Alma Leora Culén
University of Oslo, Department of Informatics, Design
almira@ifi.uio.no

Amela Karahasanovic
SINTEF (and Informatics, Design)
amela@sintef.no

Jorun Børsting
University of Oslo, Department of Informatics, Design
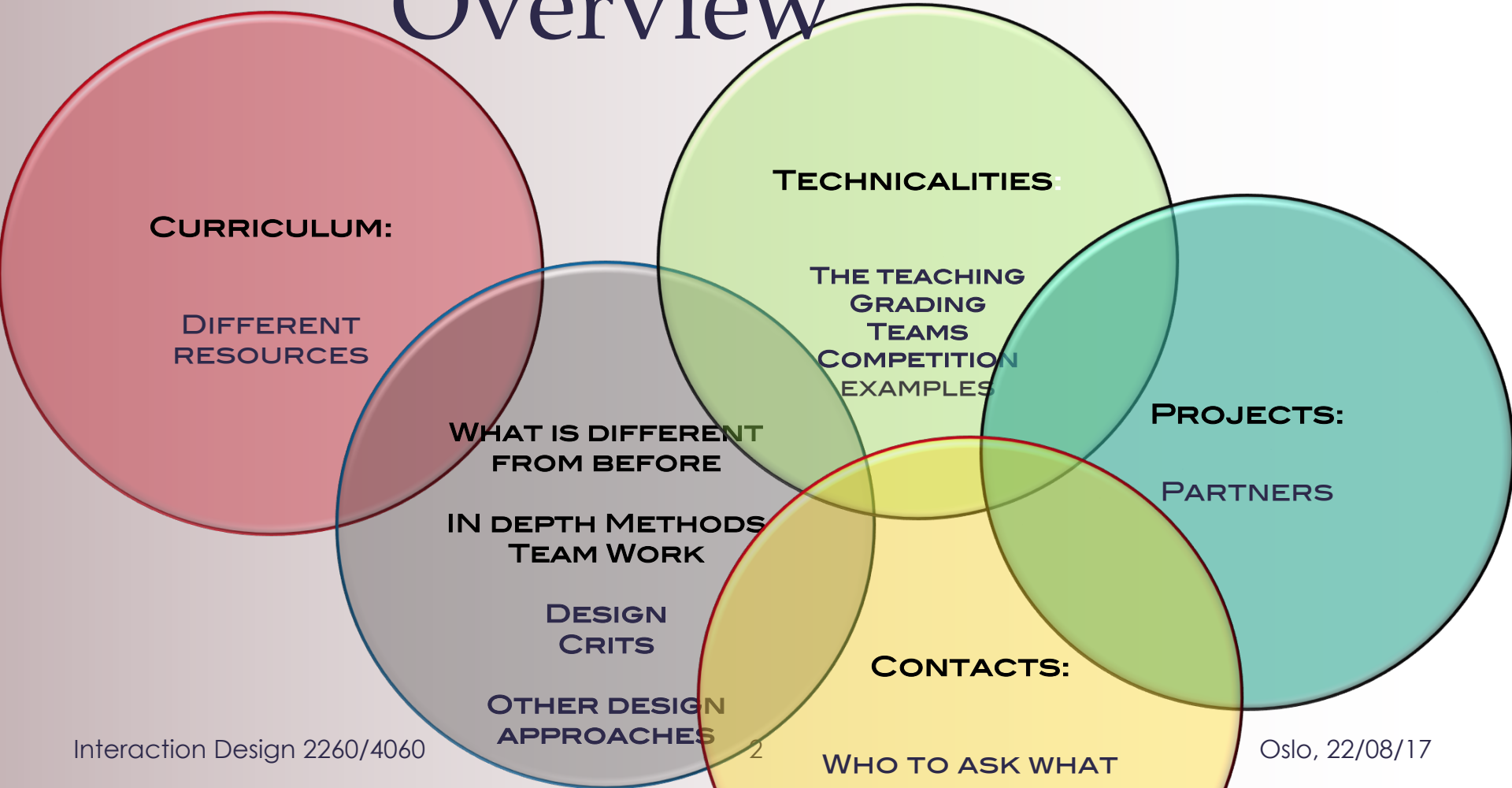jorubo@ifi.uio.no

Diana Saplacan
University of Oslo, Department of Informatics, Design
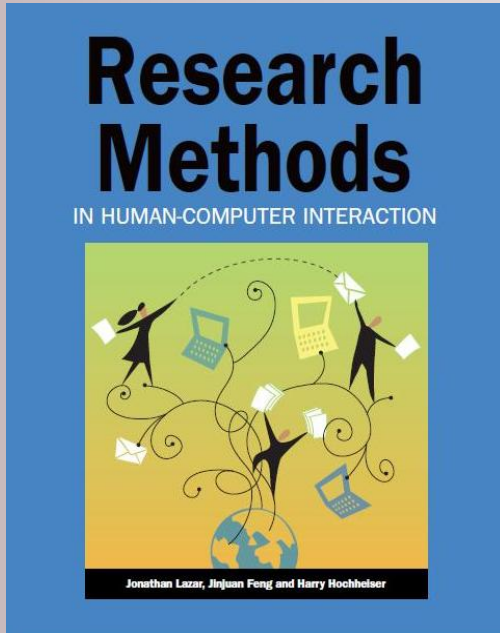dianasa@ifi.uio.no

