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INF5722
Introduction

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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)

Practical matters

- Textbook:
Simonsen, J., & Robertson, T., editors (2012) "Routledge International Handbook of Participatory Design", Routledge
- Also as ebook on
<http://ask.bibsys.no/ask/action/show?pid=12352024x&kid=biblio>, or
http://web.ebscohost.com/ehost/ebookviewer/ebook/nlebk_495057_A?sid=25fcfe6e-ab7f-4d20-ab74-aa11ccc8a607@sessionmgr111&vid=1&format=EB&rid=1
- Curriculum – not everything will be lectured
- Learning outcomes
- Teaching schedule
- Project work in groups
- Oral exam

Experimental design

- Open up for new ideas
- Open up for ideas you have not thought out yourself
- Not a deterministic outcome
- No master plan for the design product
 - - maybe for the process
- No formalized models
- No clear-cut specifications

Apple Design vs Braun



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Source: <http://www.apartmenttherapy.com/apple-design-doesnt-fall-far-from-brauns-tree-176668>

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Instead:

- Focus on use
- Focus on process



<http://www.networkworld.com/community/blog/douglas-engelbart-inventor-computer-mouse-dies-88>

- This course stands on two legs:
 - Creativity by opening up for ideas based on use
 - Democratic aspect of user participation

Participatory Design

- “ensuring that those who will use information technologies play a critical role in their design”.
- “shaping of future situations”
- mutual learning

- (Robertson and Simonsen, 2012, p 2)

User participation

- Improving the quality of the product
- Improving the quality of the process
- Enhances engagement
- Encourages more robust communication
- Shared understandings between stakeholders
- Close to actual practice

How?

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

Participatory Design – Scandinavian tradition

- Democratisation of working life
- Democratisation of the development process
- Cooperation on equal terms
- Give space to all voices (margins)

(Bjerknes & Bratteteig, 1995)

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?



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