

D2.4 DFA Tools and Guidelines (c)

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Revision History

Version	Date	Created / modified by	Comments
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1.2	12/03/2025	Marita Canina	Final version



Executive summary

Deliverable 2.4 "DFA tools and guidelines (c)" is the third deliverable provided on the development of the Design Futures Art-Driven (DFA) method, where the first one was submitted in M9 (May 2023) describing the first proposal for the DFA method, second one was submitted in January 2024, and the final refinement will be delivered in M33 for release of the final version as part of the MUSAE Factory Package.

This deliverable presents the latest developments in the Design Futures Art-Driven (DFA) method, focusing on its implementation, refinement, and integration of digital tools to enhance collaboration between artists and companies. It builds upon the previous report (Deliverable 2.3), expanding on the EXPLORE phase and introducing key modifications based on feedback from the first residency. Additionally, it describes the GENERATE phase of the method provided to the artists and companies collaborating in the second residency.



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1. Introduction

1.1. Purpose of the document

This report works as a Demo deliverable and focuses on the development and implementation of the first part of the Design Futures Art-Driven (DFA) method, as well as the definition of its second part. The complete structure - comprising the process, video, and step-by-step guidelines - is accessible via the Figma prototype. A detailed description of the EXPLORE Phase of the DFA process is available in the previous Deliverables 2.2 and 2.3.

The objective of this deliverable is to outline the implementations of the DFA method and highlight the modifications made to the digital platforms, Figma and Miro, to enhance artist collaboration with SMEs. The document is structured according to the DFA method's implementation process:

- Section 2 presents the insights gathered from questionnaires completed by artists during the first residency, which informed the process adjustments.
- Section 3 provides the finalized tools and guidelines for the DFA method.
- Section 4 introduces the DFA Figma platform and Miro board, detailing their main components.

1.2. Terms and acronyms

Acronym	Description
DFA	Design Futures Art-driven (method)
EDIH	European Digital Innovation Hub
AI	Artificial Intelligence

1.3. D2.4 and its relation to the previous D2.2 and D2.3

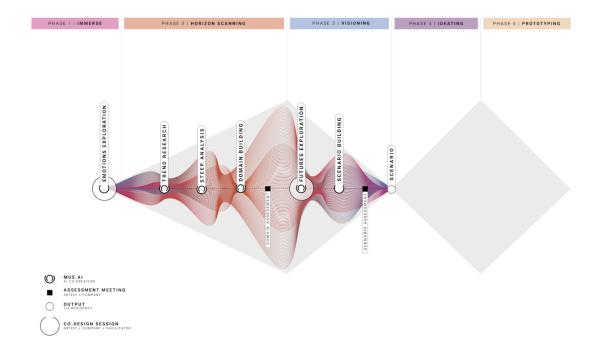
Deliverable 2.4 "DFA tools and guidelines" is the third report provided on the development of the DFA method, which is one of the main components of the MUSAE Factory Model Pack and overall MUSAE project. A final refinement of the DFA tools and guidelines will follow after the second art-tech experiment and prototyping phase (M33), and it will be the final version realized to the EDIH.

Previously developed D2.3 "Tools and Guidelines (b)" provides a detailed description of the Explore phase of the new Design Futures Art-Driven approach by introducing the initial version

and structure of the DFA method, providing an overview of the guidelines for its implementation. Deliverable 2.4 will substantially expand what has been described in D2.3 by presenting final refinements regarding the second EXPLORE phase of the DFA method. It will also outline the integration of digital tools designed to facilitate the application of the DFA method by artists and companies.

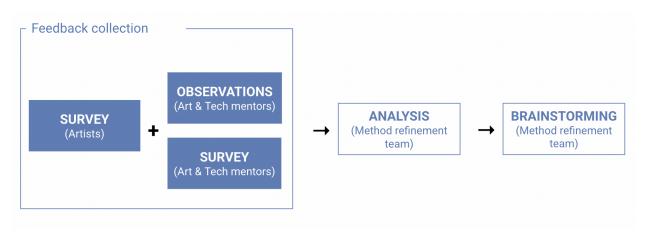
2. Overview of the insight for the EXPLORE phase

The following scheme outlines the Explore phase of the DFA method to assist readers. Each step is described in detail in Deliverable 2.3, while the implementation process is documented in this report.



The design approach followed these key steps:

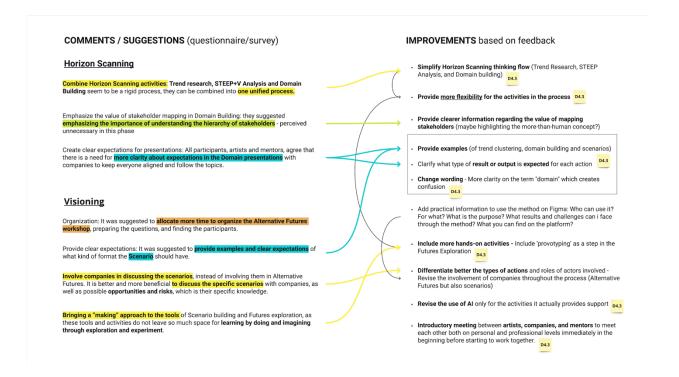
- 1. **Collection and analysis of feedback** on the DFA method through surveys and iterative refinements.
- 2. Implementation of input based on the gathered feedback.