Welcome

Informatics: design, use, interaction
INF2260 and INF4060

Overview

Curriculum:

Different resources

Technicalities:

The teaching
Grading
Teams
Competition
examples

Projects:

Partners

What is different from before

IN depth Methods
Team Work

Design Crits

Other design approaches
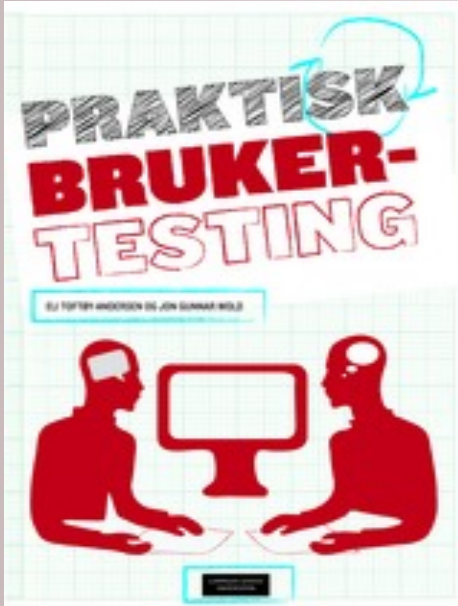
Contacts:

Who to ask what

Curriculum

Research Methods in Human-Computer Interaction

Dr. Lazar has been honored with the 2017 University System of Maryland Board of Regents Award for Excellence in Research, the 2016 SIGCHI Social Impact Award, the 2015 AccessComputing Capacity Building Award (sponsored by the University of Washington and NSF), for advocacy on behalf of people with disabilities in computing fields, the 2011 University System of Maryland Regents Award for Public Service, and the 2010 Dr. Jacob Bolotin Award from the National Federation of the Blind. During the 2012-2013 academic year, Dr. Lazar was selected as the Shutzer Fellow at the Radcliffe Institute for Advanced Study at Harvard University, to investigate the relationship between human-computer interaction for people with disabilities, and US Disability Rights Law.

Optional

Anderson, Wold

You will also receive relevant papers
for your project from your internal supervisor.

You will find out who your internal supervisor is
when we have groups formed.

Research articles (not optional for master students)

- ✦ Master students will each chose 2 research articles as part of their project and as part of the curriculum (they will have questions at the exam from these)

- ✦ All students are strongly encouraged to do read beyond the book, in particular, articles provided on the course website.

How to find good research papers

✦ Google Scholar, ResearchGate and similar databasis (watch for quality)

✦ Journals (e.g., Human Computer Interaction Studies or the International journal of HCI)

✦ Good conferences (CHI, NordiChi, RtD, CSCW; TEI…)

✦ Books (library)

Diverse sources of inspiration

http://interactions.acm.org/
Instructables, youtube, vimeo …

INTERACTIONS

JULY–AUGUST 2017 VOLUME XXIV.4

Association for Computing Machinery

IX

Intelligence on Tap:
Artificial Intelligence as a New Design Material

Socially Just Design

On Low-Tech in High-Tech Development

Teaching Design Online

Chatbots and the New World of HCI

Contacts

Alma
Will come to group sessions
No question via email, please.
You would risk not getting an answer

Amela
Only project related questions

Jorun
jorubo@ifi.uio.no

Diana
dianasa@ifi.uio.no

Jorun and Diana will answer emails and course related questions

Clients
No communication
Before groups are formed
One person takes charge of communication and arrangements for meetings
No spamming
Respect for their time

Joshi
Will most likely administer quizzes.
Not the person to ask about course issues.

Hani
Available just for groups he is an internal supervisor for:
hanim@ifi.uio.no

Harald
Available as technical supervisor, but you have to make appointments via email
harald.maartmannmoe@mn.uio.no

Interaction Design 2260/4060

8

Oslo, 22/08/17

Group Teachers

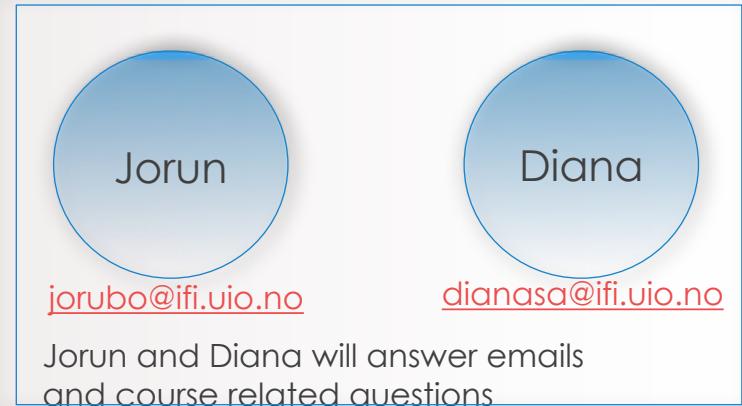Masa Zivkovic
masaz@student.matnat.uio.no

