Design, Rooted in Dignity

Learning to see: Design and Dignity in Early Childhood Education

- Eileen Chua -

Design & Health
International Academy for Design and Health

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What do you see?

Beyond the Limitation




Our Six-Year-Old Designers

Experiencing Limitations



Gloves / Blurred Vision / Memory / Reach

Foundation of design decisions










Simulation is not Reality
eco lodge
Learning from the real world

Observe with Purpose

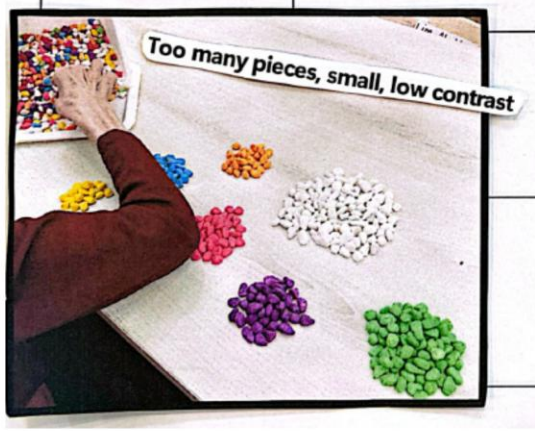
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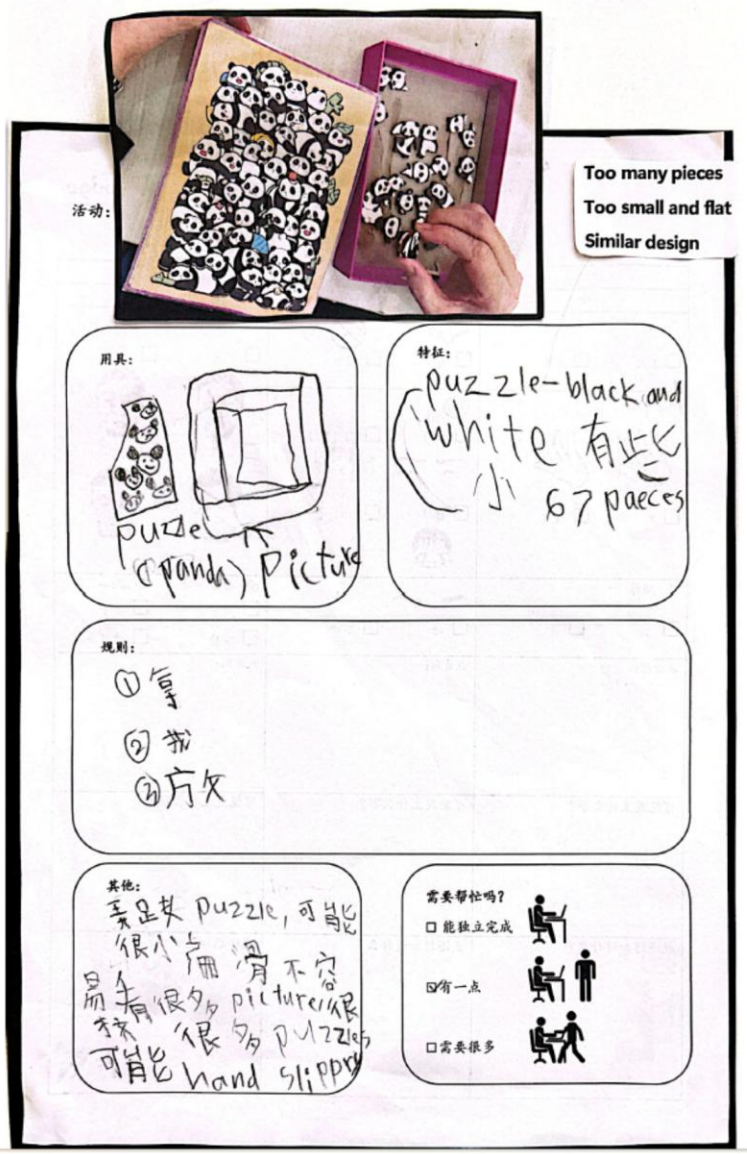
8-4-2026 Tadika Eco Lodge

