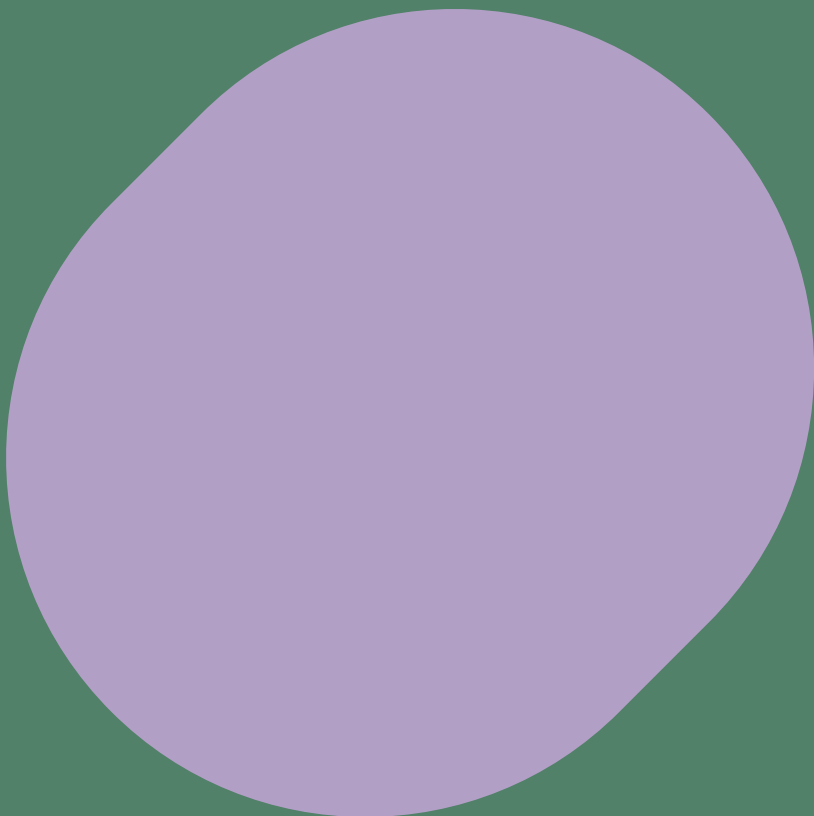
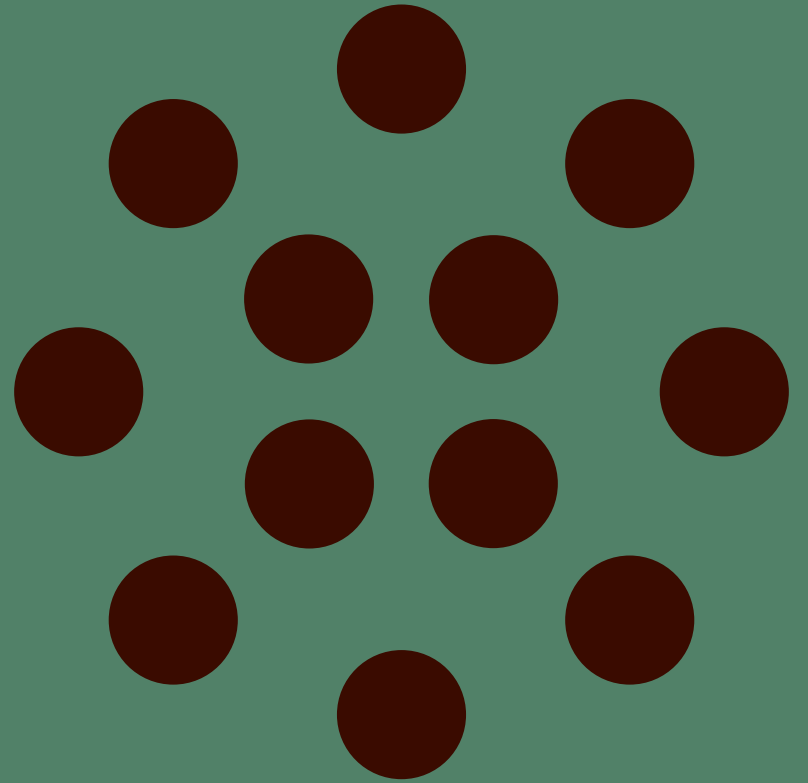


Method Guide





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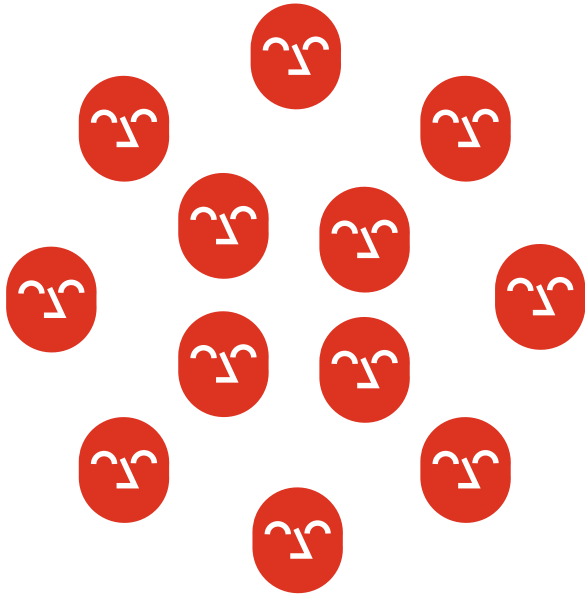
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I What is A&DO?



