GRAPHIC STORY CO-DESIGN PROCESS

The co-design process outlined below is ideal for involving partner organizations and target audience members to the greatest extent. This process can be condensed if needed to accommodate schedules and deadlines. For example, WE4H can take the lead on developing the story concept and script with co-designers responding to drafts.

Highlighted text indicates meetings that occur through the process, either remotely or in person.

	Process	Tools
	Get ready	
	Share Overview with interested co-designers via meeting or e-mail.	Co-designer Overview.pptx
	Conduct co-designer training remotely or in-person.	Co-designer Training.pptx
A	**Envision Story:** goals, big ideas, characters, story arc	*Story Development Planner*
	1. Co-design team completes *Story Development Planner* as a tool for brainstorming session.	*Co-Designer Experience Survey*
	2. Conduct co-designer brainstorming session to establish story paramenters.	
B	**Story Script:** develop, critique, and revise	*Story Review Guide*
	3. Draft (usually WE4H does this) and share story script.	*Co-Designer Experience Survey*
	4. Co-design team completes *Story Review Guide* as a tool for script review meeting.	
	5. Conduct co-designer meeting to discuss script review and decide on changes.	
	6. Revise and share story script. Work through further edits via shared drafts.	
C	**Story in Comic Layout:** develop, critique, and revise	*Story Review Guide*
	7. Create (usually WE4H does this) and share story in comic layout.	*Co-Designer Experience Survey*
	8. Co-design team completes *Story Review Guide* as a tool for review meeting.	
	9. Conduct co-designer meeting to discuss comic layout review and decide on changes.	
	10. Revise and share comic story. Work through further edits via shared drafts.	
D	**Test story:** test with target audience	*Story Impact Survey*
	11. Members of the co-design team and target audience meet remotely or in person and read the story out loud together.	**Codesigner Story Satisfaction Survey*
	During the meeting, members of the target audience complete the story impact survey. The group discusses the results and makes recommendations for improvements.	(*Satisfaction with how the end product reflects co-designer input)
	12. Revise story based on target audience testing.	