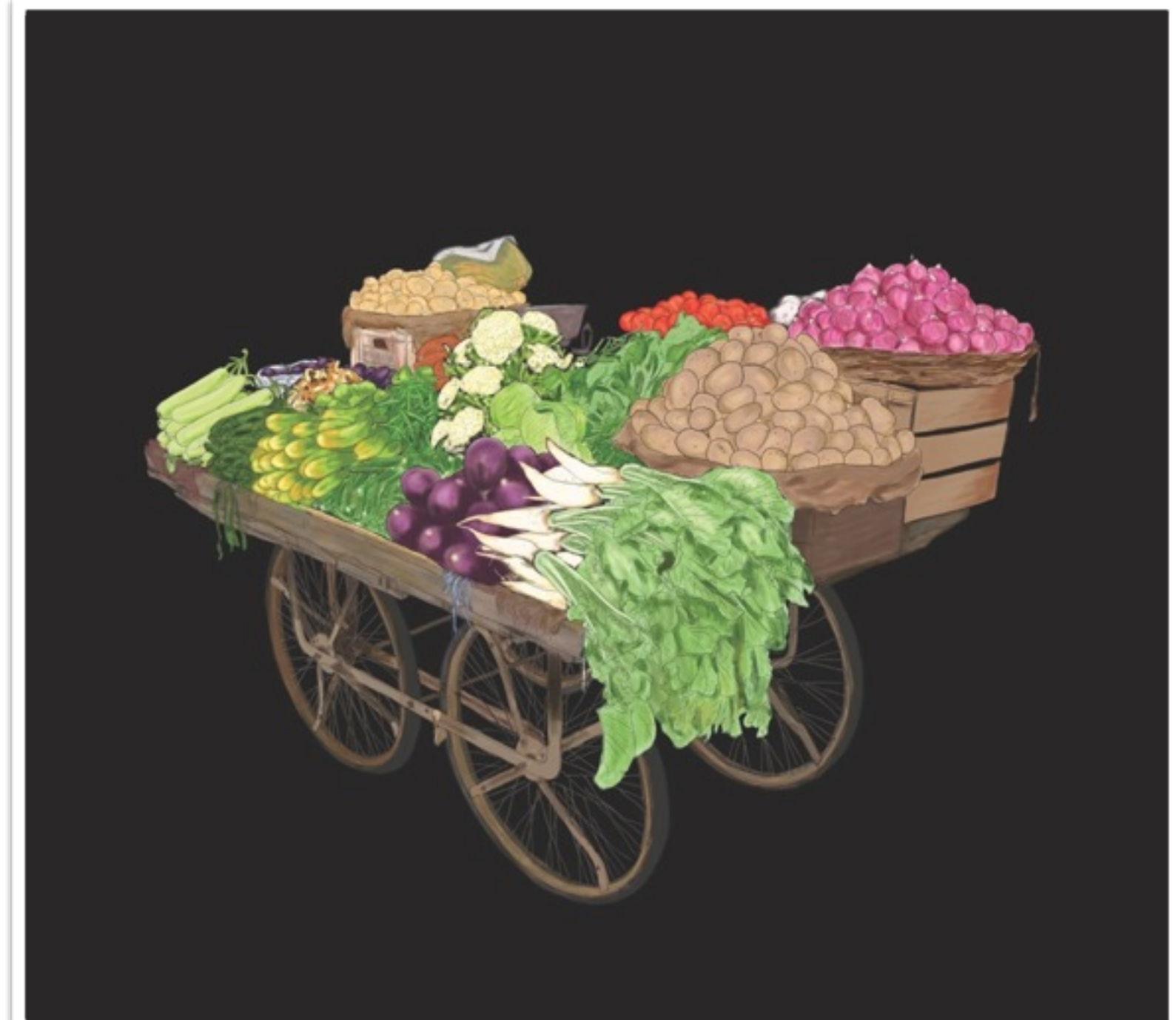
Quicksand worked with CGAP to understand and evaluate the link between government to people (G2P) transfers and financial inclusion. The study also documented the vibrant and dynamic financial lives of people in urban, rural and tribal Andhra Pradesh.

Lifeline for Education

One World South Asia



One World South Asia is an international non-profit working towards democratizing technology. The *Lifeline for Education* program intends to provide academic support to teachers in rural schools in India using accessible communication mediums like mobile phones.



velowala.org

International Design Biennale,
Saint-Etienne

Velowala.org is a rich media archive that pieces together the ecosystem of bicycle-based commerce *a.k.a.* velocommerce in India through images, sounds, films, interviews and critiques. The objective is to sensitize people to the fact that bike-based commerce does not have to be backward looking and is in fact a viable, flourishing livelihood for millions in India & other developing economies.



Mukhmil achieved a diamond status after 5 months of being an agent.



A few weeks after achieving his new status, he receives a message from ASM Arief inviting him to lunch and a talk from one of Indonesia's top BTPN agents, Special Agent Ibu Tuti.

Ibu Tuti is from Sumatra and has been the top performing agent in the country for 4 months.



BTPN has arranged for her to travel to 4 areas around the country to felicitate her. Ibu Tuti wants to share her stories and strategies with other agents to motivate them to perform better.

Mukhmil is at the event and is deeply inspired by Ibu Tuti.

