

IN5190

Methodologies

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University of Oslo

How can we develop a methodology to reimagine sustainable digital technologies?

Methodology

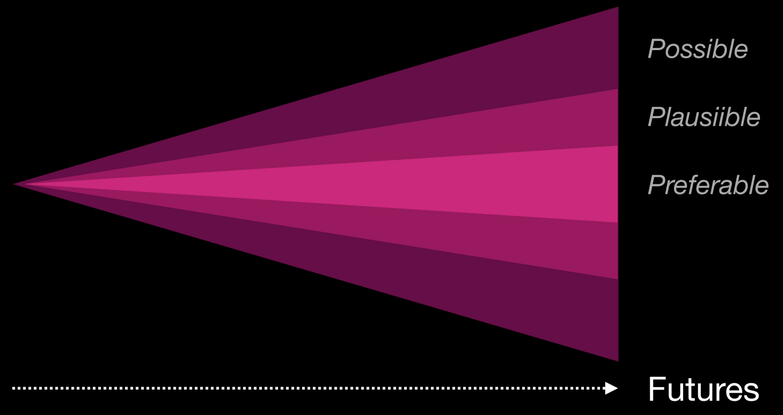
Theoretical Framework

Worlds

Technological

Social (political, economic, legal)

Environmental



Methodology

Understanding the present

Diagnosing problems

Decision-making & strategy

Critique ⟷ Speculation

Imagination

Possibilities

Alternatives: worlds, tech, futures

Methods

Speculative Design

Design/Science Fiction

Scenario Development

Outputs

Prototypes

Stories

Scenarios

Epistemic Shifts


*The **overview effect** is a cognitive shift, a transformation of understanding that arises when one is presented with a new view of a real or possible world*



Epistemic Shifts

Shifts in understanding that alter how one sees their worlds and their place within it

