



IN 5510
Participatory Experimental Design

Introduction

27. aug 2018

Guri Verne, Tone Bratteteig
Design of Information System



UNIVERSITETET
I OSLO

This course is about

- Where do design ideas come from?
- How can I stimulate ideas?
- Working with design ideas based on use.



Software design sits at the crossroads of all the computer disciplines: hardware and software engineering, programming, human factors research, ergonomics. It is the study of the intersection of human, machine, and the various interfaces – physical, sensory, psychological – that connect them.

(Winograd 1996:xv my italics)

Experimental design

- Open up for new ideas
- Open up for ideas you have not thought out yourself
- Learn to work professionally with design ideas



27.08.2018

4

Experimental design 2

- Not a deterministic outcome
- No master plan for the design product
 - maybe for the process
- No formalized models
- No up-front specifications

➔ Often a topic



Where do ideas come from?

Designers learn from designers

Apple Design vs Braun

Braun became known for its iconic designs for a wide range of devices



Braun T3 pocket radio vs. the iPod



iPhone's calculator app vs. Braun ET44 calculator

27.08.2018

Source: <http://www.apartmenttherapy.com/apple-design-doesnt-fall-far-from-brauns-tree-176668>
<https://www.cultofmac.com/188753/the-braun-products-that-inspired-apples-iconic-designs-gallery/>

6

Where do ideas come from (2) ?

Douglas Engelbart, 1963



"I don't know why we call it a mouse. Sometimes I apologize. It started that way and we never did change it" (Engelbart)

<http://www.networkworld.com/article/2167877/smb/douglas-engelbart--inventor-of-the-computer-mouse--has-died.html>

27.08.2018

7

Design is about making futures

- Scandinavian tradition of Participatory Design:
“ensuring that **those who will use information technologies** play **a critical role in their design**”.
- “shaping of future situations” for others
- mutual learning

(Robertson and Simonsen, 2012, p 2)

In this course

- Focus on use
- Focus on process

- This course stands on two legs:
 - Creativity by opening up for ideas based on use
 - User participation in design

User participation

- Improving the **quality and relevance** of the product
- Improving the quality of the design process
- Enhances engagement
- Encourages more robust communication
- Shared understandings between stakeholders
- Close to actual practice
- Participation as a democratic value

Participation

- Users not merely answering questions about their opinions
- Users draw sketches and discuss design ideas together with colleagues and designers



How?

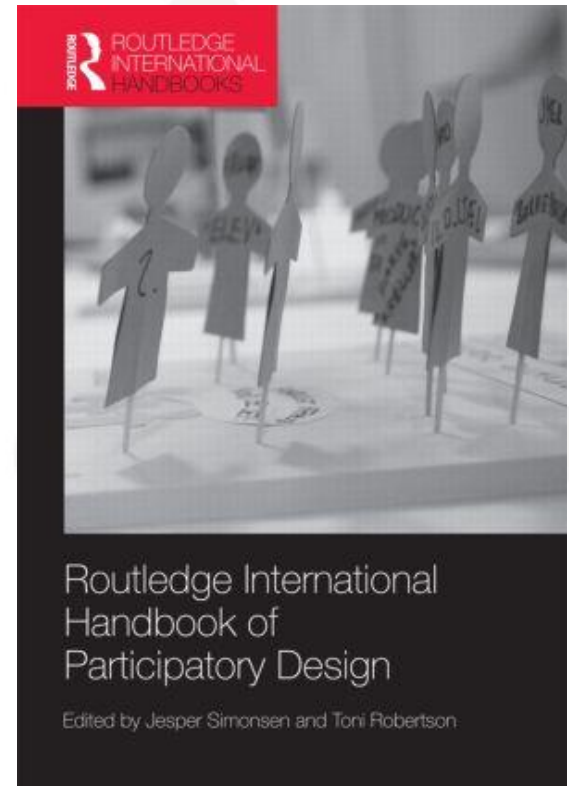
- Tools and techniques
- Design by doing:
 - Interactions with prototypes
 - Mock-ups
 - Workshops
 - Scenarios
 - Design games



Photo: Ida Braaten

Practical matters

- Textbook:
Simonsen, J., & Robertson, T., editors (2012) "Routledge International Handbook of Participatory Design", Routledge
- Available online on oria.no
- Theoretical curriculum – read it!
- Learning outcomes
- Four mandatory assignments
- Teaching schedule
- Project work in groups
- Lectures at Monday
- Exercises on Friday
- Two feedback sessions with Rebekka
- Project report
- Oral exam

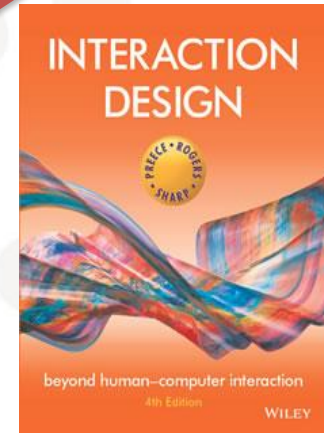
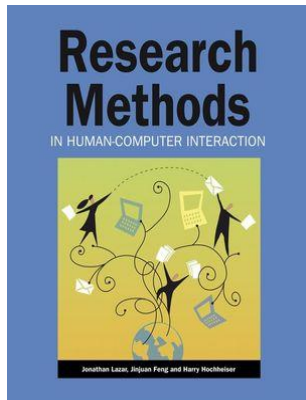


Discuss for 10 minutes

- Do you have experience with design that has slid nicely into your life?
- Have you experienced design that has not fitted nicely into your life?

NOT: Other literature

- Preece, Sharp and Rogers: Interaction Design beyond human-computer interaction, 2015, John Wiley & Sons Ltd (INF 1500/1510)
- Lazar, Feng and Hochheiser: *Research Methods in HCI*, 2010. Wiley (INF 2260)



Preece, Sharp and Rogers on data gathering

- «.. data gathering is a central part of **establishing requirements**, and of **evaluation**. Within the requirements activity, the purpose of data gathering is to collect sufficient, accurate, and relevant data so that **a set of stable requirements can be produced**, within evaluation, data gathering is needed in order to **capture users' reactions and performance with a system or prototype**»
- Preece, Sharp and Rogers (2015, p 226)



Welcome

The Participatory Design Conference (PDC) is a conference with a long history in bringing together scholars who present research on the direct involvement of people in design, development, implementation, and appropriation activities of information and communication technologies, spaces, artefacts, and services. PDC brings together a multidisciplinary and international group of researchers and practitioners encompassing a wide range of issues that emerge around participatory design, encountered and discussed in multiple fields. These include, but are not limited to, HCI (Human-Computer Interaction), CSCW (Computer Supported Cooperative Work), co-design, design research, CSCL (Computer Supported Collaborative Learning), ICT4D (Information and Communication Technology for Development), development studies, design anthropology, sociology, media studies, participatory architecture and spatial planning, and participatory arts.

In 2018, the Participatory Design Conference will be held in Belgium, in a year that is characterised by municipal elections in the region. Not only on a local level are things in motion; we are facing several challenges on a global level too: growing economic and social inequalities, growing migration rates, and a rise of xenophobia, right-wing upsurge and securitarian policies. PDC 2018's theme, Participatory Design, Politics and Democracy, questions both the role of participatory design

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