Architecture and design belong to everyone



The A&DO – Learning Centre for Architecture and Design was a joint Museum Vision project of Helsinki’s Museum of Finnish Architecture and Design Museum from 2020 to 2023. The Finnish Cultural Foundation’s Museum Vision funding aimed to promote innovative practices to make museums more engaging, attractive, and informative. The A&DO initiative explored ways to reach new audiences and increase understanding of architecture, design, and the broader designed and built environment. This project was part of the journey of these two museums with official national responsibility – one in design and one in architecture – towards a new joint architecture and design museum.

The A&DO Lab exhibition, designed to inspire learning, toured Finland in two shipping containers, with month-long stops in Lahti, Tampere, Rovaniemi, Oulu, and Vuosaari in Helsinki. The topic of a good local environment was examined using items from the collections of the Museum of Finnish Architecture and the Design Museum, along with examples selected together with local people from each city. The final stop for the A&DO Lab is the museum building in Helsinki, where the project is integrated into the D-Ark Lab, a communal museum work laboratory running from spring 2024 to end of 2025.



Anni Koponen

“A learning space refers to both an open mind and a safe environment that supports creative work.”

The annual A&DO Seminar called together professionals to discuss current issues in design and architecture learning. The seminar became a new forum for professionals in the education sector, design and architecture workers, museum educators, and co-design practitioners. The professional network for architecture and design learning is also supported by the website www.ado.fi, launched in 2020. This site serves as a communication channel for current issues in architecture and design learning and as a resource bank where, for example, the teaching materials produced in the A&DO project are available to everyone.

This guide introduces the methods used in the A&DO project. The A&DO method evolved along the way. It encourages using design tools, trusting in dialogue, and constructing knowledge communally.

Find a learning space that nurtures creativity! A learning space refers to both an open mind and a safe environment that supports creative work. A co-wonderer, such as a museum educator, guides the work through questions, and solutions are then found together. Through shared insights, we can better understand the designed and built environment – and each other.

Towards a sustainable future



“How can we move around from one place to another with minimal impact on nature? What is the ideal city of the future like?”

It all starts with questions. Museums have a unique opportunity to link the past, present, and future and encourage reflection on different future scenarios. Design and architecture involve an ability to dream about the future and imagine things that do not yet exist. Co-design and co-creation, along with other design tools, were the core methods used in the A&DO project.

In the touring A&DO Lab exhibition, questions related to a good local environment were critically examined, delving into the ideas and values underlying the designed and built environment. A visit to the Lab helped to perceive messages in one's local environment and connect them to everyday life. The Lab guides welcomed exhibition visitors as co-wonderers. Under the guidance of professional educators, information related to architecture, design, and the rich material of museums could be grasped through many senses, storytelling, and experience-driven learning. Visitors were encouraged to express their own thoughts and to appreciate and listen to the ideas of others. New insights and knowledge were developed together.

UNESCO has globally highlighted transformative learning as a tool for sustainable development. New understanding arises through critical examination and challenging conventional thought and action patterns. Transformative learning methods include experience-based learning, creativity and innovation, working together, and learning in communities. This type of learning can provide the driving force for change when building a sustainable future.

We believe that this mobile learning environment for architecture and design, built into two shipping containers, can stand for transformative and pioneering work in the museum field!

Liikutko sinä polkupyörällä? Oletko miettinyt, mitä päästöjä polkupyörä tuottaa?

Pyörällä ajaminen ei tuota päästöjä, ja pyöräily on hyvää liikuntaa. Pyörän valmistamista pitää kuitenkin tarkastella samalla tavalla kuin minkä tahansa muunkin tuotteen. Sen valmistamiseen kuluu energiaa, ja sen osien valmistamisesta tulee jätteitä. Myös se pitää ratkaista, mitä käytöstä poistuvalla pyörällä tapahtuu. Polkupyörät ovat kuitenkin pitkäikäisiä, ja siksi ne ovat ympäristölle ystävällisiä.

Jokaisen Polkupyörä eli Jopo suunniteltiin 1960-luvulla, yli 50 vuotta sitten. Se on eri kokoisille käyttäjille soveltuva näppärä yleispyörä. Sen runko on valmistettu muotoon leikatusta ja prässätystä teräslevystä. Rungon valmistustapa oli fiksu keksintö, joka säästi kallista metallimateriaalia.

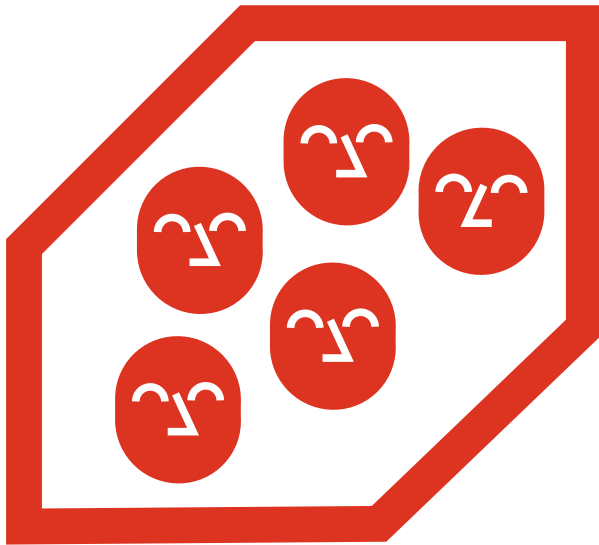
LASTEN JOPO, 1975
SUUNNITTELU: HELKAMA SUUNNITTELUYÖRYHMÄ
VALMISTAJA: HELKAMA



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Explore Wonder Experiment Play



Explore

Curiosity and a desire to explore awaken in the face of something new. Exploration can mean deeper examination and a desire to understand underlying reasons. A researcher's most important tools include questions. What makes a bicycle move? Which bin do banana peels go in? What thoughts and feelings does a park evoke in me?