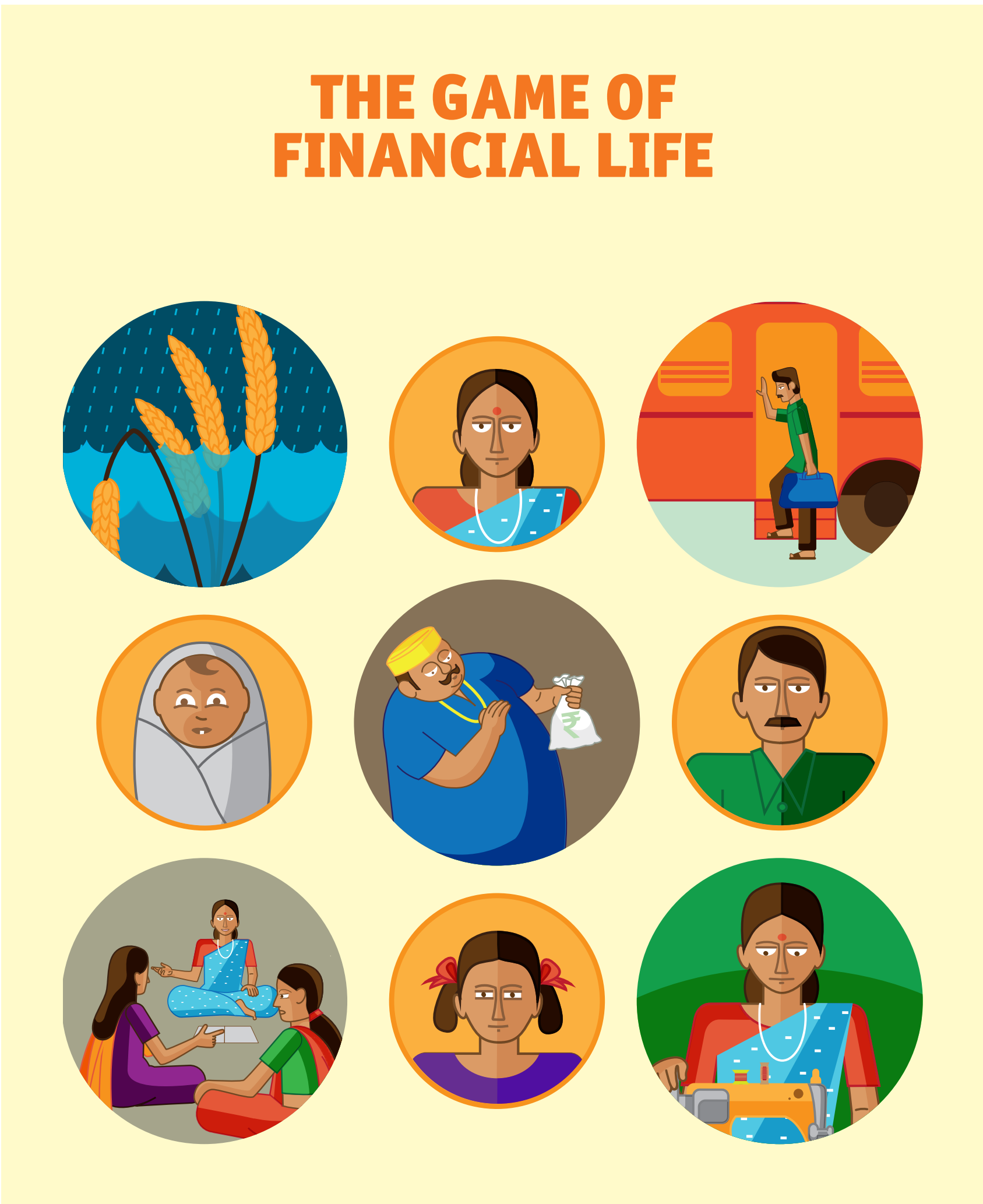
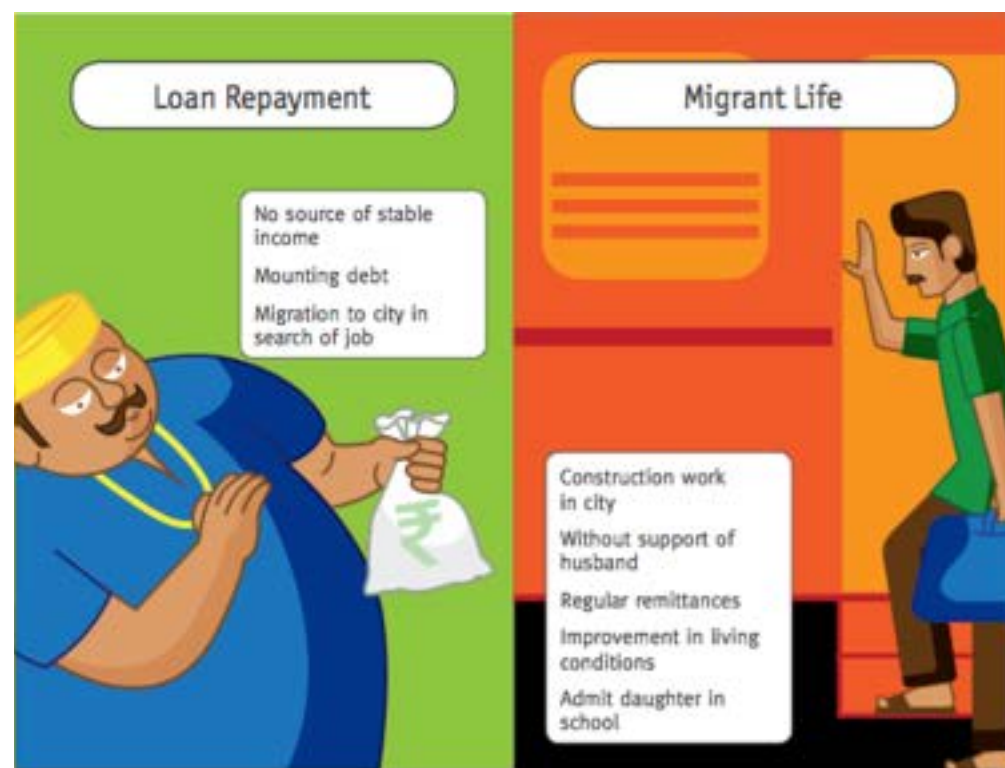


He dreams of the day when he will be a Special Agent and will get to travel around and inspire other agents.

