

UNIVERSITY OF OSLO

IN 5510

Suggested Project Topics

August 24, 2026, Jasmin Niess & Guri Verne



Arbeidsmiljø i det nye arabeidslivet

The scandinavian tradition within Participatory Design:

- Democratization of working life
- Democratization of the development process
- Collaboration on equal terms
- Give space to all voices (margins)
- Based on Kristen Nygaard's collaborative projects with trade unions in the 1970s
- Incorporated into the Working Environment Act in 1977





LOV

av 17. juni 2005 nr. 62

OM ARBEIDSMILJØ, ARBEIDSTID OG STILLINGSVERN MV. (ARBEIDSMILJØLOVEN)

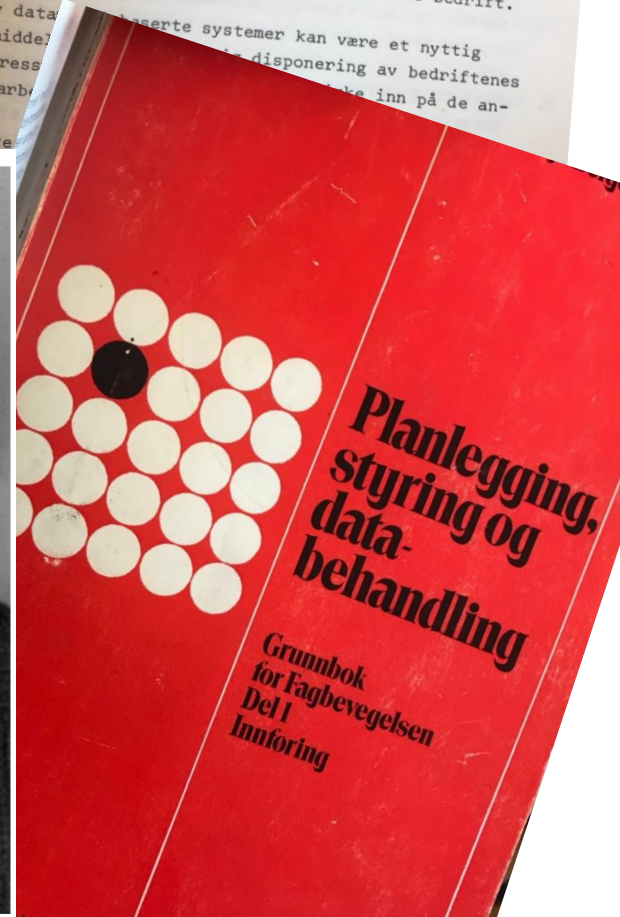
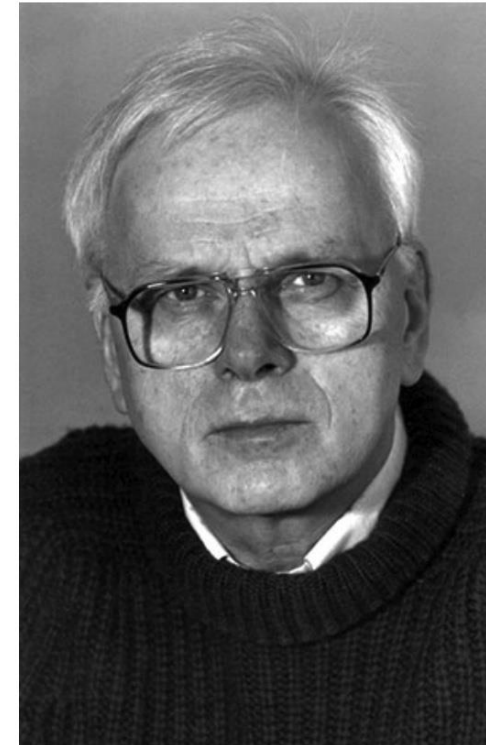
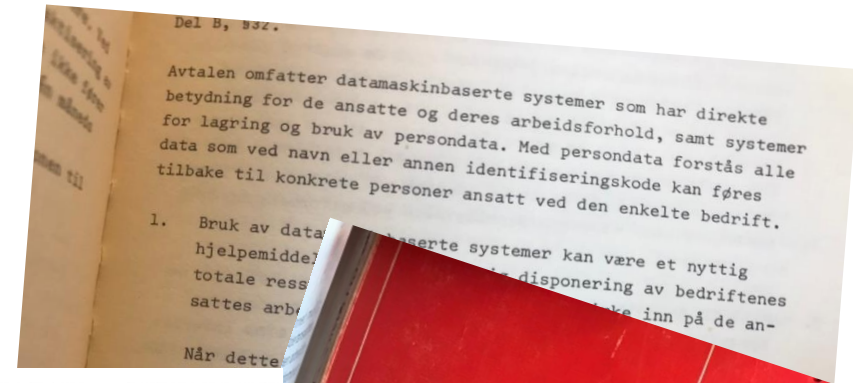
Arbeidsmiljøloven