Learning Sheet 3

我们观察老人的

手	眼睛	情绪
☑ 1只 ☐ 2只	☑ 有 ☐ 没有	表情 ☐ 微笑 ☑ 没笑 ☐ 皱眉 ☐ 闭眼
☐ 有 ☐ 没有	☐ 眯眼 ☐ 用力眨眼 ☐ 揉眼 ☐ 四处看	
动作 ☑ 快 ☐ 慢	☑ 动 ☐ 不动	动作 ☐ 拍手 ☐ 挥手 ☐ 安静 ☑ 动很多
我看到：	我看到：	我看到：女乃女乃突然要休息 以stop-下
		可能发生什么事？因为她拿很多东西，合太多东西，手她很累，她stop下再repeat
		我还想知道什么？为什么奶奶要stop?











From observation into understanding



What were we actually designing for?







Prototype 1
(3D model)

Prototype 2
(Simplified 3D model)

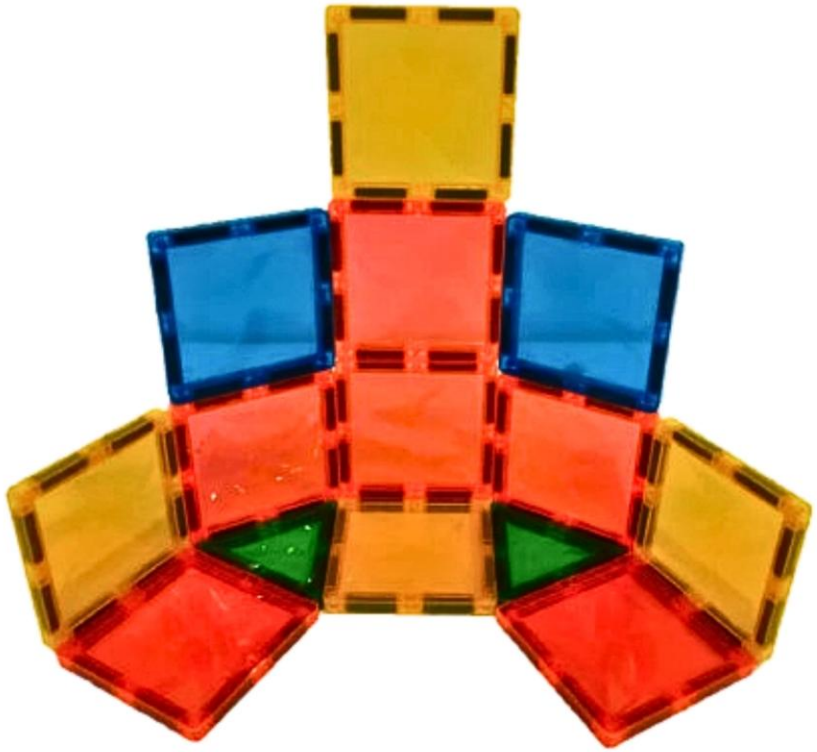
Prototype 3
(2D standing model)