Ontological

Shifts in how reality is understood

Epistemological

Shifts in ways of knowing

Values

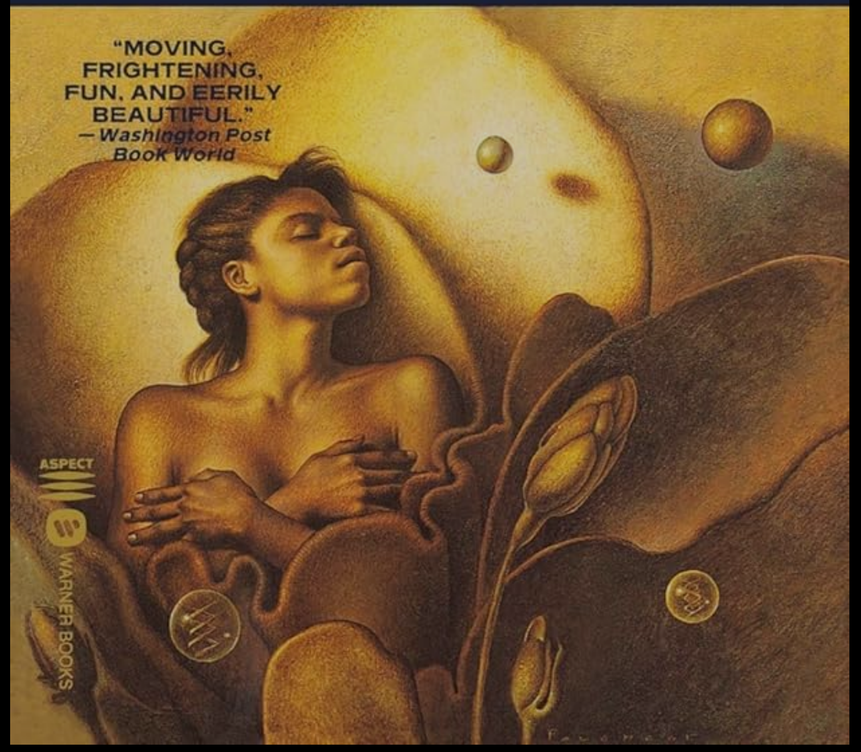
Shifts in morality and ethics

HUGO AND NEBULA AWARD WINNER

OCTAVIA E. BUTLER

DAWN

BOOK ONE OF THE XENOGENESIS SERIES

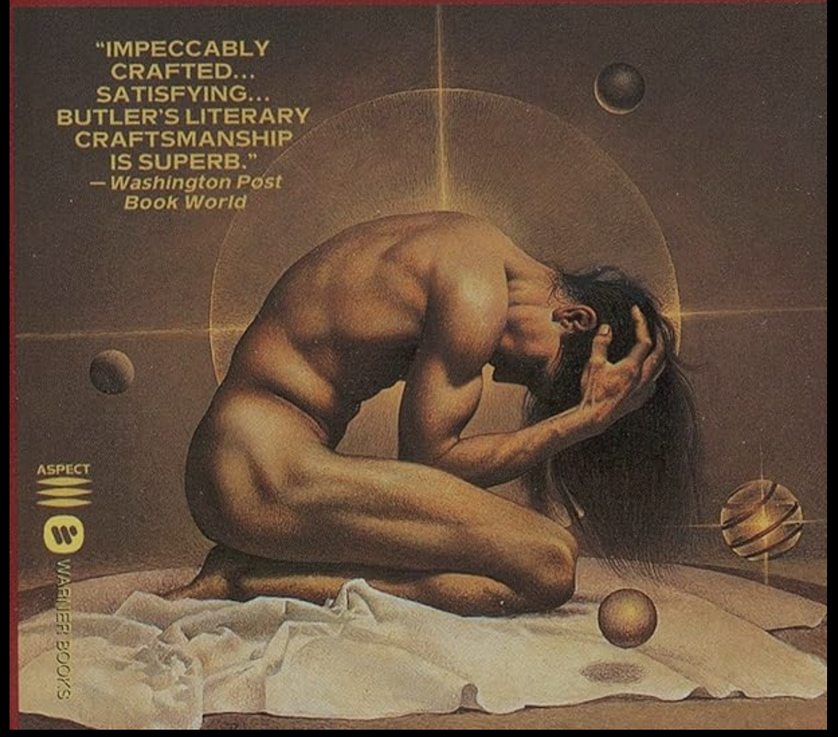


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ADULTHOOD RITES

BOOK TWO OF THE XENOGENESIS SERIES