Agent Empowerment Through Gamification

BTPN, Indonesia

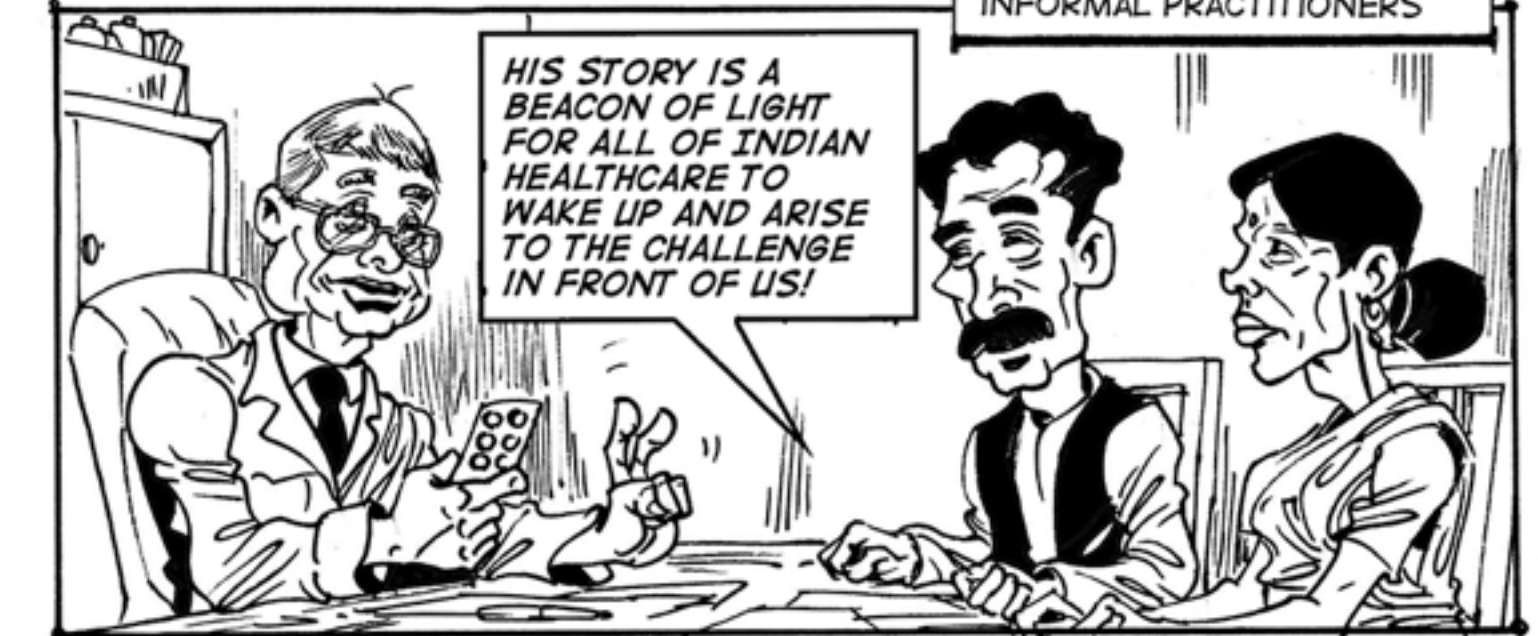
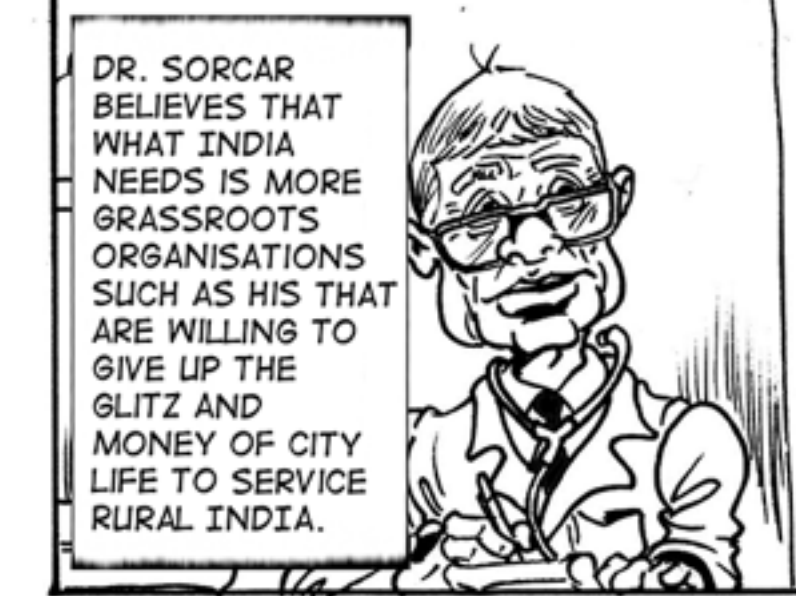
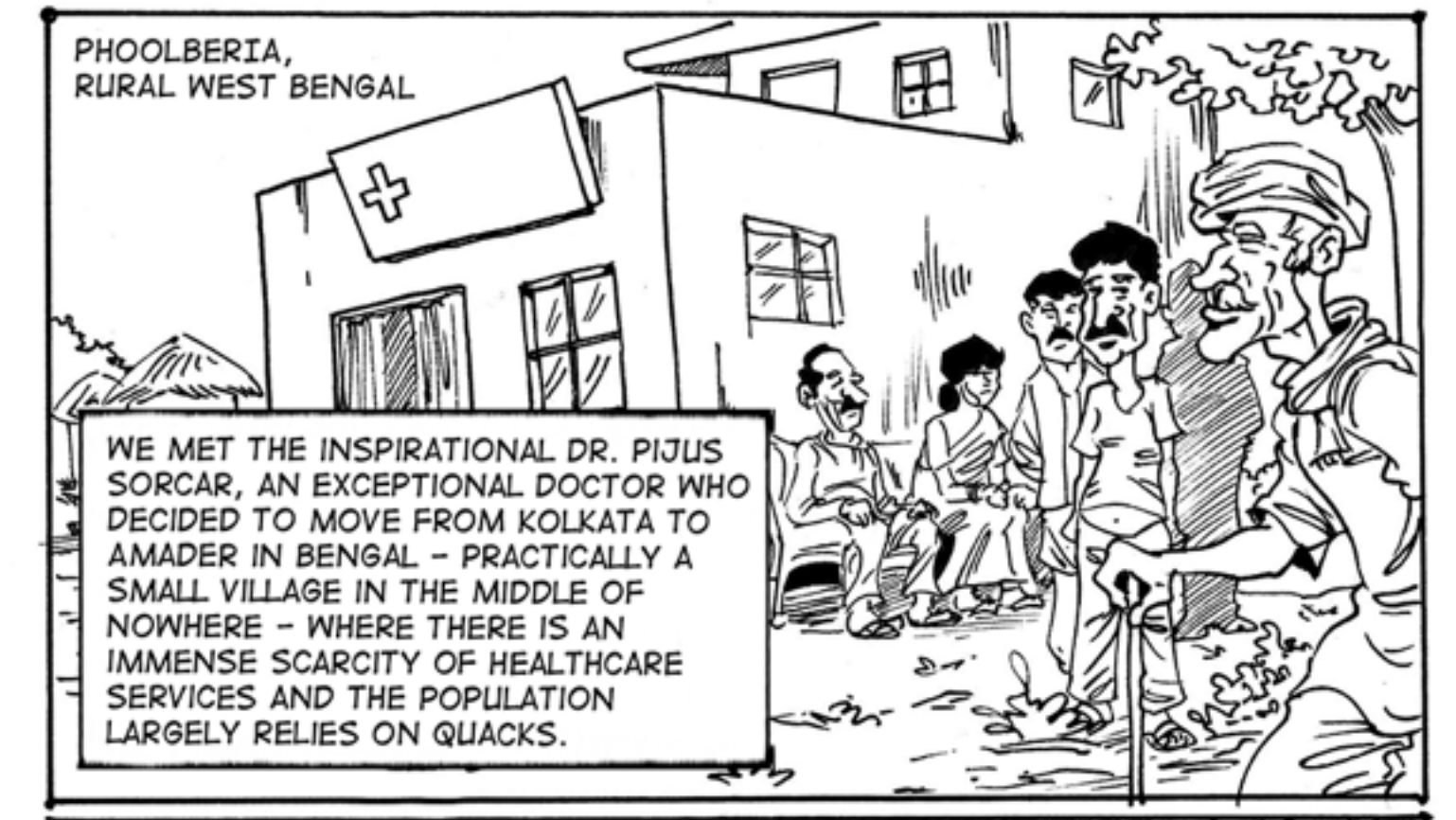
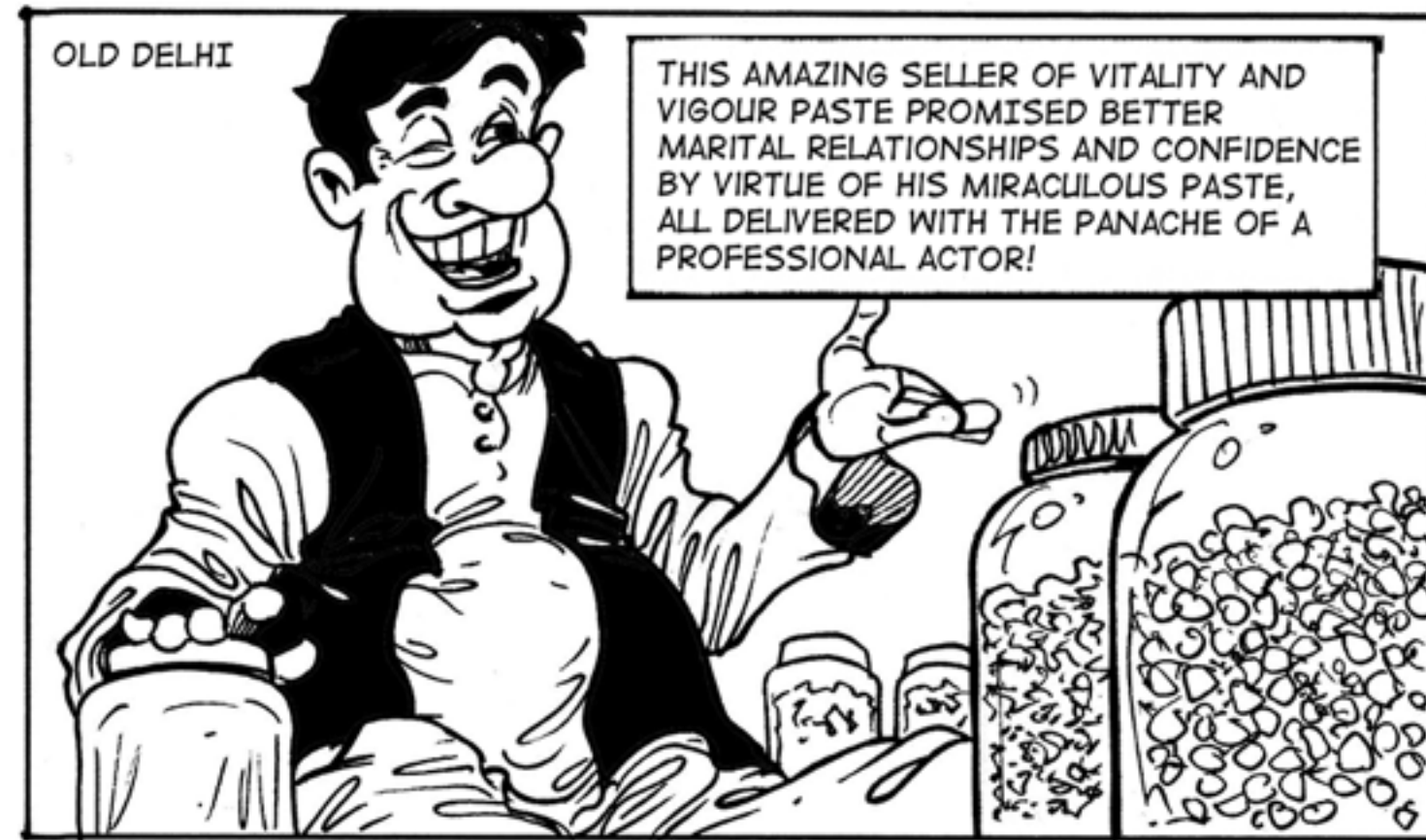