Wonder

The learner's interest arises from their own observations. When something is examined more closely, new questions and a sense of wonder emerge. What is this? What a fascinating shape! How does this work? Wondering together makes a subject even more interesting. Hearing another person's point of view and experience can lead to new insights.

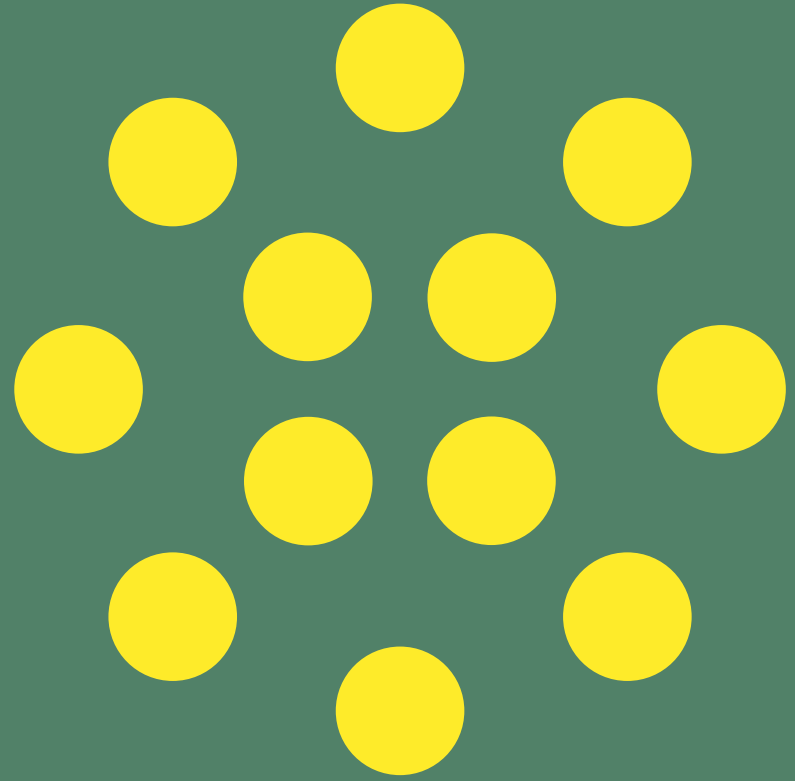
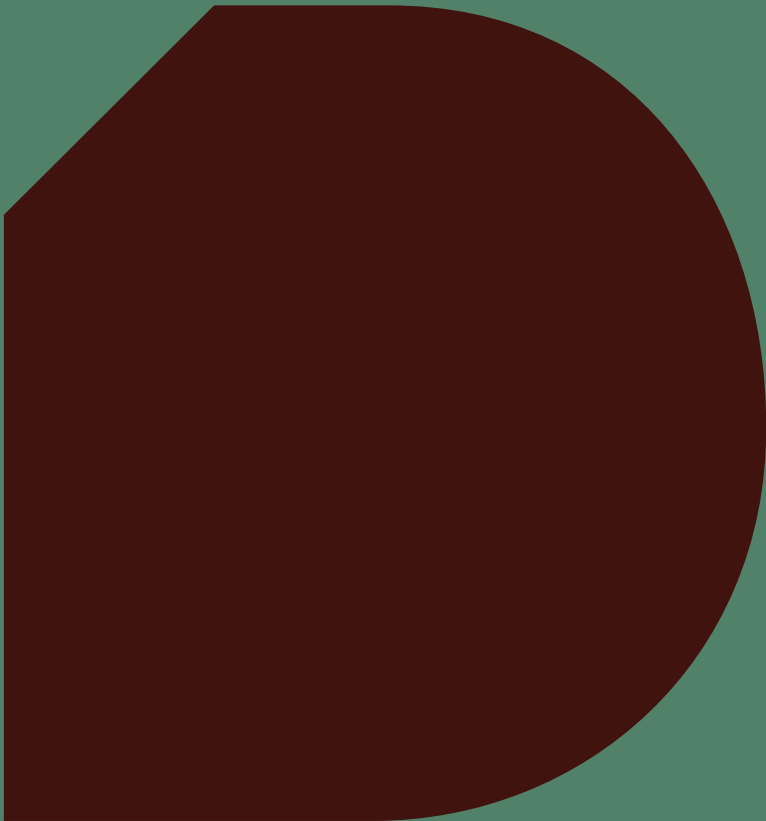
Experiment

Experimentation is driven by a desire to know and understand more. It can involve testing ideas and developing something further based on one's findings. Experiments often involve hands-on activities, actions, and testing. If something doesn't work one way, you can try another way. Coming up with new methods involves creativity.

Play

A child takes in the world through play. Imaginative play is also part of a designer's work. Play is active. Through play, we can master objects and things that we've become curious about. Play requires creativity and also increases it. Playing suggests new subjects of wonder, exploration, and experimentation.

II Designer's tools in practice



Idea workshops

With
Architect Tuuli Loukola
Designer Laura Euro

How?
Idea workshops
Survey

Start by asking: What do we need?