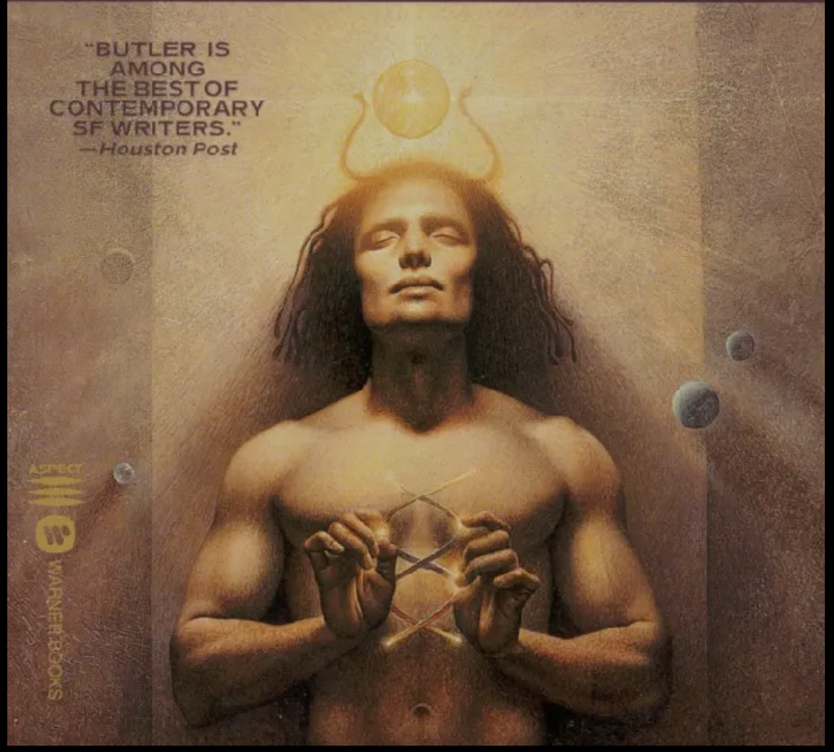


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IMAGO

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SOLAR CHARGE LEVEL
WALL·E


POWER

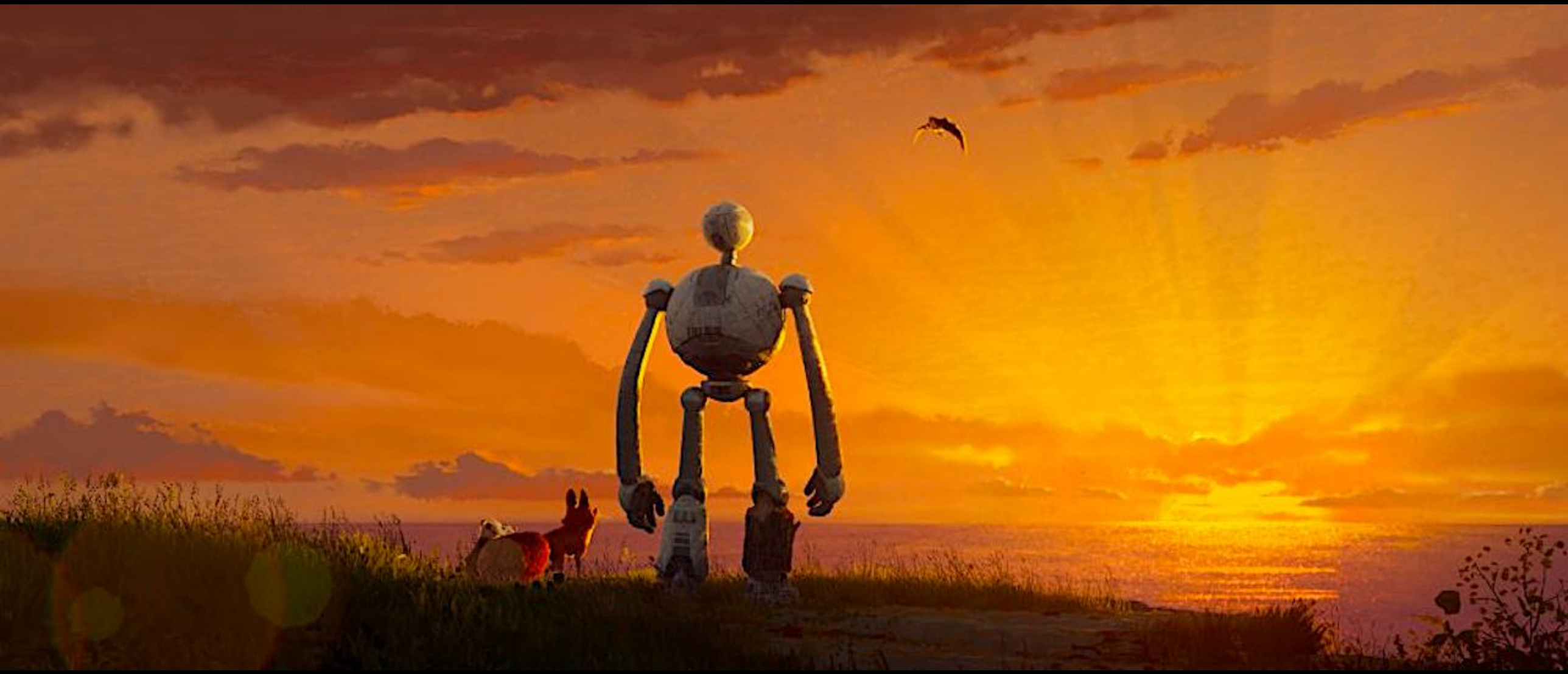

WALL·E

LUPITA NYONG'O






ENTERTAINMENT ACCESS



Mechanisms for epistemic shifts

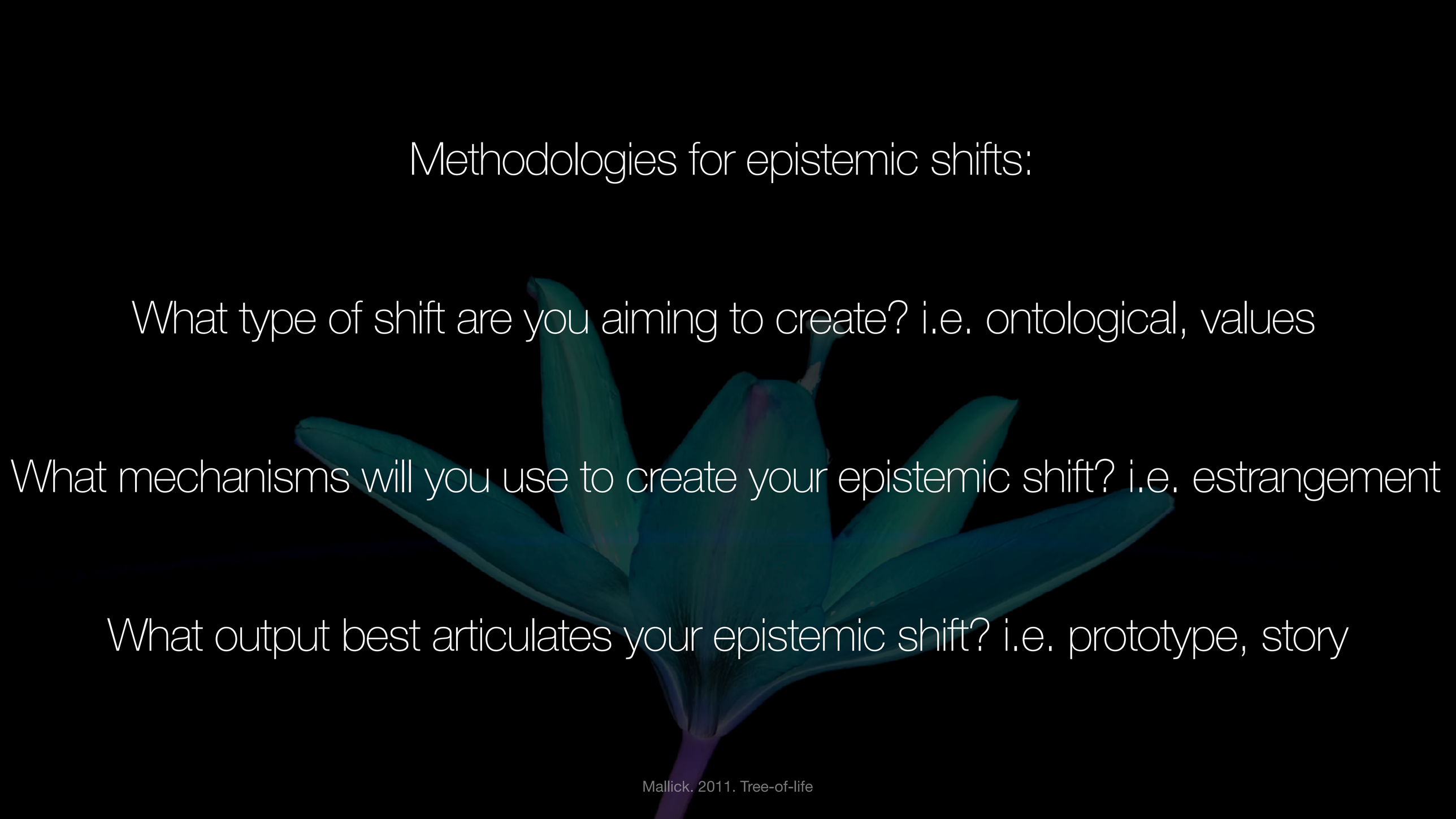
Defamiliarise/Estrangement	The familiar world is made weird, or it becomes only one possibility of many
Counterfactuals	Shifting understanding through unreality, alternative worlds
Perspective reversal	Seeing a common world through someone elses eyes
Anticipation and consequences	Revealing the likely outcomes of actions in the present
System Revelation	Enable new ways of mapping the systems one exists within

Methodologies for epistemic shifts:

What type of shift are you aiming to create? i.e. ontological, values

What mechanisms will you use to create your epistemic shift? i.e. estrangement

What output best articulates your epistemic shift? i.e. prototype, story



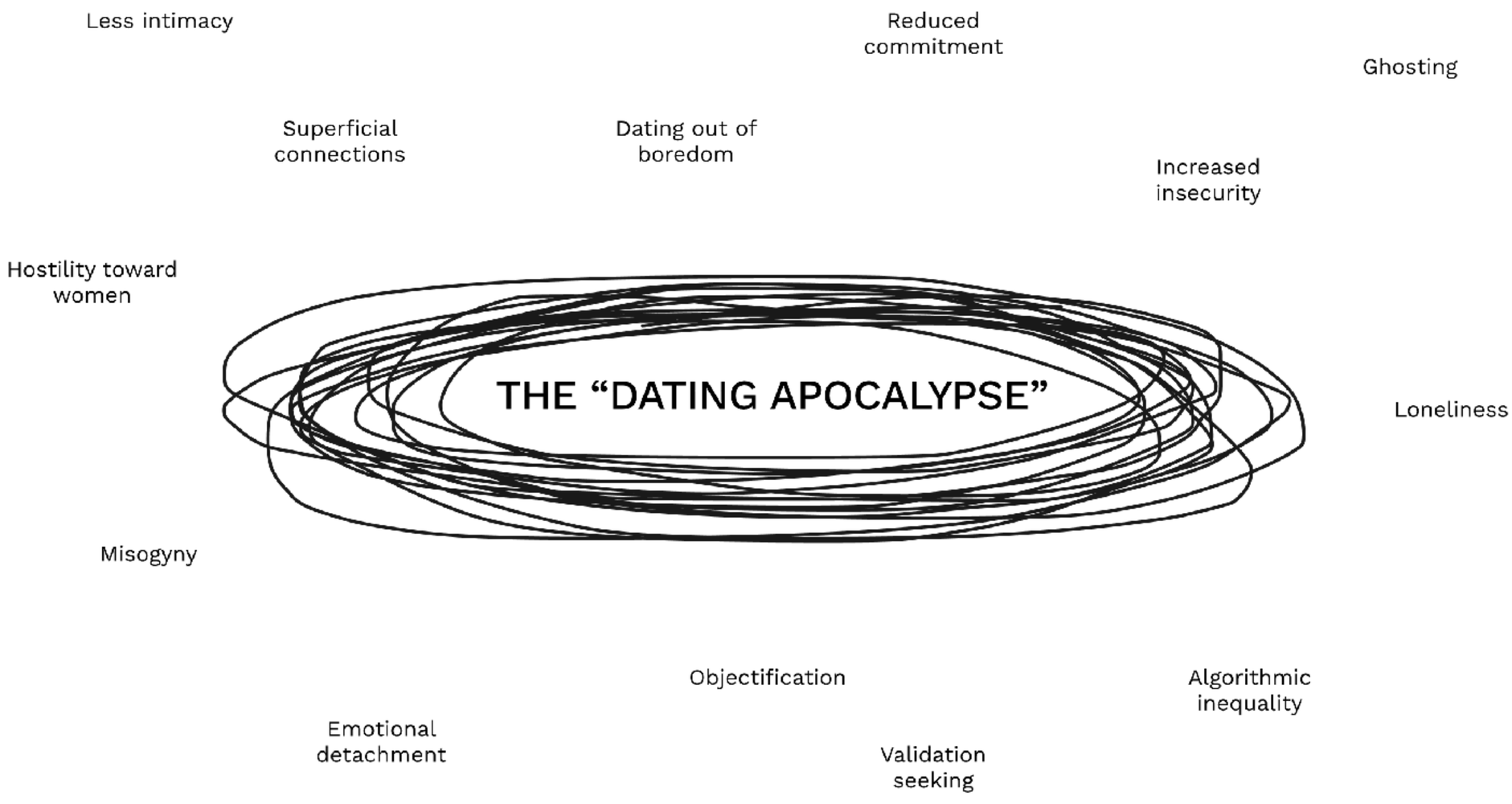
Mallick. 2011. Tree-of-life

What is the epistemic shift you would like to create through your prototype, story, scenario?

Former Projects

POLARIZE

Exploring a Dystopian Future of Dating



(Sales, 2015; Bandinelli & Cossu, 2023)

POLARIZATION



Hostility toward women

Increasing political polarization

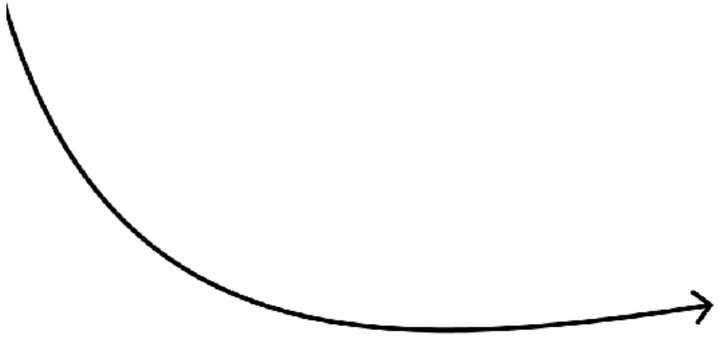
Algorithmic inequality

Increased insecurity

Misogyny

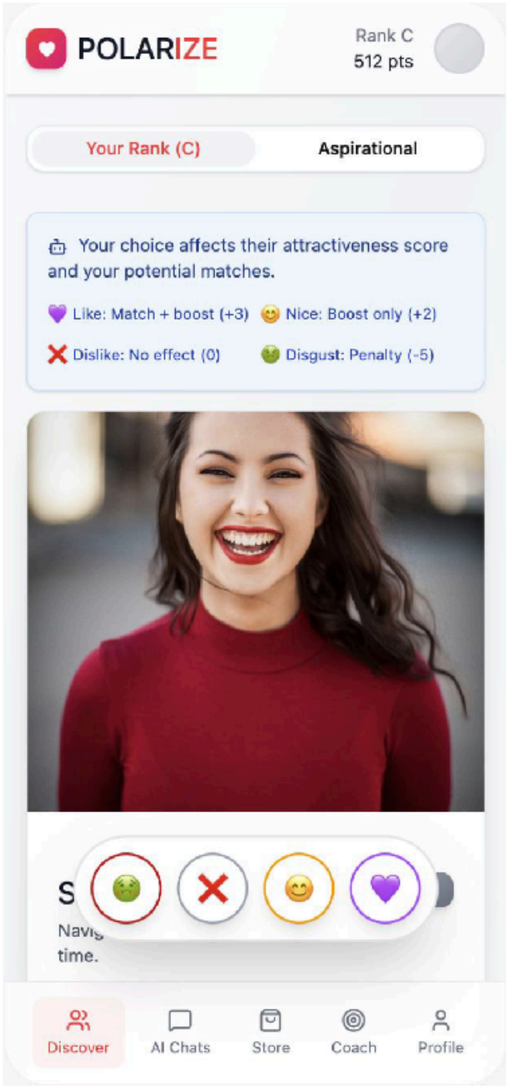
Objectification

(Strand, 2024, Bandinelli & Cossu, 2023)

