Week 3: Sociotechnical design and digitalization

1. What is "sociotechnical design" in the context of IT and digitalization?

2. What is "designed" in IT and digitalization projects?

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1. Is there a difference between designing for usability and systems design? If so, how?

2. Can you imagine "systems design" being relevant in digitalization projects? If so, how?

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1. What kind of relation can you imagine yourself having to design and designers in the future?

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1. Is the design of IT value neutral? Why (not)?

2. Can you imagine any challenges with designing generic IT solutions such as DHIS2 or the electronic medical journal systems DIPS or EPIC?