In the planning stage of the A&DO project, we organised idea workshops where we asked participants: What is your dream for a learning centre of architecture and design? What could you learn there and how? What are some obstacles to learning? We also discussed where else learning can take place besides museums. Architect Tuuli Loukola and designer Laura Euro were invited to plan and organise the workshops. The workshops led by these young professionals proved very productive. It was encouraging to feel the genuine enthusiasm of participants over matters belonging to all of us. Five idea workshops gathering various stakeholders were organised in spring 2019. The themes were 1. Lifelong Learning and Well-being, 2. Education, 3. Research and Interpretation, 4. Businesses and the Professional Field, and an open discussion for invited participants and the general public. Additionally, a supplementary survey was sent to the workshop invitees, receiving numerous responses.

“It was encouraging to feel the genuine enthusiasm of the participants over shared topics.”





Risto Mustja



Risto Mustja

Research

Map the starting point!

To prepare for the future-oriented A&DO project, it was necessary to understand the current landscape as well as possible. Design student Virve Boesch set out to investigate the starting point in autumn 2020, producing a practically oriented report on architecture and design education in Finland 2020 through a survey of the current state, involved stakeholders, and practices in the field (in Finnish). The national-level survey examined the current situation by researching professionals and stakeholders, along with delving into the operating environment and practices. The research questions were: What is the current state of design and architecture education in Finland? What kind of architecture and design education is being provided in Finland, who offers it, and how? The survey used a wide range of publications and online materials as its sources. Study data was also collected through 16 interviews with various professionals and stakeholders.

With
Designer Virve Boesch

How?
Literature and online sources,
interviews

“What is the current state of design and architecture education in Finland? What kind of education is being provided in the field in Finland, who offers it, and how?”

Visual appearance and identity

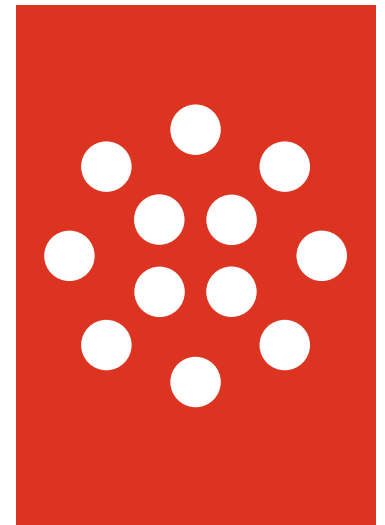
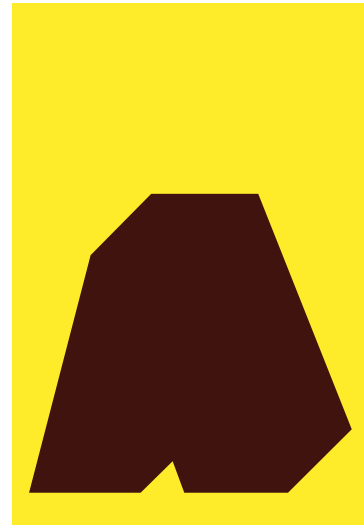
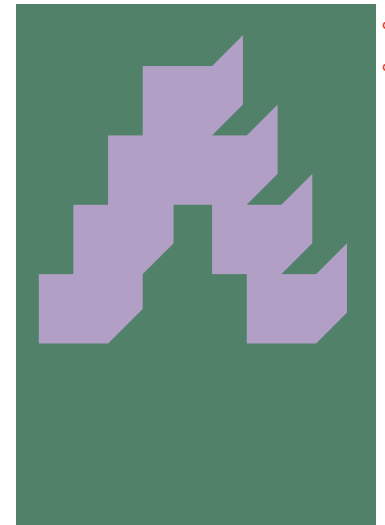
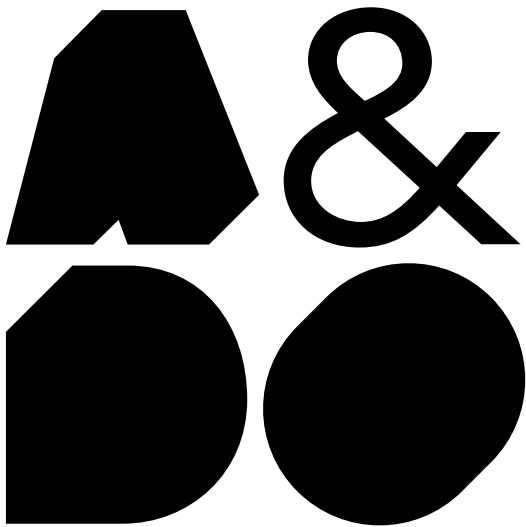
What would your project be like as a person?

When starting to look for the route to the visual appearance of the Learning Centre for Architecture and Design, we sat down for a workshop with visual design professionals. We started with identity. In the workshop, we considered what the learning centre would be like as a person: What do they believe in? What do they want to express to the world? We came up with an A&DO community built on empathy, curiosity, responsibility, and openness. The visual appearance was built on the playful use of the logo letters. The visual identity developed with professionals included the entire graphic guidelines, meaning the logo, animation, trademark colours, templates for presentations and reports, business cards, event communication materials, and clever, mobile cardboard structures. It was easy for the museum's graphic designer to apply the appearance to various publications.

With
Visual design office
Dog Design:
AD Ilona Ilottu
AD Petri Salmela
Graphic designer Janne Koivu

How?
Co-design workshop
Service design methods

“We came up with an A&DO community built on empathy, curiosity, responsibility, and openness.”