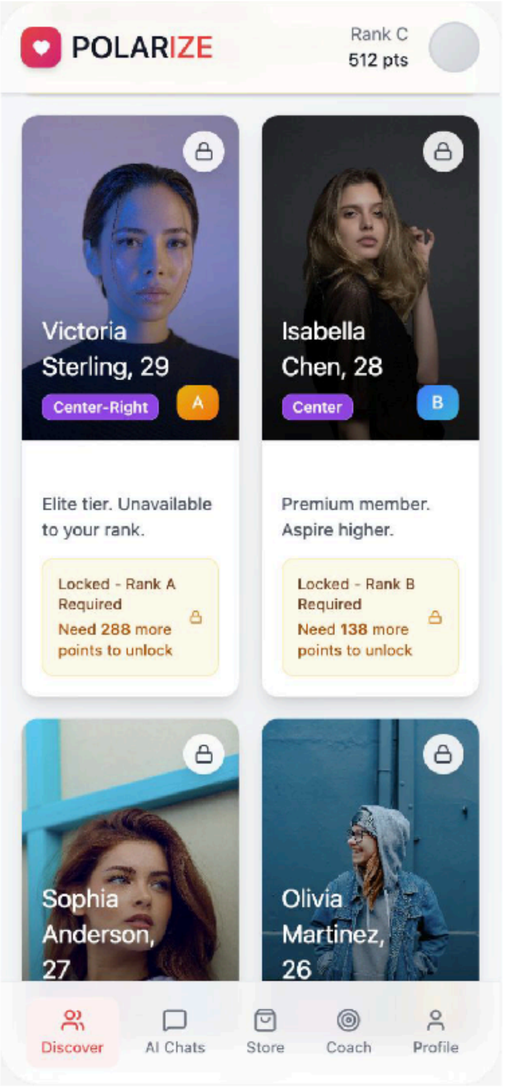


CAN THIS BE EXTRAPOLATED TO SHOW HOW A DYSTOPIAN DATING APP COULD WORK?

