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IN 5510
Summing up

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Guri Verne
Tone Bratteteig



UNIVERSITETET
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Course content

This course gives theoretical and practical knowledge of participatory design in line with the design tradition originating from IFI emphasizing user involvement in the design process.

You will learn to design IT as an integral part of the use environments and activities with emphasis on tools and techniques for involving users in the design of an IT-based service or system.

The goal is to design better technologies based on the users' ideas and suited to their demands and needs, providing a better fit between the technology and the activity that it will be part of. In addition to lectures and exercises you will learn about participatory design through a large project work involving real users.

The student project topics vary every year, examples from earlier years are home robots, public services, or welfare technology.

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Learning outcome

After successful completion of this course, you can

- explain the basic principles of experimental and participatory design
- apply basic tools and techniques for collaborating with users in the design process
- provide a rich description of the use context and the user group
- design a prototype together with users and evaluate it with them
- analyze the design suggestion through theoretical concepts from the course and argue for your design choices
- discuss ethical perspectives concerned with designing with users
- plan and implement a participatory design process where mutual learning is a goal

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To put it simple:

- Learn a theoretical curriculum
 - Apply it in practice in your project
 - Document the process in the report
 - Analyze, reflect and discuss
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- The report is approximately half of the grade (2-4)
 - The oral exam mainly tests 1 and 4 (and 2)

Grading: C

- 1) Have carried out a design project collaborating with users
- 2) Can describe the design process with concepts from the curriculum
- 3) Have described how tools and techniques are used for collaborating with users
- 4) Can use relevant papers at appropriate points in the report
- 5) Can analyse the design result or process using theoretical concepts from the curriculum

Grading: A

- 1) Have carried out a design project with extreme or challenging users which are well documented in the report
- 2) Can describe the design process with concepts from the curriculum
- 3) Have described how tools and techniques are used for collaborating with users
- 4) Can show how the user's participation influenced the design choices and reflect using concepts from the curriculum
- 5) Can use relevant papers at appropriate points in the report
- 6) Can analyse and discuss the design result or process using theoretical concepts from the curriculum
- 7) Have developed own understanding of experiments in participatory design based on own experiences and general concepts / theories

Grading: E

- 1) Have carried out a minimal design project with a few users, perhaps mixing UCD and PD
- 2) Can describe the design process using no concepts from the curriculum
- 3) Have described some tools and techniques that are used
- 4) Can use a few papers in the report
- 5) Only a little reflection on the design result or process

Quiz 1 – talk two and two

- We have learned about analytical perspectives on the design process and the design. What is:
 - Seeing-moving-seeing
 - Divergent design process
 - Design from somewhere
 - Boundary Objects
 - Performativity