



A Humane Path Forward: Listening, Designing, Acting

Hampton Unhoused Ordinance: Co-designing Session

Problem Frame

Public discomfort and safety concerns related to behaviors associated with homelessness (e.g., public urination, nudity) have led to a proposed ordinance that criminalizes these actions. However, such punitive approaches risk further marginalizing vulnerable individuals and do not address the underlying causes of homelessness or lack of facilities. The challenge is to create a community-informed, compassionate, and effective response that balances dignity, public health, and community expectations while fostering solutions that work for all residents.

“How Might We...address public concerns about safety and cleanliness while upholding the dignity and rights of people experiencing homelessness?”

Goals

Our goal is to co-design actionable, humane, and community-supported alternatives to the proposed ordinance by facilitating a listening and design session with diverse stakeholders—including people with lived experience of homelessness, residents, service providers, and government officials.

This session will surface insights, build empathy, and generate viable solutions that respect human dignity, address public concerns, and align with Hampton's values as a compassionate city.



Co-Design Session



In this half-day session, we will bring together four key groups — people with lived experience of homelessness, service providers, concerned residents, and government officials — to listen, learn, and co-create solutions.

Activity

1



“Walk in My Shoes”

Participants will anonymously respond to prompts such as:
"One thing I wish others understood about my experience is...",
"The hardest part of being in my situation is...",
or *"What helps me feel seen and respected is..."*.

The responses will be shuffled and read aloud, creating a safe, powerful way to hear and reflect on the diverse experiences in the room.

Walk in My Shoes

Step 1.

Participants anonymously complete a simple prompt card:

1. *"One thing I wish others understood about my experience is..."*
2. *"The hardest part of being in my situation is..."*
3. *"What helps me feel seen and respected is..."*

Step 2.

Cards are then shuffled and read aloud (by facilitators or volunteers) so people hear diverse perspectives without pressure.

Step 3.

We can collect and display the cards later as a "wall of voices."



Goals

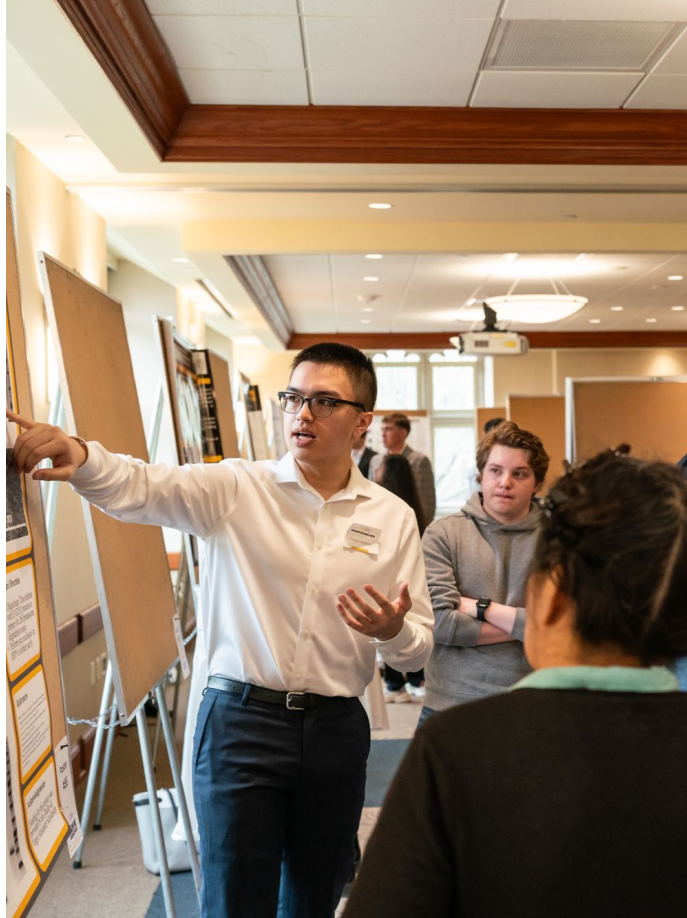
Runtime: 20-30 min

Materials: Pens, markers, posters, paper

Outcome: *To surface and share the lived experiences, feelings, and perspectives of all stakeholders in a safe and anonymous way*

Activity

2



“Idea Stations” (World Café)

Mixed groups will rotate through themed stations to brainstorm creative ideas for addressing public concerns while preserving dignity and fairness.

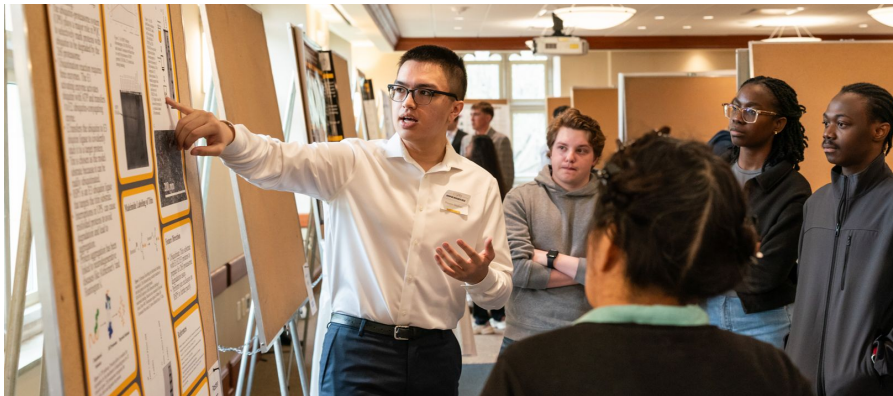
Each station focuses on a specific question or challenge.

“Idea Stations” (World Café)

Step 1.

Set up 3–4 “stations” around the room, each with a question or theme written on a large sheet of paper. Example questions:

1. How can we reduce public discomfort while respecting human dignity?
2. What services or spaces are missing that could help?
3. What kind of rules (if any) would feel fair and effective?



Step 2.

Each group spends ~10-15 minutes at a station brainstorming responses and writing or drawing on the paper.

Step 3.

After, groups rotate to a new station and build on what the last group started.

Goals

Runtime: 30-45 min

Materials: Pens, markers, post-its

Outcome: *To ensure all voices contribute to ideation, with ideas building upon each other as groups rotate.*

3

Activity



“Impact vs. Feasibility Mapping”

Participants will collaboratively assess the brainstormed ideas by mapping them on a grid to evaluate their potential impact and feasibility.

This step helps identify the most promising and realistic solutions.

Impact vs. Feasibility Mapping

Step 1.

After the brainstorming, pick 5–6 top ideas and write each on a large sticky note or card.

Step 2.

On a big wall or whiteboard, draw a 2x2 grid:

- Horizontal axis: Low to High Feasibility
- Vertical axis: Low to High Impact

Step 3.

As a group, discuss and place each idea on the grid.



Goals

Runtime: 20-30 min

Materials: Pens, markers, post-its

Outcome: *To critically evaluate the brainstormed ideas based on their potential impact and how realistic or achievable they are.*