When more became less – Prototype Evolution

The user is the BEST teacher

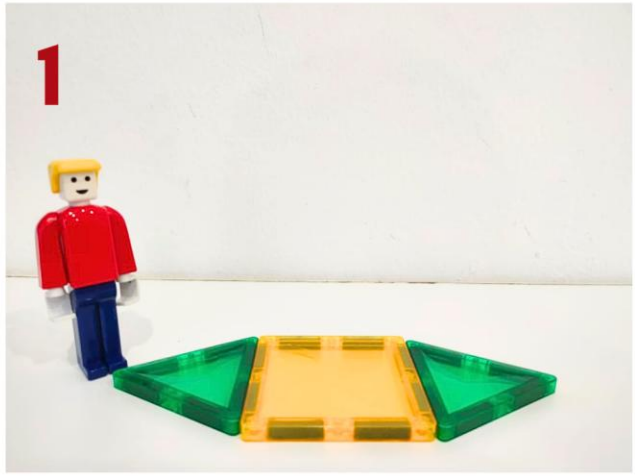


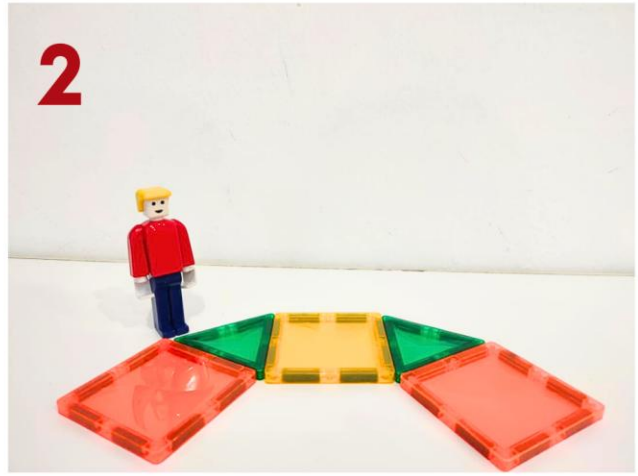
The Manual

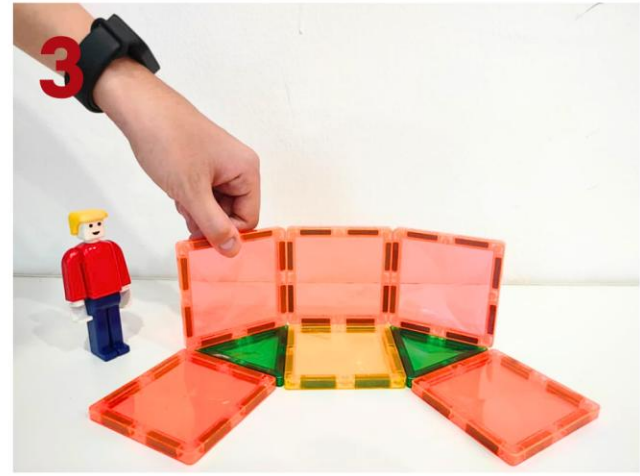


Standing Up vs Lying Flat?

Growing Through Refinement

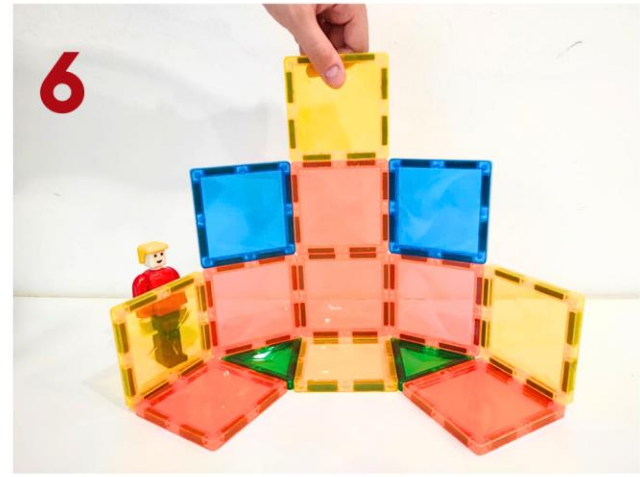












add steps

add Ah Boy

show the hand

show shadow

When design changed, participation changed





1st user test → 2nd user test

We didn’t change Ah Ma

We redesigned the **conditions**

that helped her **continue participating**




What, then,
is dignity in design?
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What do you see now?


Design,
rooted in dignity
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SUSTAINABLE
DEVELOPMENT
GOALS
11 SUSTAINABLE CITIES AND COMMUNITIES