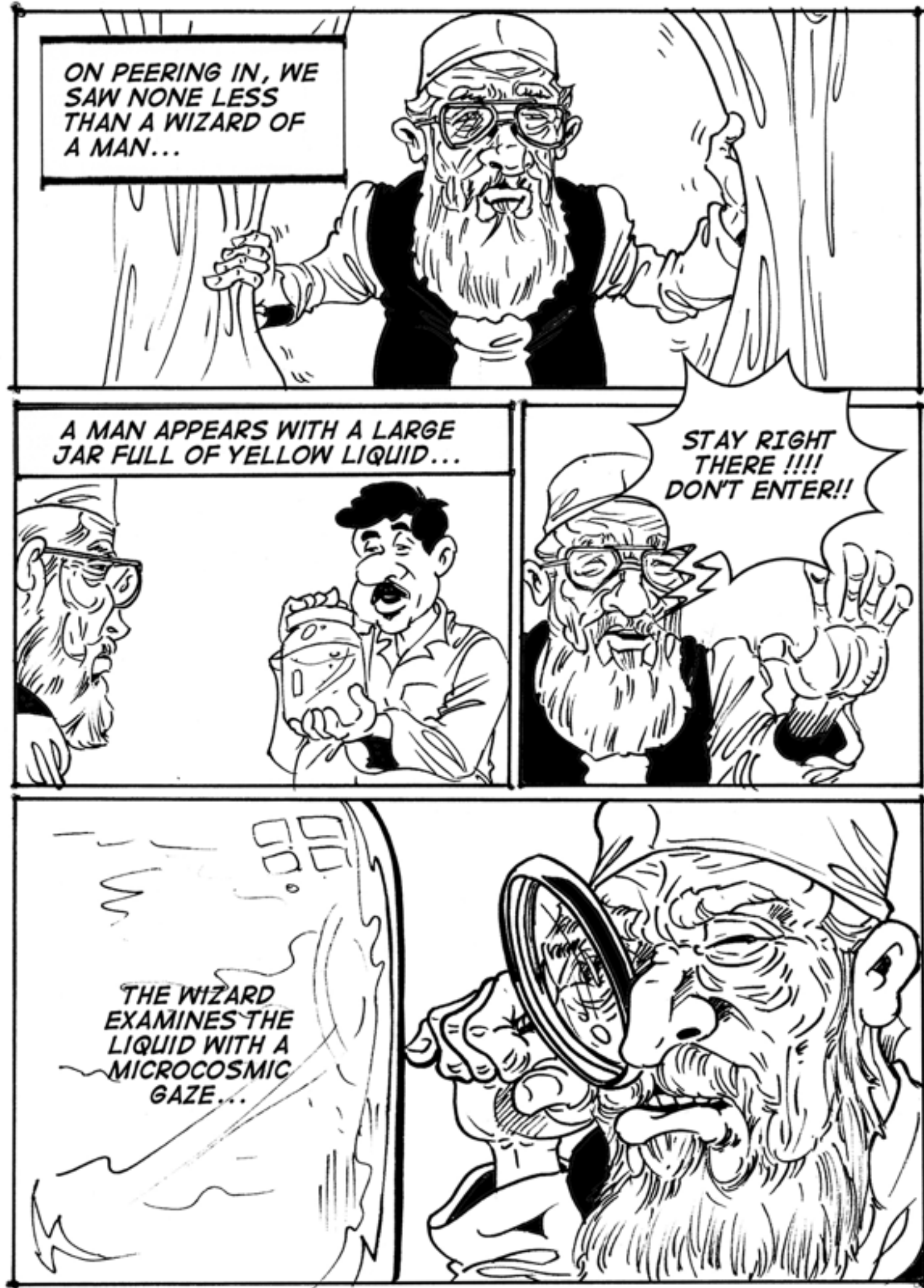
Our engagement with BTPN, a major bank in Indonesia was centered around framing gamified interventions to tackle the problems around literacy and motivation among the agents of the BTPN WOW! product. WOW! is a flagship product, seeking to bring the benefits of mobile banking to large sections of banked and unbanked population in Indonesia.