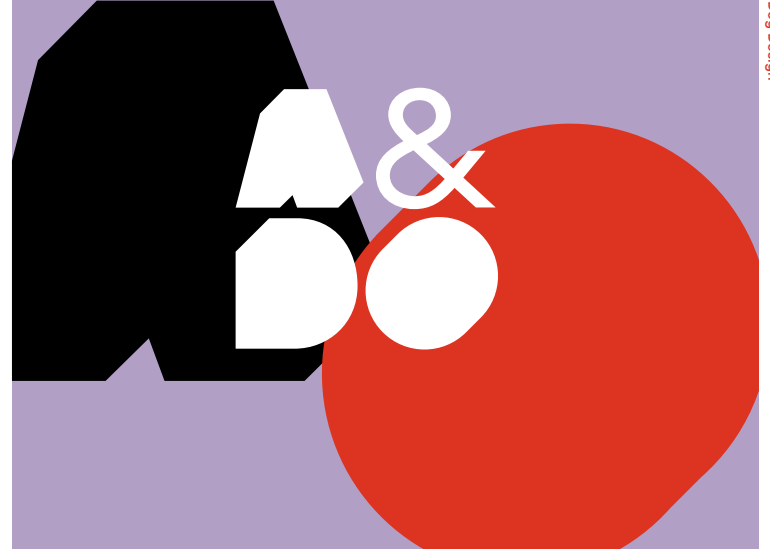




Petri Salmela



Risto Musto



Dog Design



Petri Salmela



Participatory workshop

A&DO asks: What interesting architecture and design is there in your hometown?

One of the A&DO Lab containers on the exhibition tour contained items from museum collections, while the other allowed visitors to get to know local designers and their work at each tour stop. Local highlights were collected in collaboration with citizens and professionals. Our participatory community curation at exhibition locations involved an activity-based workshop developed by A&DO. Some questions we asked included: What interesting, clever, unique, and wonderful architecture and design can you find in your city, or is currently planned, that you would like to have showcased in the A&DO Lab exhibition? We invited education, culture, design, and museum professionals to the workshops. We solicited suggestions through advance surveys from school students, local design associations, and commu-

With
A&DO core team
Local stakeholders

How?
Co-design methods,
participatory research

“We found a way to highlight local views on good architecture and design.”

nity artist observations. We found a way to highlight local views on good architecture and design while creating new connections and cooperation opportunities for continuity-oriented architecture and design learning.



Hyvä lähiympäristö En god närmiljö A Good Neighbourhood

Milällinen on hyvä lähiympäristö?
Millainen suunnittelu tekee
arjen elämästä hyvää ja toimivaa?
Minkälaisessa ympäristössä sinä
haluat elää tulevaisuudessa?

Arkkitehtuuri ja muotoilu kuuluvat
kaikille. Ne ympäröivät meitä
kaikkialla. Käyttäjänä sinä olet
ympäristösi paras asiantuntija.
A&DO Labra antaa sinulle mahdol-
lisuuden tutkia ja tehdä havaintoja.
Voit katsoa lähiympäristöä samalla
tavalla kuin suunnittelija katsoo.
Samalla voit hahmotella, millainen
ympäristö voisi olla tulevaisuudessa.

Tutki kanssamme muotollia ja
arkkitehtuuria. Ihmettele,
kokeile ja leiki!

Hurdan är en god närmiljö?
En hurdan design gör vardagslivet
gott och välfungerande?
What kind of environment do you
want to live in the future?

Arkitektur, design och formgivning
tillhör oss alla. De omger oss överallt.
Som användare är du din omgivnings
främsta expert. A&DO Labbet
ger dig möjligheten att undersöka
och göra observationer. Du kan
se omgivningen från samma
perspektiv som en designer. På
samma gång kan du utmana vad
omgivningen skulle kunna vara
i framtiden.

Utforska design och arkitektur
med oss. Undra, prova saker ut
och lek!

What is a good living environment
like? What kind of design makes
everyday life good and functional?
What kind of environment do you
want to live in in the future?

Architecture and design belong
to everyone. They surround us
everywhere. As a user, you know your
surroundings best. The A&DO Lab
gives you the opportunity to explore
and make observations. You can
view the living environment from the
perspective of a designer. At the
same time, you can outline what the
environment might be like in the future.

Explore design and architecture
with us. Wonder, try things out
and play!



Risto Musta



Risto Musta

Pedagogical exhibition

How to design an insightful pop-up exhibition on architecture and design?

A&DO Lab's two shipping containers housed mobile learning environment and a pedagogical exhibition that challenged visitors to consider what kind of architecture and design supports good everyday life and sustainable development. The exhibition was designed to be recognisable, insightful, accessible, empowering, memorable, and experience-driven, offering diverse content and events. The exhibition architect was designer Marjut Alitalo, who also addressed the design process in her master's thesis at Aalto University. Planning the exhibition included interviews with various groups at events and workshops. We invited museum educators, teachers, early childhood educators, as well as architects and designers to join the process. At the open Mini-Jam design learning event during Helsinki Design Week, we discussed how selected items from

With
Designer Marjut Alitalo

How?
Co-design and service
design methods

“Visitor expectations, emotions, and motivations were pinpointed, for example, using an Empathy Map.”

museum collections could be presented from different perspectives and what relevant questions are related to them. In the facilitated workshops, we explored the objectives of the exhibition experience. Visitor expectations, emotions, and motivations were pinpointed, for example, using an Empathy Map. An Empathy Map describes what the user feels and sees, and what is important to them. Through the Extreme User task, we were able to consider who the average exhibition-goer would be, and what kinds of visitor situations and ways of using the pedagogical material might arise.