Act relating to working environment, working hours and employment protection, etc.
(Working Environment Act)

Kapittel 4-2.

Krav til tilrettelegging, medvirkning og utvikling

These two paragraphs come from Kristen Nygaard's work with the unions. They were first signed as agreements on the use of computer-based systems between the unions and employers before being enacted into law.



Kapittel 4. Krav til arbeidsmiljøet (2005-version)



§ 4-2. *Krav til tilrettelegging, medvirkning og utvikling*

(1) Arbeidstakerne og deres tillitsvalgte skal holdes løpende informert om systemer som nyttes ved planlegging og gjennomføring av arbeidet. De skal gis nødvendig opplæring for å sette seg inn i systemene, og de skal medvirke ved utformingen av dem.

(2) I utformingen av den enkeltes arbeidssituasjon skal:

- a. det legges til rette for at arbeidstaker gis mulighet for faglig og personlig utvikling gjennom sitt arbeid,
- b. arbeidet organiseres og tilrettelegges under hensyn til den enkelte arbeidstakers arbeidsevne, kyndighet, alder og øvrige forutsetninger,
- c. det legges vekt på å gi arbeidstaker mulighet til selvbestemmelse, innflytelse og faglig ansvar,
- d. arbeidstaker så langt som mulig gis mulighet til variasjon og for å se sammenheng mellom enkeltoppgaver,
- e. det gis tilstrekkelig informasjon og opplæring slik at arbeidstaker er i stand til å utføre arbeidet når det skjer endringer som berører vedkommendes arbeidssituasjon.

(3) Under omstillingsprosesser som medfører endring av betydning for arbeidstakernes arbeidssituasjon, skal arbeidsgiver sørge for den informasjon, medvirkning og kompetanseutvikling som er nødvendig for å ivareta lovens krav til et fullt forsvarlig arbeidsmiljø.

(4) Departementet kan i forskrift gi nærmere bestemmelser om gjennomføringen av kravene i denne paragraf.

- These two paragraphs come from Kristen Nygaard's work with the unions.
- They were first signed as agreements on the use of computer-based systems between the unions and employers before being enacted into law.

“The purpose of the Working Environment Act is to ensure safe employment conditions and equal treatment in working life. The act also aims to ensure a working environment that provides a basis for a health-promoting and meaningful working situation, and to contribute to an inclusive working life.” (Regjeringen.no, 2022)

Early PD arose from connections between trade unions and researchers when introducing new technology (ref. UTOPIA, the Florence projects) and the Working Environment Act. PD today (and other IFI research) is not particularly concerned with trade unions. What happened? What will be new applications in modern working life of AML?

Dagens utfordringer for Arbeidsmiljøloven?

Introducing today's technology into a workplace, e.g. DFØ, Leganto at UiO Employees in part-time work, emergency workers, with zero-hour contracts and/or temporary employment Design for workers in the gig economy: Foodora, Uber, Airbnb etc, individual businesses

- Ruter Public Transport
- Possible perspectives
- Passengers
- Inside the organisation

Ruter# Meny ☰

God morgen,
hvor vil du reise?

[→ Se avganger](#) [→ Trafikkstatus](#)

Vi bruker informasjonskapsler
Våre nettsider bruker informasjonskapsler (cookies) til sikkerhet og analyse. [Om våre informasjonskapsler](#).