Anna Sofie Schei
annassc@student.matnat.uio.no

Ellen Katrine Sveen
ellenksv@student.matnat.uio.no

Alma

Will come to group sessions at scheduled dates to be announced later

Jorun

Diana

jorubo@ifi.uio.no

dianasa@ifi.uio.no

Jorun and Diana will answer emails and course related questions
They will help with internal supervision of groups

How is this course different than what you know from before

You have experienced the study of use in 1510
You have been given introduction to interaction design in 1500

This course is neither of these!
So please, pay attention!!!

HCI was often sees as a "user science" – now much changed

All HCI research includes studies of the *use* of technology (empirical study methods are essential)
But HCI is also closely related to the *design* and
development of technology
Important to discuss the relationship between research and practical development and design

Diverse approaches to design with technology

Here, your approach to design can differ from what you already learned

You can still do participatory design,
other forms of user-centered design and co-design (children, elderly)

But you also can learn about and use
✦ Service design
✦ Design thinking
✦ Critical design
✦ Speculative design
✦ Research through design
✦ Design fiction and more

Oslo, 22/08/17

Your methods need to be embodied

A student from last year said:

The best advice you can give to new students is to read the book before they start

You may have seen some of the stuff and it may seem familiar, but YOU MUST TAKE it to ANOTHER LEVEL this time – deeper and better

Your presentations need to be top-notch

What is different from before

Different purposes require different presentation styles

You will also need to present your work in the near future to
your employer: this project work may be on your CV!!!

You may and up asking for recommendation!
I need to remember you!

Presentations are part of the learning process, and an important one

Design crits

Team work and work with a client

Clients

You must be professional! Always make a plan before contacting your client

Remember, the importance of human groups in knowledge creation is crucial! As a team, you can do more!

In this field, teamwork is everything.

Therefore, the team has the right to squeeze out slackers Policy!

Example: Eco-agents

Exhibit, paper, and more

ENVIRONMENTAL AND CLIMATE ISSUES

Alma Leora Culén
Ingeborg Eilertsen
Lone Lægreid
Sumit Pandey
Magnus Søyland
Ingrid Smørgrav Viddal

Department of Informatics, University of Oslo
P. Boks 1080, 0316 Blindern, Oslo, Norway

ABSTRACT

The paper describes experiences with Eco-A, an interactive installation for children and youth. The installation was designed to engage children and youth in active conversation around environmental and climate issues. It was developed using research through design (RtD), i.e., the practice of using design thinking, design processes and artifacts as inquiry methodology. Eco-A was made to help us to explore design spaces for youth and children's engagement with environmental issues and climate change. The installation was used as part of a larger exhibit City Kids at Sentralen, a culture house in Oslo. The paper summarizes our findings from observing Eco-A in use by children and youth, reflections on how well our design decisions supported the desired engagement, and knowledge gained towards future design.

KEYWORDS

Design for engagement; research through design; youth and sustainability; interaction design.

1. INTRODUCTION

Our planet is changing rapidly, mainly due to human activities that are having a global impact. The extent of changes is so profound that the term Anthropocene era (Waters et al., 2016), referring to an epoch of human-induced changes in Earth's geology and ecosystems, is being increasingly used. Concerns around environmental and climate changes, in particular, often bring to mind the question *"What kind of world are we leaving to our children?"* The motivation for our work arose from turning the question into *"What kind of world the children see for their future selves and how their actions today impact that future world?"* We started by looking in the direction of design activism (Fuad-Luke, 2013) among Norwegian children and youth who are concerned with these issues. More specifically, we were interested in exploring why and how some children and youth get engaged with organizations acting on these matters, such as Miljøagentene ("Eco-Agents," 2016) and how could this activism and engagement be spread more widely. As we work within the field of interaction design and Human-Computer Interaction (HCI), we were also interested in the role of technology, beyond social media and the Internet, in catalyzing and researching this motivation, the level of understanding of issues at hand by those aged 13 and under, and opportunities for direct engagement.

This paper describes our attempt to explore children and youth's relation to environmental problems using research through design approach. The artifact designed and studied in real-life use, is an installation that we named Eco-A, a name inspired by Miljøagentene (Eco-Agents in English). Eco-A was used during

HOW

Document work

Continuous documentation of your work is needed

Possible ways of doing it: micro blogging, short videos, photo documenting etc.

Can use tumblr, instagram, vine, vimeo, youtube….

But need to tell what you decided on

YOU WILL MAINTAIN YOUR SITE YOURSELVES in Vortex.

When groups are formed, you will get access to your own folder

Practical demonstration

Walk through the website, stay with me!
That way you will not have as many questions later.

Project groups size: 4 students

Oslo, 22/08/2017

Thank You!