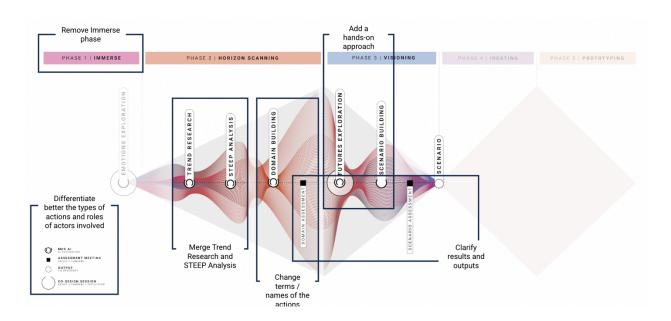
To analyze the collected data, three key lenses were applied:

- Modifications to DFA phases and activities
- Clarifications of DFA results and outputs
- Improvements in DFA tools

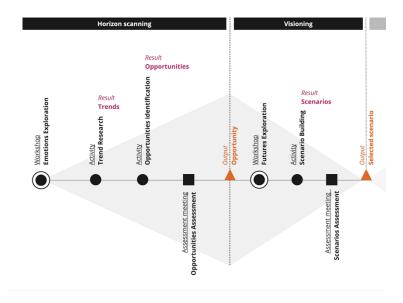
The following figure illustrates how these three lenses were utilized.



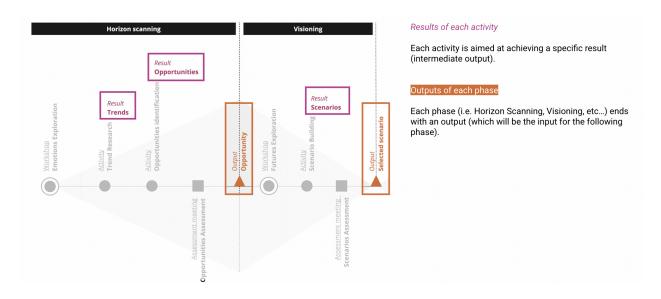
After the analysis, a brainstorming session was conducted to determine necessary changes to enhance the usability and effectiveness of the DFA method. The outcomes are summarized in the scheme below.



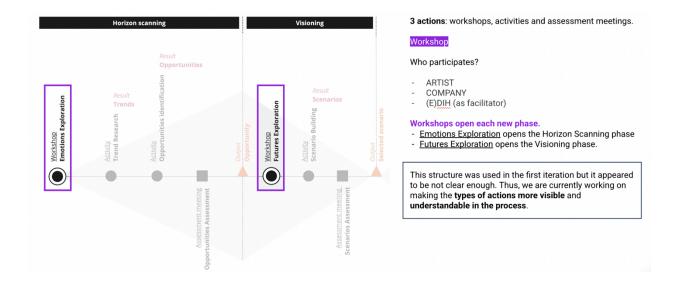
The subsequent images provide a schematic overview of the modifications made to the **Explore** phase. As mentioned in the introduction, this deliverable serves as a demo; therefore, detailed descriptions are available on the Figma platform.

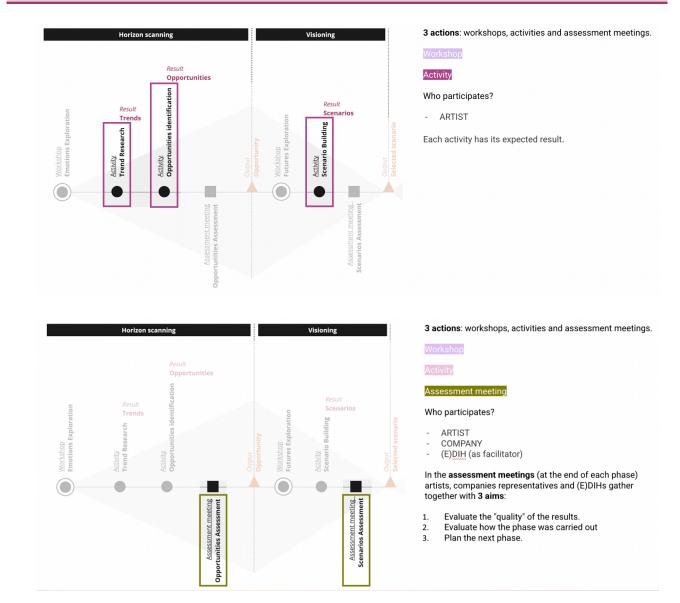


1st Action: Merge Trend Research and STEEP Analysis in one step



2nd action: Clarification of the results and outputs





3rd action: Differentiate types of action and roles

3. Overview of the Ideating and Prototyping phases

The second part of the DFA method involves the development of a concept and prototype based on the future scenario (developed in the first part of the Explore phase of the DFA method). This phase is divided in two: Visioning and Prototyping.