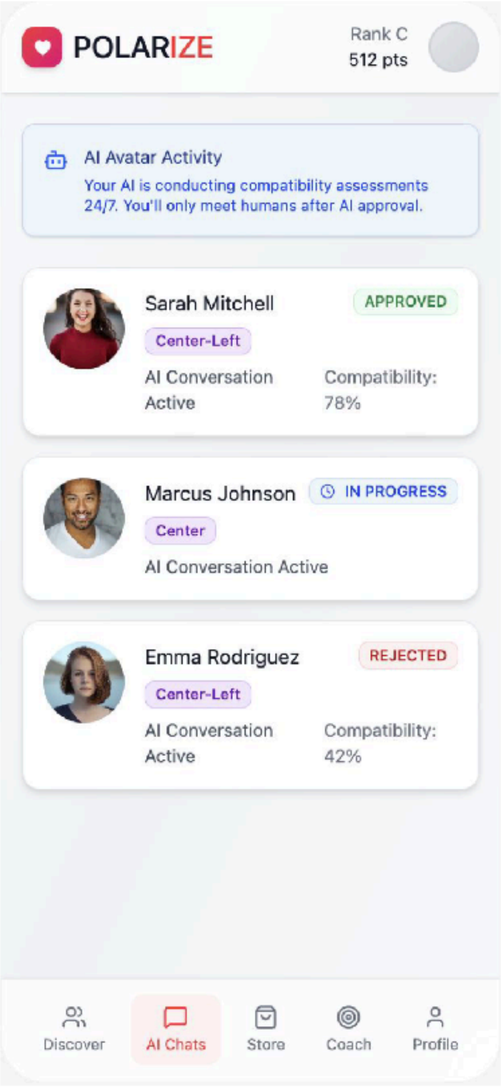




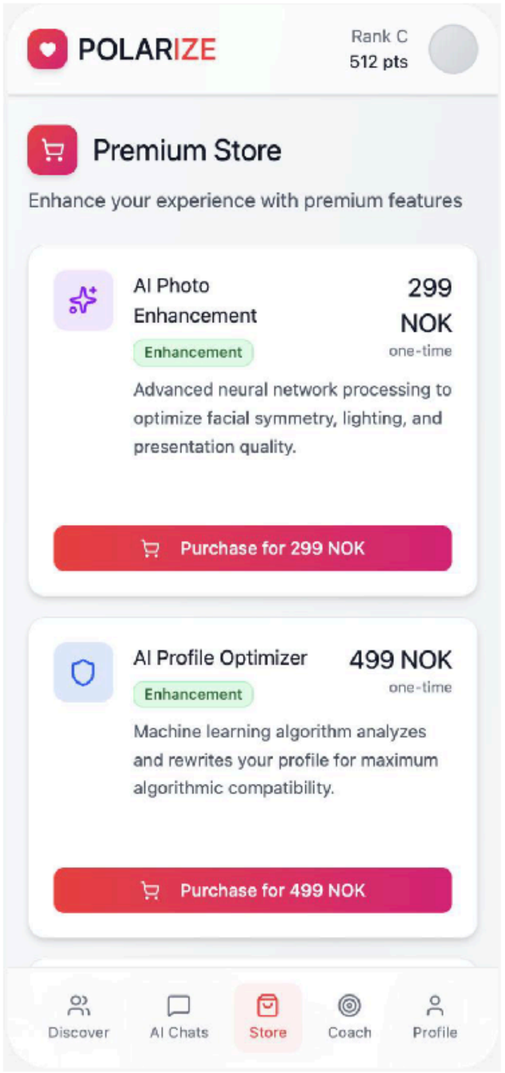
Comprehensive ranking system



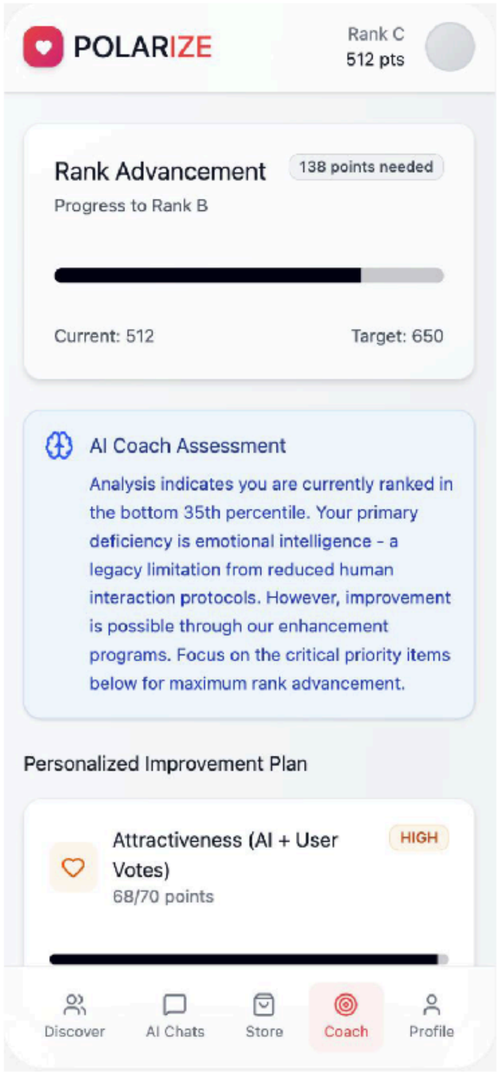
Game-like functions