Risto Musto



Risto Musto

Learning material

With
Designer
Riikka Jalava

How?
Co-design and service
design methods

Co-creation serves as proof of concept

A&DO Lab's development of learning materials used the Double Diamond design process model, which has four steps: discover, define, develop, and deliver. Designer Riikka Jalava facilitated the process and also addressed it in her own thesis at Helsinki's Metropolia University of Applied Sciences. The co-creation process involved various stakeholders and end-users. Teachers from around Finland took part in online workshops. The concept was refined by defining the needs and experiences of end-users. For example, the Design Probes technique examined everyday life and brought user data into the design process. The Design Sprint method was used for agile brainstorming, sketching key features, and selecting potential solutions for further development. Prototyping and testing helped identify problems and validate or strengthen new ideas and perspectives. The resulting A&DO learning material helps address the themes arising from

“The co-creation process involved various stakeholders and end-users.”

the exhibition before and after visiting. It can also be used remotely and as independent study material. The package includes fun sense-activation cards for observing one's own local environment.



Riikka Jalava



Storytelling

With
Illustrator Hanna Kutvonen

How?
Tasks of a graphic designer and
illustrator, co-design methods

Using illustrations to understand the big picture

Unique illustrations make A&DO Lab's content more approachable and create a fun and relaxing atmosphere in the exhibition. Illustrator Hanna Kutvonen created a visual narrative of the exhibition storyline. It starts from home, getting dressed, riding a bicycle to the park and around the city. Comic-style illustrations place people alongside objects in their local environment. The pictures also serve to examine the work of designers. The illustrations bring depth to the themes both functionally and emotionally, and the images mounted on plywood were also used to help visitors navigate through the exhibition. Core messages were conveyed through images without text, inviting especially children to explore. The visual narrative also highlights the diversity of users: architecture and design are for everyone.

“Comic-style illustrations place people alongside objects in their local environment.”





Website

Co-creation to identify various user profiles

The Ado.fi website is primarily aimed at professionals in education, museum work, architecture, and design. It is a resource portal for architecture and design learning in Finland, accessible to anyone regardless of time or place. The aim of the site is to make methods easy to use and nudge diverse people to try them by offering inspiring and understandable examples. Potential future users were involved in designing an inspiring, useful, and functional service. The site's co-creation was planned and facilitated by Elina Kesäniemi as part of her service design master's thesis at South-Eastern Finland University of Applied Sciences. The process involved teachers from different educational levels, as well as architecture and design education professionals from the Helsinki metropolitan area and other parts of Finland. The jointly created concept includes

With
Service designer
Elina Kesäniemi

How?
Service design and
co-creation methods
Methods for conceptualising
web services

“Future users were involved in designing an inspiring, useful, and functional service.”

a summary of user understanding and a roadmap for service development. Interesting and distinct service provider and teacher profiles were crystallised through the process.

Learning concept for seniors

How to understand the needs and desires of a new user group?

How can learning opportunities related to architecture and design be made accessible to seniors? This was the question that designer lines Kuusisto, who worked as a guide at A&DO Lab, explored as part of her thesis in experience and service design at LAB University of Applied Sciences. User research was used to determine what kinds of architecture and design-related topics senior citizens find interesting and how they would like to learn more about them. Surveys, interviews, small group discussions, and workshops were used to gain further understanding. The result was a framework for a podcast-based concept enabling learning all around Finland, regardless of location. Although the design was based on user data collected from those over 65, the concept could serve people of all ages interested in the topics.

With
Designer
lines Kuusisto

How?
Experience and service
design methods, interviews,
workshop methods

“User research was used to determine what kinds of architecture and design-related topics senior citizens find interesting and how they would like to learn more about them.”

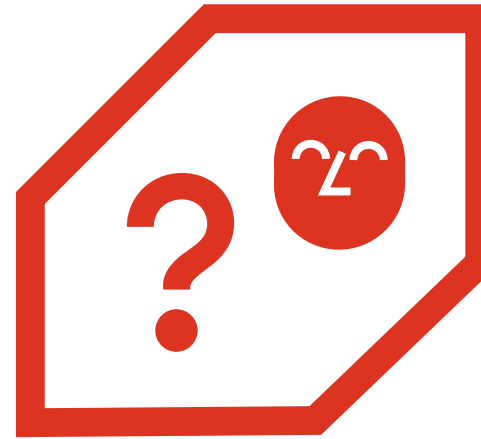
Co-wonderer

Insights are born through shared discussions and a co-wonderer's support

Visits to the A&DO Lab were based on interaction and dialogue. Lab guides welcomed visitors and acted as co-wonderers for various learners. The Lab guides worked in pairs, enhancing their work with collaboration and dialogue. The guides were recruited locally from each exhibition location and represented the museum, pedagogy, and design fields. As locals, they brought important perspectives to the discussions held around the exhibition. In the A&DO method, a guiding co-wonderer accompanies visitors to explore things together. Asking questions, initiating discussions, and providing support are key tasks of the co-wonderer. No special skills or expertise are needed in the learning space. The questions lead the way and encourage action. Together, we can find solutions.