[Kun nødvendige](#) [Tillat alle](#)

[Tilpass informasjonskapsler](#)

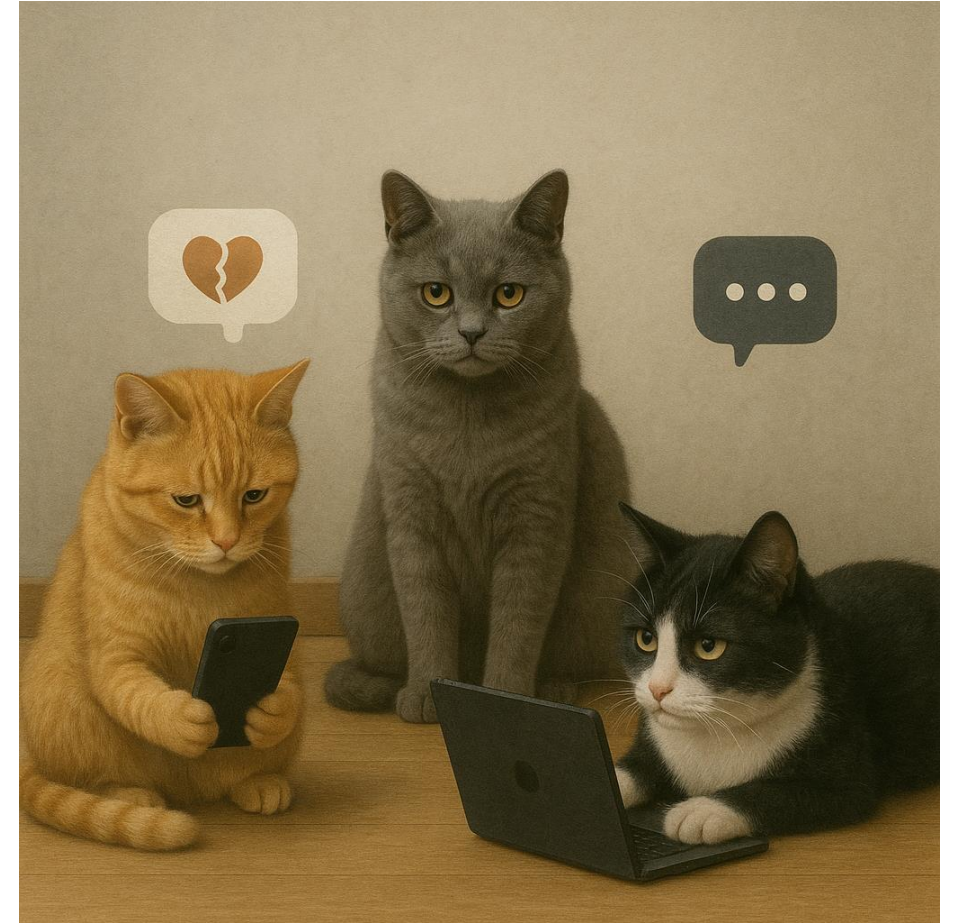
[←](#) [☰](#) [ruter.no](#) [↻](#) [⋮](#)

Lyttelab

- **Building language confidence for life in Norway.**
- LytteLab helps learners catch difficult keywords in live Norwegian conversations and practice speaking for norskprøven, job interviews, and everyday life.
- Lyttelab is located in Forskningsparken
- Contact Shu (who took this course two years ago).

Project Topic: (New) Social (Media) Connections

- Despite being more digitally connected than ever, many **people feel isolated** or lonely
- Current social media platforms often encourage superficial interaction, comparison, and competition
- This creates **tension with ideas of a good life**, which depend on trust, reciprocity, and meaningful relationships