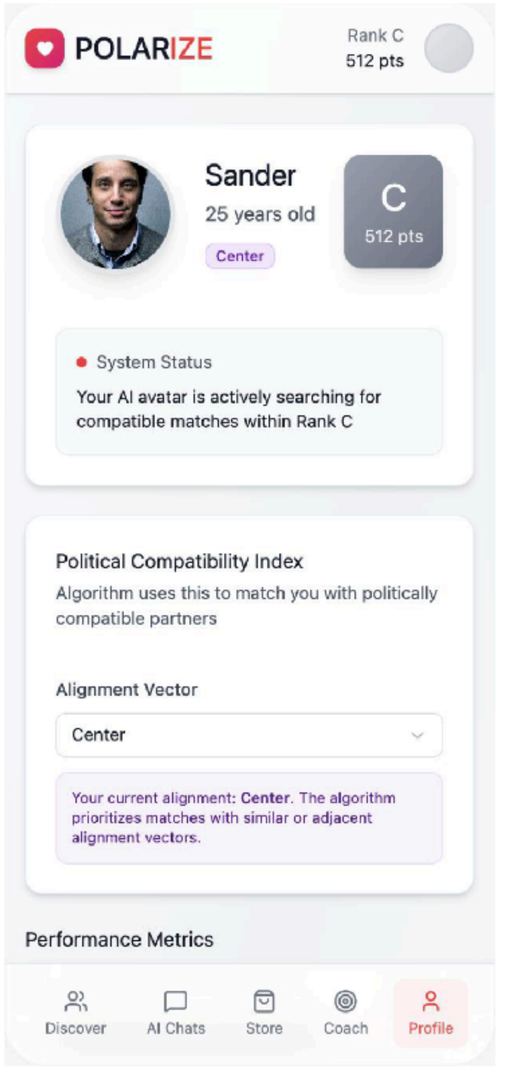
AI avatar dating



Store

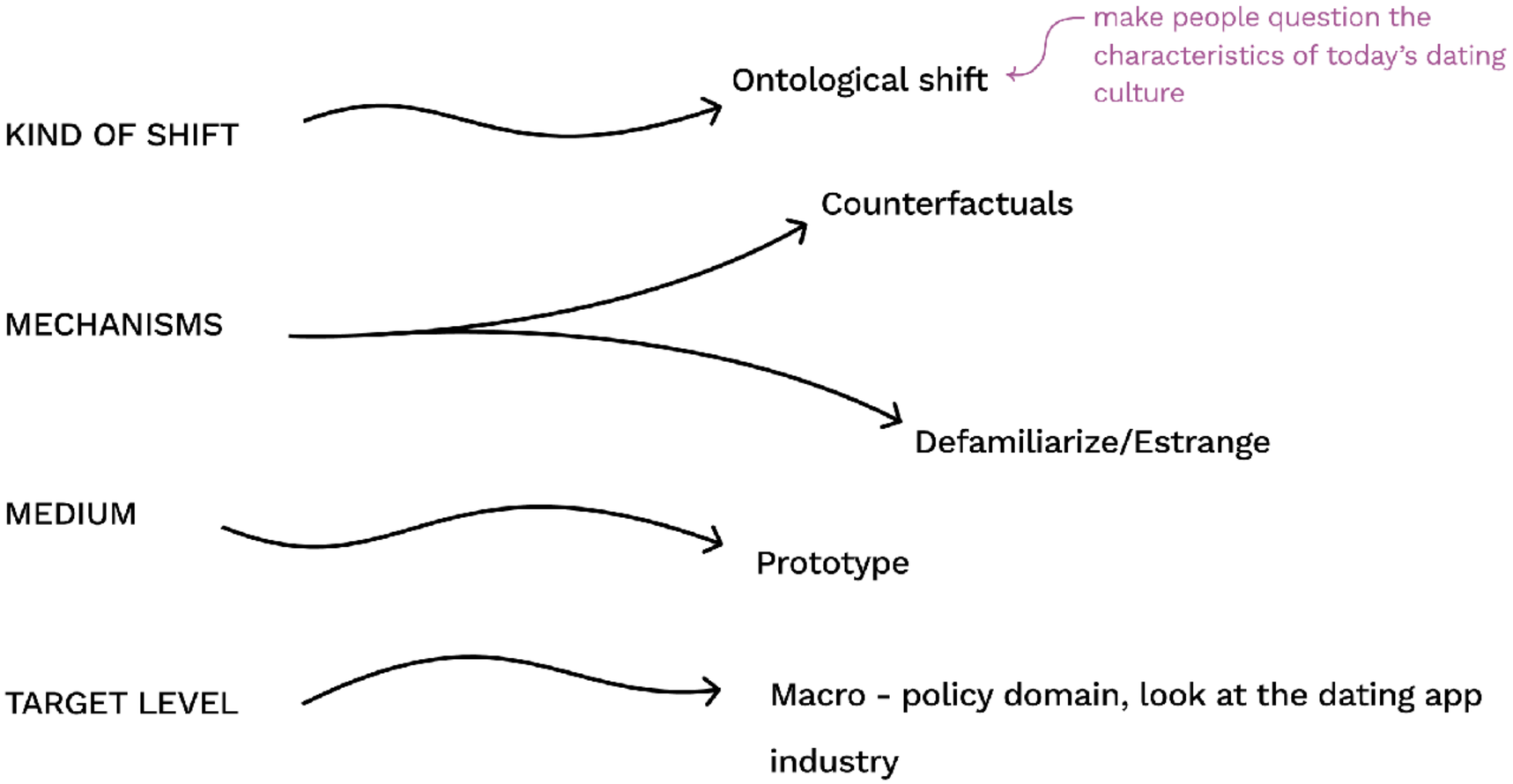


AI coach



Political compatibility

DESIGNING AN EPISTEMIC SHIFT



Thank you