Financial Capability Toolkit

Deutsche Gesellschaft für Internationale Zusammenarbeit (GIZ) GmbH

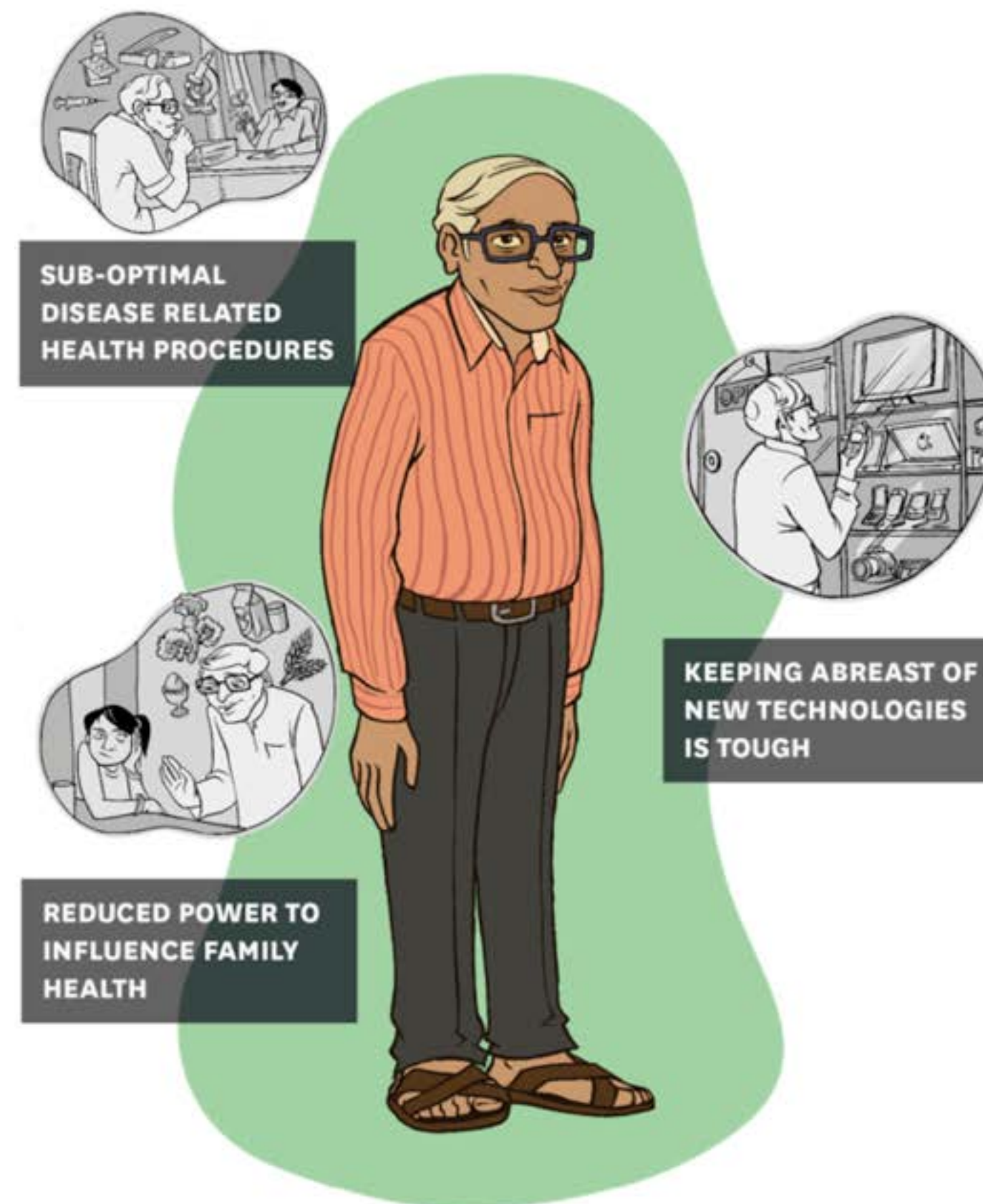
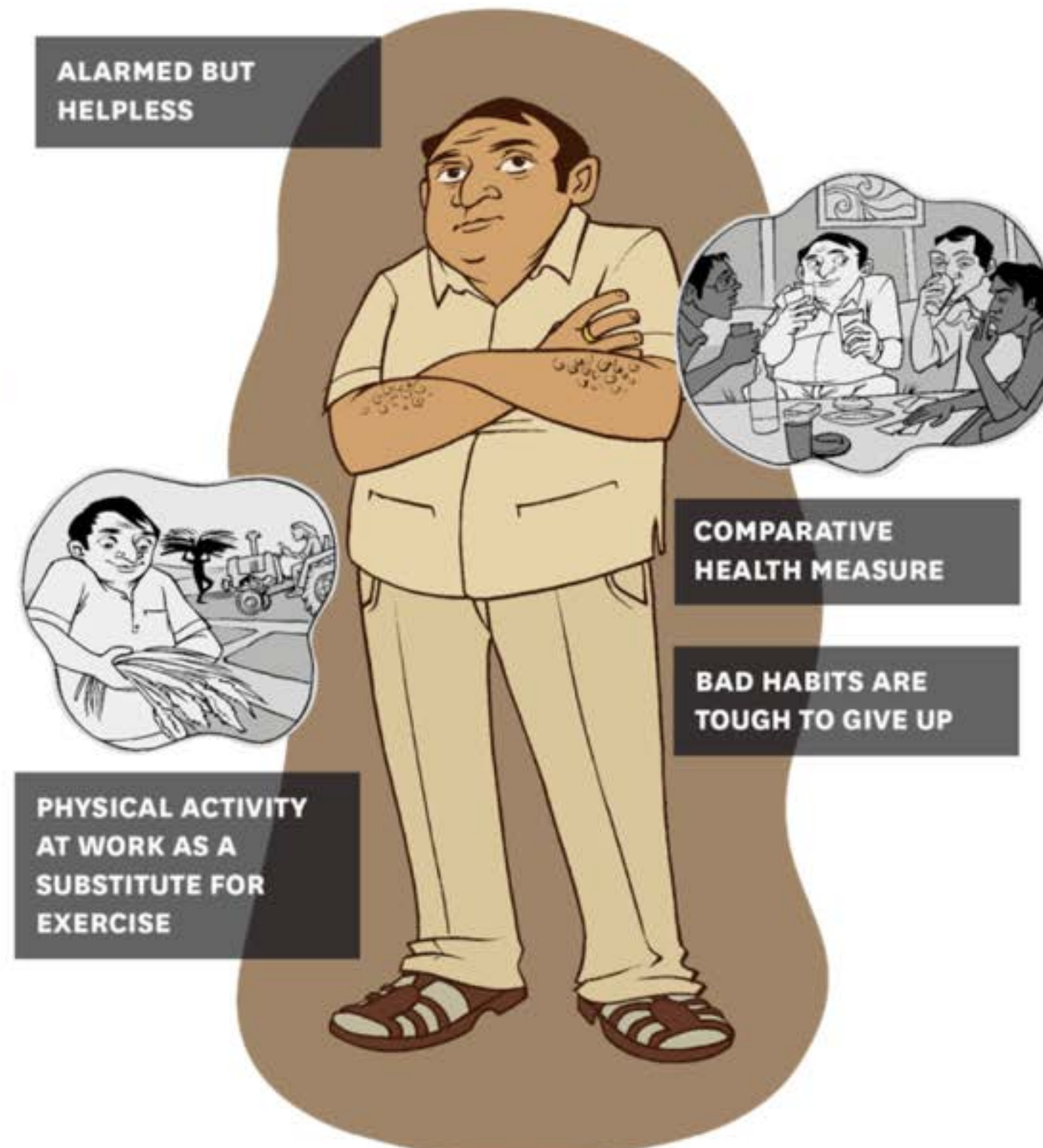
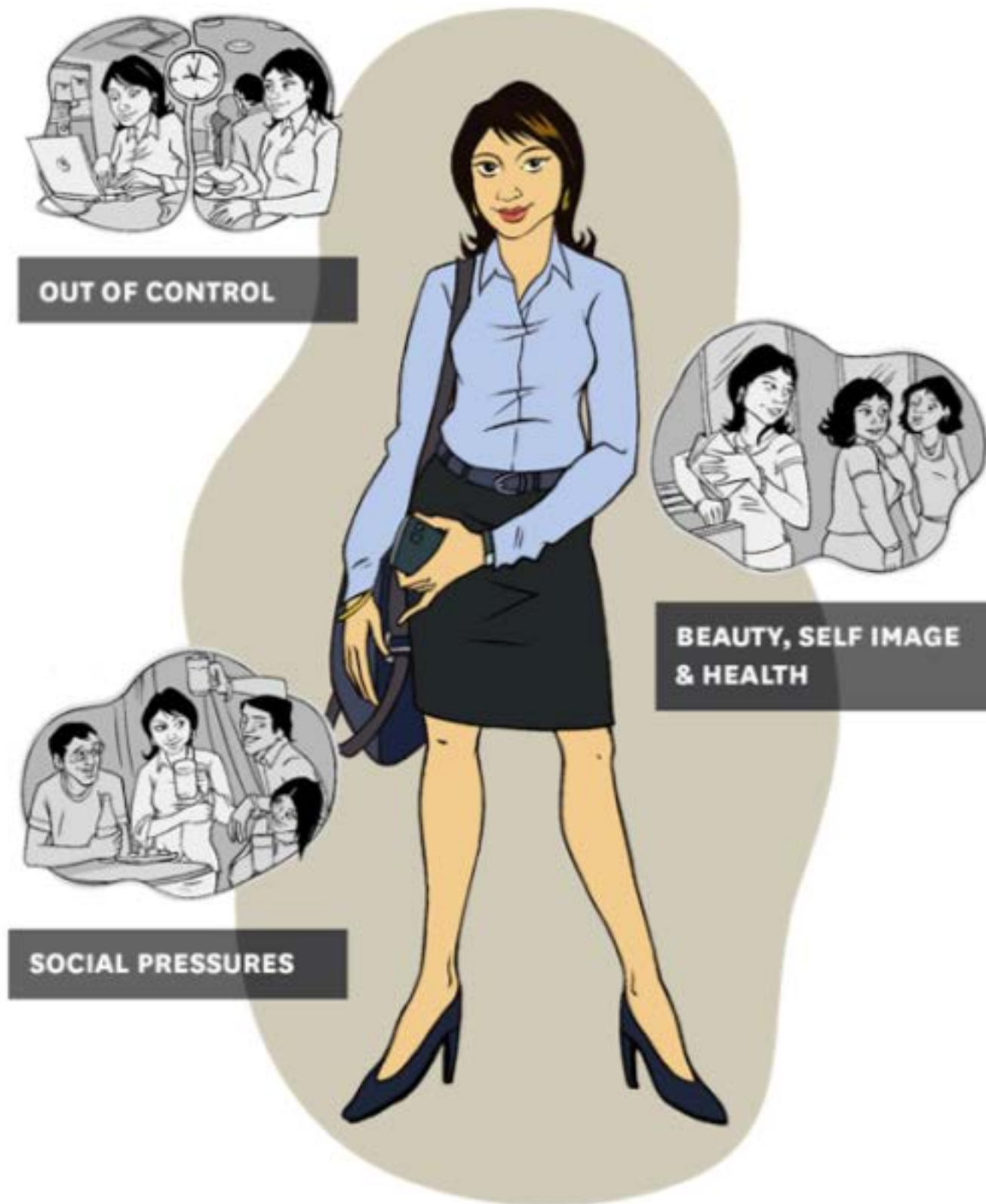
The Financial Capability Assessment Study, conducted by the Rural Financial Institutions Programme (RFIP) at GIZ, puts forth an alternative framework that captures the conditions under which the rural poor make decisions pertaining to their financial health. Working with multiple stakeholders, Quicksand developed a toolkit to help implement the financial capabilities concept which would enhance the financial lives of low-income households.