Visioning is the third phase of the DFA process, which aims to explore and generate diverse possibilities of the futures of the domain in order to finally build a scenario of the preferable future. It starts with Futures Exploration co-design session, where artist and company create and explore a multitude of alternative futures within the chosen domain. Coming next,

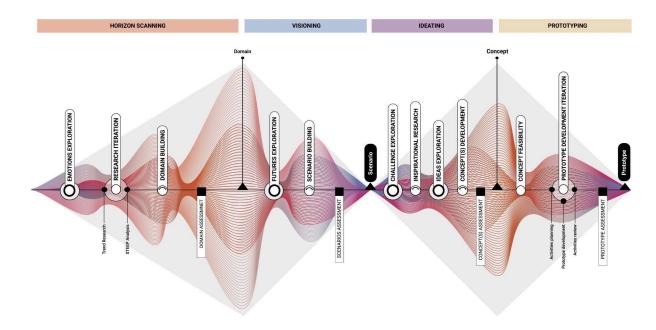


Scenario Building activity helps to identify a set of uncertainties emerged from all previous activities which might potentially influence the domain in the future. Defining uncertainties help to construct various but plausible scenarios of the domain.

Prototyping is the fourth and last phase of the DFA process, aimed at developing a final prototype of the selected concept. The steps within this phase make up iterative cycles of planning and review of the workflow to ensure continuous testing and assessment of the prototype.

In the Ideating phase, different types of activities have been developed for SMEs and artists to follow, such as workshops, individual activities, and assessment meeting. The result of this phase is a developed concept embedded in the future scenario. In the Prototyping phase, activities include feasibility meeting, prototype iteration cycles and assessment meeting. The result of this phase is the TRL 5 prototype. The combination of different types of activities and touchpoints allow artists and SMEs to collaborate in the process, exchange their expertise and knowledge, and validate advancements and make shared choices on how to proceed in the process.

Below the final configuration of the DFA process.



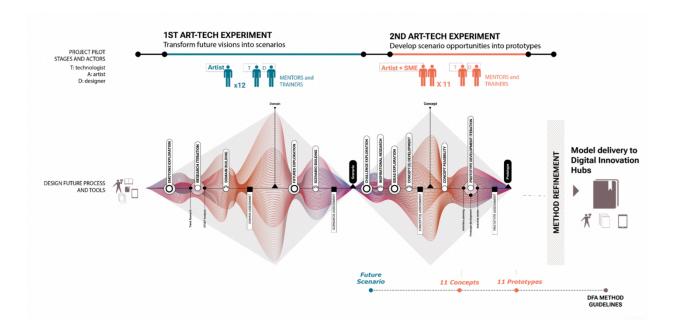
To generate concepts and develop the final prototype, each step of the DFA method includes sequential activities with specific objectives and instructions. The DFA method categorizes activities into three main types:

 Co-design Sessions – Collaborative workshops where artists and companies work together.



- Individual Activities Tasks that artists and companies can complete independently or with the support of AI tools.
- Assessment Meetings Checkpoints where artists and companies review progress, validate advancements, and make collective decisions on the next steps.

In the DFA method, artists, companies, and Al-powered tools collaborate to envision and shape potential futures. This synergy is visually represented by the **wave** in the DFA model, symbolizing the fluid and dynamic interaction among all participants throughout the process. The details are presented in the FIGMA platform provided to the team composed by artists and companies.



The first part of the DFA method was used by 10 artists to create future scenarios during the first residency from October to December 2023. 2 more artists used the DFA during the residency in Serbia from mid-December 2023 to February 2024. The second part of the DFA method is now used by 11 teams of artist+SME to create a future prototype during the second residency from September 2024 to June 2025.

4. DFA Figma platform and Miro board

As described in *Deliverable 2.3*, two main digital platforms have been integrated to guide artists and companies through the DFA method while providing a collaborative workspace.



To offer structured guidelines and tools, a **prototype website** has been developed using Figma. Serving as a centralized hub, this platform consolidates all relevant information and resources related to the DFA method. Once the project concludes, the website will be open-source and accessible to EDIHs, artists, and companies via a shared link.

Additionally, the **DFA Miro Board** functions as a dynamic collaboration space, enabling companies to work alongside artists throughout the entire process. It allows artists, companies, and EDIHs (acting as mentors) to actively engage with the DFA method, document their findings, and utilize the provided tools within a single, integrated workspace.

The two platforms are seamlessly connected, with direct access to the Miro Board from the Figma platform. This integration ensures a smooth workflow, fostering efficient collaboration, streamlined processes, and a cohesive digital environment for successfully implementing the DFA method.

THE DEMO is available at this link: DFA Platform - Final Version (Feb 2025)

https://www.figma.com/proto/Aq1pAgjJL1aEdewDlcwgLt/DFA-platform---FINAL-VERSION?node-id=4435-2296&t=c4LcYHTur82RJgxT-1&scaling=scale-down-width&content-scaling=fixed&page-id=4435%3A2025

Link to previous Deliverables:

https://drive.google.com/drive/u/3/folders/1-nuL_BSRCSrx-Y8ucwE_zCRCjRw1QbeH