Culture

Cultural barriers adversely affect interactions between stakeholders

2 Consultation

2 Partnership

5 Leadership

If the design team and the users are working across cultural differences, communication may be difficult and misunderstandings may arise.

Funding

There is not enough funding to engage participants in an extended manner

4 Consultation

0 Partnership

0 Leadership

If funding is very limited, higher levels of participation are unlikely to be feasible, as they require more resources to implement.
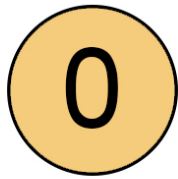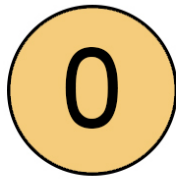
Control of IP

There are requirements to retain control over the intellectual property related to the solution

4
Consultation

0
Partnership

0
Leadership

If the IP rights or benefits of the solution cannot be shared, it would be unethical to engage users in the full design process without recognizing their contributions.

Language

Language barriers affect the ability of users to engage

3
Consultation

1
Partnership

5
Leadership

Deeper engagenemnt beween stakeholders who speak different langages requires more consistent and nuanced translation.
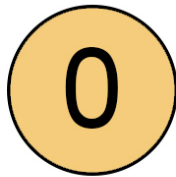
Need

Users do not feel an urgent need for the solution

2 Consultation

2 Partnership

0 Leadership

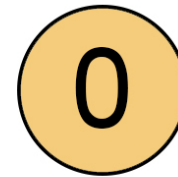If users do not feel, or are unaware of, the need for a solution, they are less likely to invest in developing it.

External Power Dynamics

Power dynamics between the design team and the users adversely affect engagement

3 Consultation

0 Partnership

4 Leadership

If mitigation of power dynamics is not a viable option, stakeholders will not be able to work together effectively.
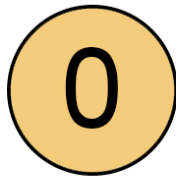
Internal Power Dynamics

Power dynamics within the user group adversely affect engagement

4 **2** **0**

Consultation   Partnership   Leadership

If mitigation of power dynamics is not a viable option, users will not be able to effectively lead the project.
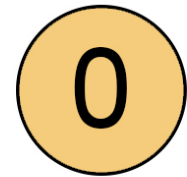
Priorities

Users are not able to engage due to competing priorities

4 **1** **0**

Consultation   Partnership   Leadership

If the users do not prioritze the problem, they will not invest in developing the solution.

Technical Expertise

Users lack the specialized skills or knowledge needed to participate

5
Consultation

3
Partnership

1
Leadership

If users do not have the necessary skills or knowlege, they are less likely to be able to take the lead in a meaningful way.

Time

The time available for implementing the project is highly constrained

4
Consultation

0
Partnership

2
Leadership

If time is limited, higher levels of engagement are unlikely to be feasible, as they require more time to implement.

Trust (between)

Past or present issues affect the user's trust in the design team

2 Consultation   **2** Partnership   **4** Leadership

If users do not trust the design team, they are not likely to work effectively with them, however trust could be built through a participatory partnership.
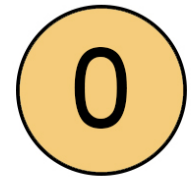
Trust (in)

Past or present issues affect the user's trust in the solution

2 Consultation   **3** Partnership   **0** Leadership

If users do not trust the solution, they are less likely to commit to participating in the design process, however trust could be built through a participatory process.

Trust (within)

Past or present issues affect the user's trust within their own group

3 Consultation   **1** Partnership   **0** Leadership

If users mistrust each other, their ability to effectively lead the design process will be limited.

Trust

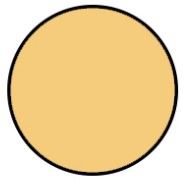*The design team does not fully trust the users to design the solution on their own*
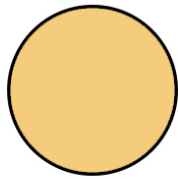
5 Consultation   **3** Partnership   **1** Leadership
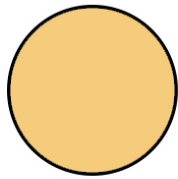
The design team may not have confidence in the users to create the solution without their input.
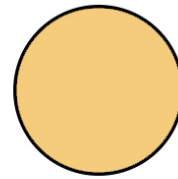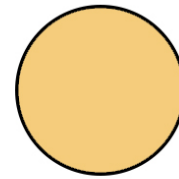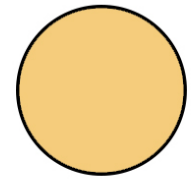
Consultation　**Partnership**　**Leadership**

Consultation　**Partnership**　**Leadership**