Project Topic: (New) Social (Media) Connections

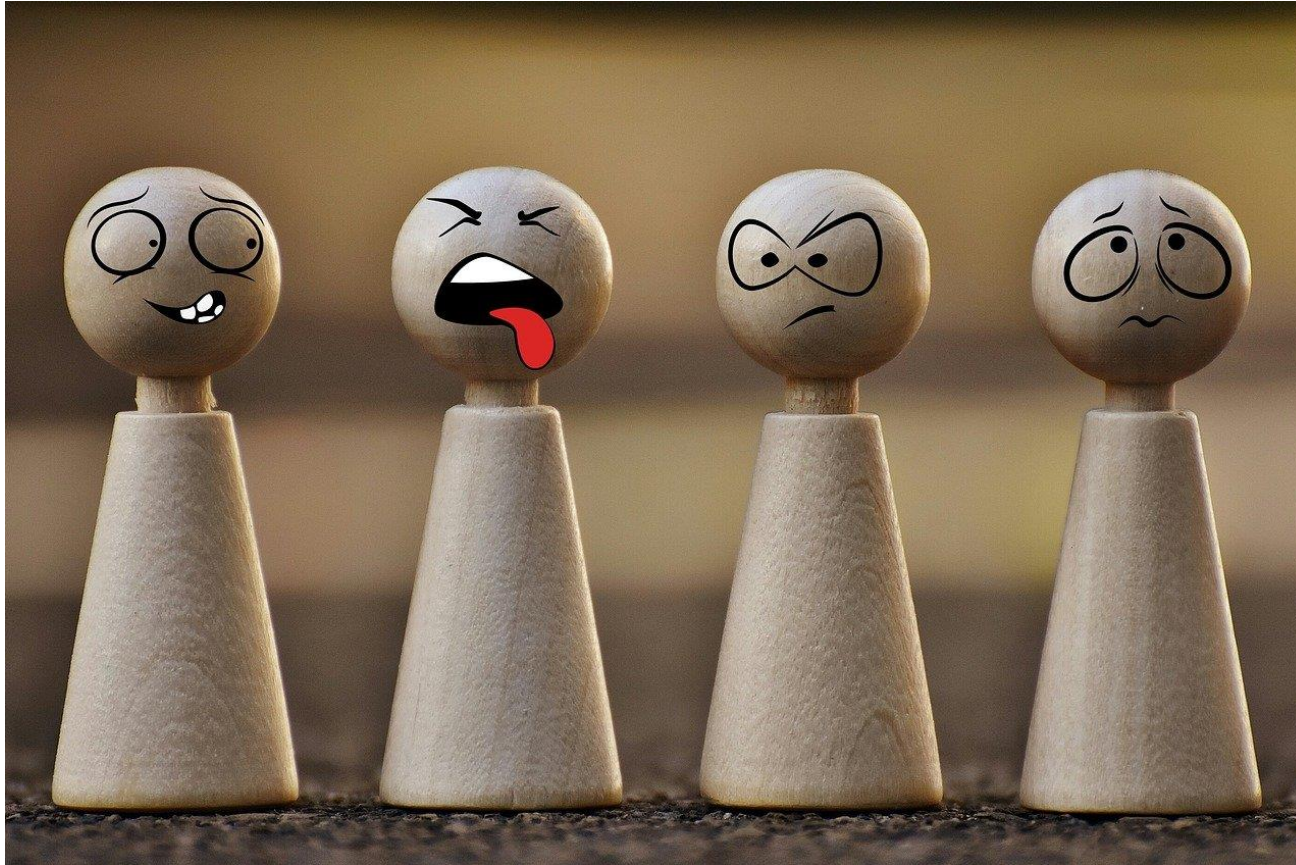
- **Living a good life** is closely tied to the **quality of our relationships** and sense of belonging
- If **digital tools undermine** rather than support these bonds, they conflict with what people need for **well-being**
- Designing for connection means rethinking **how technology** can nurture empathy, mutual care, and **shared experiences**



(New) Social (Media) Connections – Possible Directions

- **Inclusive approaches** that consider different communities, generations, and cultural practices of staying connected
- **Alternative pathways to connectedness**, such as physical artefacts, shared activities, or hybrid spaces that bring people closer together
- **Rethinking (a new) social media** to support authentic exchange, e.g. through slower, deeper, or more contextual communication
- **Balancing online and offline life**, ensuring that digital interactions enrich rather than replace in-person relationships

Community events and initiatives



Community events and initiatives



Some points to consider:

- Limited resources
- Coordination and communication
- Logistical complexities
- Engagement and participation
- Sustainability
- Cultural sensitivity

Community events and initiatives

- Co-create tools and systems that could help in simplifying the planning, coordination, and execution of local events and initiatives, such as festivals, workshops, or markets
- For example: How clubs and student organisations organise their events and initiatives



Project Topic:

Digital Support for Democratic Processes

- Democracy depends on people being able to voice concerns, deliberate, and shape the decisions that affect them
- Digital platforms promise wider participation, but often reward speed, outrage, and visibility over careful deliberation
- Many voices stay unheard – because of language, digital skills, disability, time, or a lack of trust in institutions
- Participatory design shares this ambition: who gets a say in the systems that shape everyday life?

Possible directions:

- Tools for local decision-making: neighbourhood initiatives, student democracy, participatory budgeting
- Inclusive participation for groups that current formats leave out
- Designing for deliberation, not just voting: disagreement, listening, and finding common ground
- Making influence visible – how does my input turn into a decision?
- The role of AI: support for democratic debate or a threat to it?

Any questions?