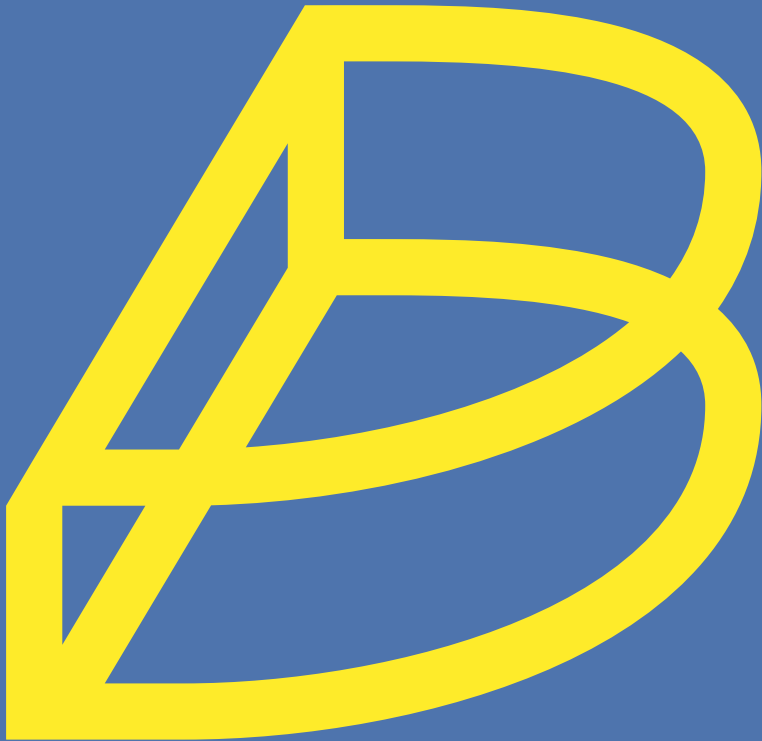
With
A&DO Core Team
A&DO Lab guides

How?
Working methods of museum
and pedagogy professionals



“Asking questions, initiating discussions, and providing support are key tasks of the Co-Wonderer.”

III A&DO Teaches



Materials and methods to support learning on the ADO.fi website!

“Are architecture and design already familiar, or a completely new topic? Are you looking for a small fun task or perhaps a larger study package? You will find content on the [ADO.fi](#) website for all needs. The material is intended to be tailored to your own group and to provide joy and delight in learning.”

Sense-activation cards

Senses are a natural way for people of all ages to acquire information about their environment. Senses are also an important tool for professional designers. By tuning into our senses, we can gather information about the surrounding world. Sense-based environmental literacy helps us better understand our everyday environment and the components of a good local environment.

“The designer explores and observes the environment through their senses. What do I see, hear, think, feel, taste, smell, touch? Join us on an exploration with keen senses and a curious mind!”

Workbook for a good neighbourhood

The workbook offers the basics of architecture and design education for teachers and instructors guiding different age groups. You can pick the tasks most suitable for your group and work schedule in the A&DO Lab contents. You can select individual tasks or delve into a broader theme over a longer period. The workbook also includes A&DO Lab’s exhibition texts and tasks related to museum collection items.

“We want you to reflect with us on what kind of architecture and design support good everyday life and sustainable development. What is your ideal living environment in the future?”

Remote workshop: Who designs my everyday?

In spring 2022, as part of the Finnish Cultural Foundation's Art Testers project – Finland's largest cultural education programme – eighth and ninth graders from different parts of Finland were invited to a remote visit to the A&DO Lab. In remote workshops, young people evaluated the architecture and design of their local environment from their own perspectives. At the intersection of architecture and design, major questions were discussed, such as equality, quality of life, and being human. Designer Silvia di Iorio acted as the facilitator in the workshops, further developing the concept for independent use by groups as teaching material.

“Who designs my everyday? What kind of world do you dream of? Now it's your turn to design how everyday life should be!”

Videos of museum objects and virtual tour of A&DO Lab

Videos were created to support the A&DO Lab exhibition, deepening its content and guiding reflections. Selected items from the Museum of Finnish Architecture and the Design Museum collection – a wind-breaker, a trash can, miniature models of summer cottages – are explored from the perspectives of museum professionals and designers. Interviewees include curator Susanna Thiel, head of research Petteri Kummala, and industrial designer Hannu Kähönen. In the videos, Helsingin Suomalainen Yhteiskoulu's student Aino Ojanperä serves as the interviewer.

On the Ado.fi website, you can also find a 3D tour and a video guide to the A&DO Lab. The City of Tampere's cultural education programme for school children, Art Arc, implemented their own digital content from A&DO's educational materials. The Sustainable Shapes video presentation for young children discusses the use of senses when exploring the planned and built environment in the city.



The A&DO method

Start using designer tools!

The A&DO method involves a co-wonderer who accompanies you on your exploration and helps examine different topics. The co-wonderer is there to guide this work by asking questions.

What is your dilemma? What solution are you seeking?

Architecture and design are for everyone. As users, we are all the best experts on the designed and built environment.

No special skills or expertise are needed in the learning space. Everyone is welcome!

Explore

Curiosity for something new awakens questions.

Wonder

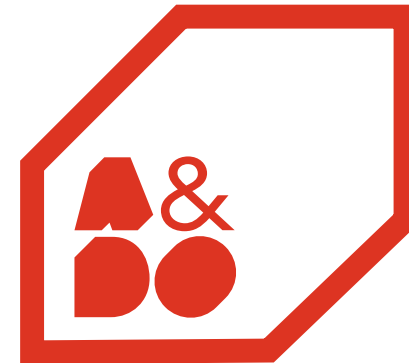
Interest arises from your own observations.

Experiment

Experimentation involves testing and further developing ideas.

Play

Imaginative play is part of a designer's work. Play enhances creativity.



method



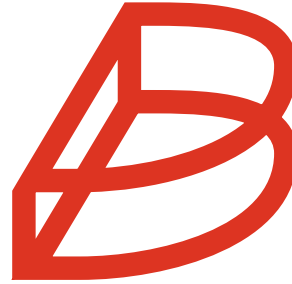
Question →

Questions lead the way and encourage action.



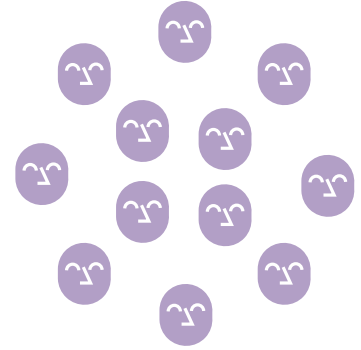
Learning space →

A learning space refers to both an open mind and a safe environment that supports creative work.