Trick or Treat

Wellcome Trust

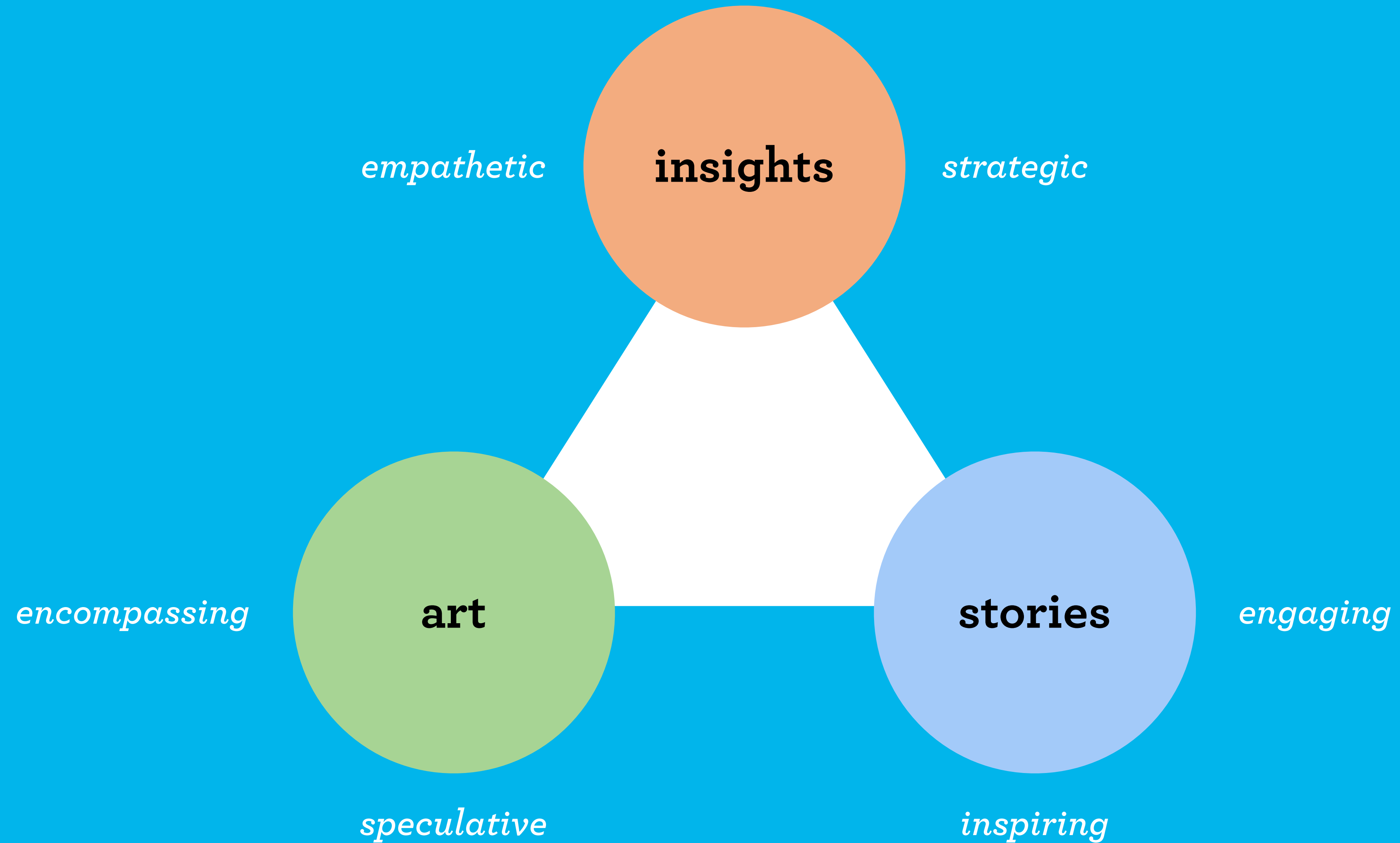
Trick or Treat is a project of discovery and synthesis of diverse practice and practitioners of alternate healthcare systems in India. The project pitches the use of digital art and multimedia forms to create arresting public engagement experiences.



Embedded Technology For Health and Well-Being

Quicksand worked with the product innovation team at Samsung Electronics to uncover latent opportunities within the growing trend of wellness and active lifestyle. One of the main focuses was on consumer technology and how could we provide users more control and ability to self-diagnose and monitor lifestyle diseases.

Triad of meaningful storytelling



Applications of Digital Platforms

**research
tool**

**research
output**

**community
engagement**

**public
opinion**

Thank You!



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