Answers →

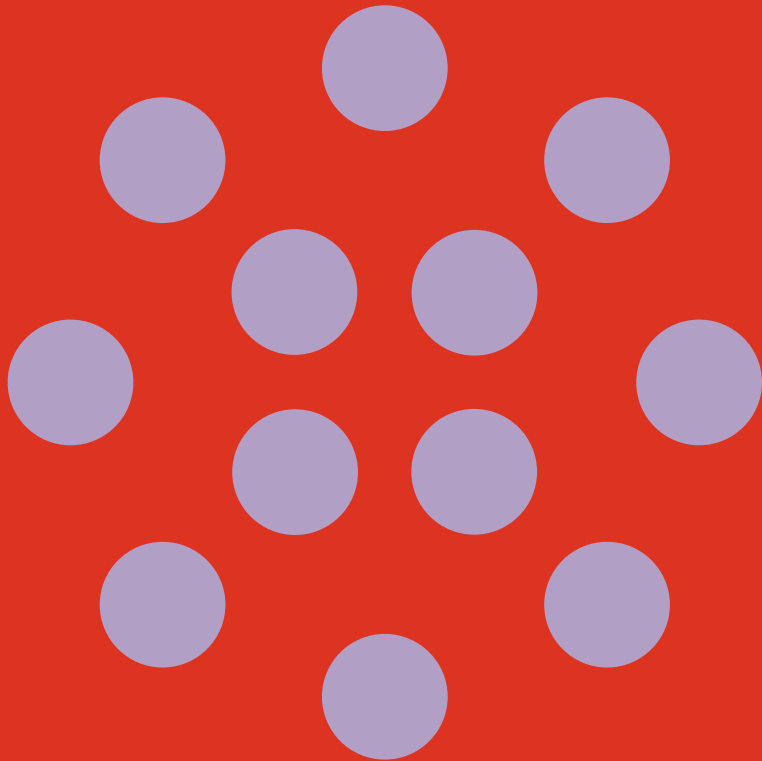
Solutions are found together by exploring, wondering, experimenting, and playing.



Impact

With shared insights, we can better understand the designed and built environment as well as each other.

IV Project steps



A&DO's journey

Explore

- Idea workshops (2019)
- Report on the current state of architecture and design education in Finland (2020)

Wonder

- Visual appearance and identity
- Educational touring exhibition
- Learning materials
- Website
- Participatory workshops

Experiment

A&DO Lab

- Lahti 30.8.–30.9.2021
- Tampere 25.4.–22.5.2022
- Rovaniemi 22.8.–18.9.2022
- Oulu 25.4.–27.5.2023
- Helsinki, Vuosaari 17.8.–20.9.2023

A&DO Seminar

- Tampere 1.10.2021
- Rovaniemi 11.11.2022
- Helsinki, Vuosaari 1.11.2023

Play

- A&DO Lab becomes part of D-Ark Lab at the museum 2024–2025
- A&DO Method Guide published!

A&DO in numbers

Visitors to A&DO Lab

- 5200 schoolchildren and preschoolers
- 435 teachers and preschool teachers
- 172 babies and 174 family members
- 3735 other visitors

A&DO remote workshop for Art Testers reached 281 eighth graders.

153 participated in the A&DO Seminar on-site and 402 online.



74

Panel discussion
at the Vuosaari
closing seminar.

A&DO

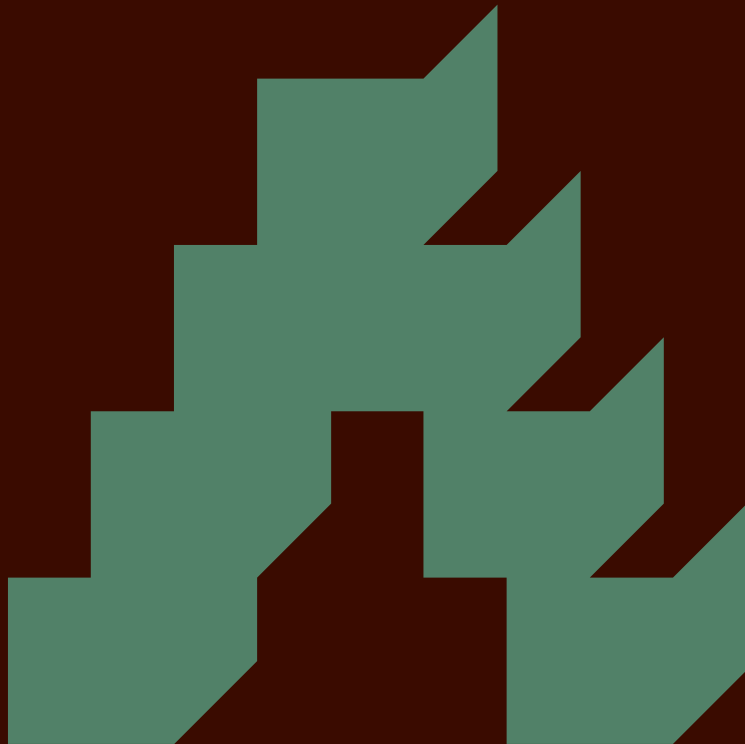


IV Project steps

From left: Hanna Kapanen,
Arja-Liisa Kaasinen, Päivi Raivio,
Petri Leppälä, and Tuuli Tokkola.

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V
References
and links



Note!
All listed source material is in Finnish.

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