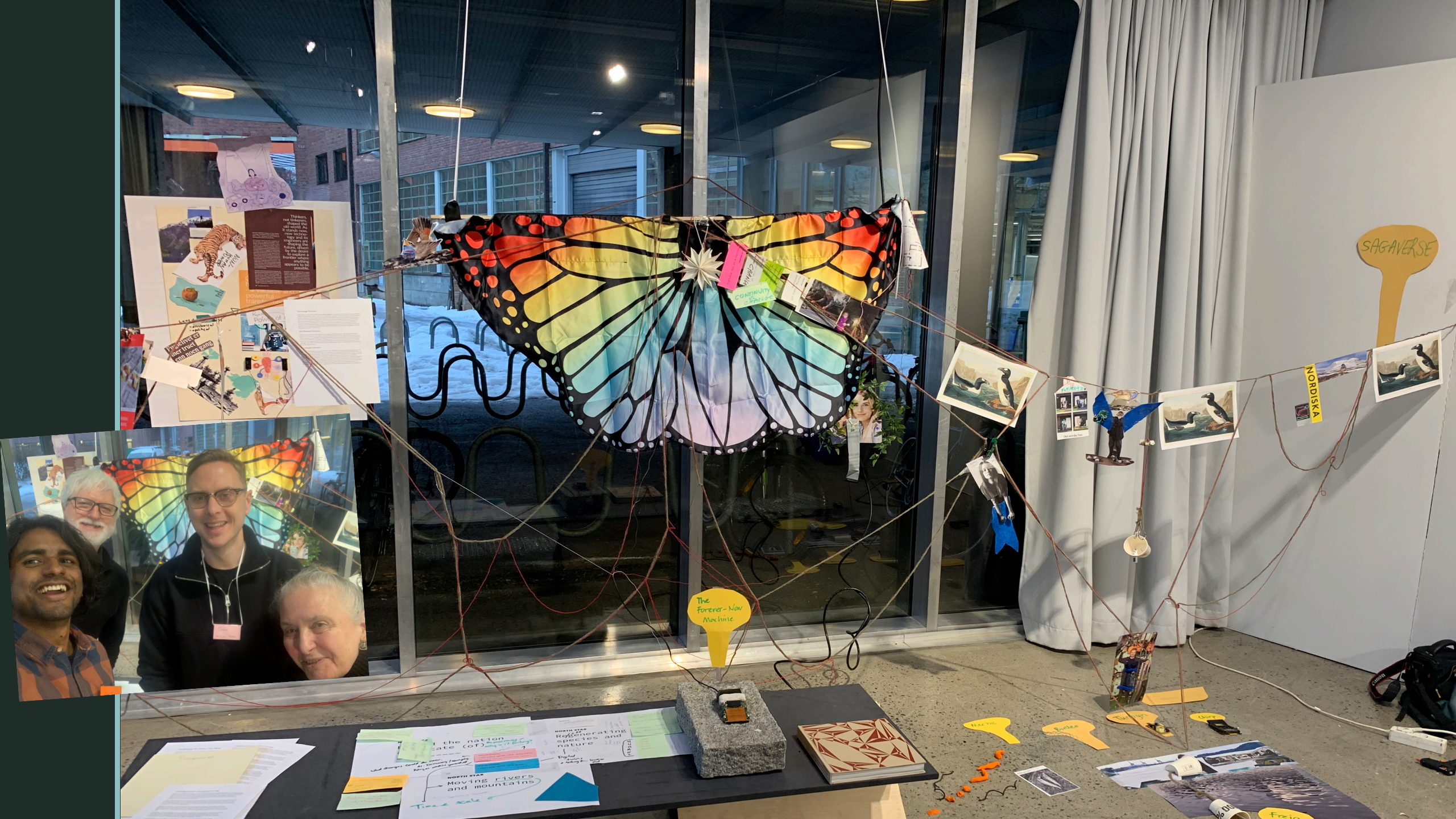
About your Workshop Presentations

February 7, 2024

On February 14th you will hold 5 workshops

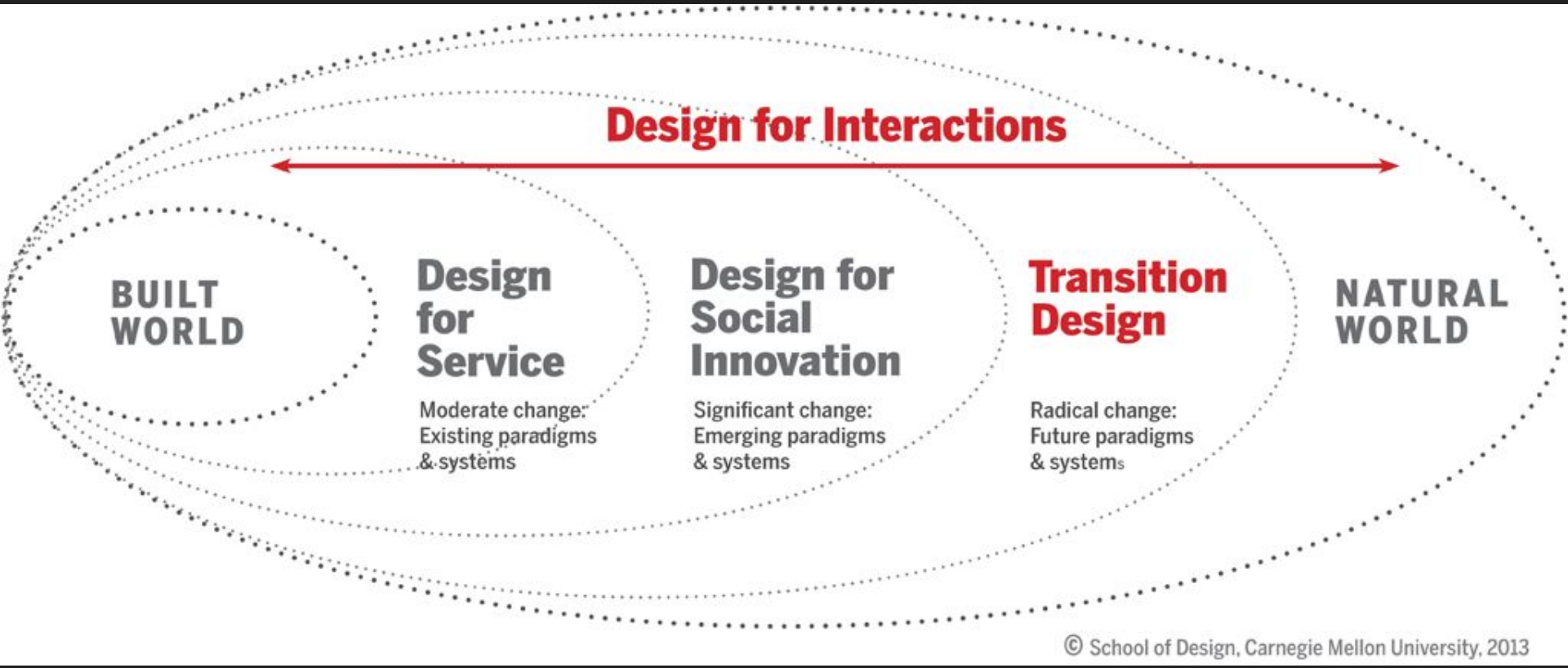
- Each group will present their selected method.
- Each group should pick a different method (first come –First serve)
- Each group will then run a 15 minutes long workshop showcasing their method choice (2-3 minutes to introduce the method, the rest for the people to use it). The workshop participants, the other (4) teams, will apply the method to their own topic.
- As workshop facilitators, come prepared

- Each group should sit together
- The order of presentations will be random.
- Run through the tasks/ methods yourselves so that you know how it works.
- Prepare and obtain any material that the participants will need, print outs, post its, miro link etc.
- Remeber you only have 15 minutes so you will need to trim the exercise to the most important/ easiest to convey parts.
- But give a very concise overview of what you think are the key aspects/ outcomes/ attributes
- Remember that each group will have different topics, so try and consider how that will work.
- Provide a list of any useful resources, links etc that you come across.
- For the groups participating in the workshop, be prepared to tweak the task to suit your topic.


SAGAVERSE
NORDISKA
The Forever-Now Machine
NORTH STAR
Moving rivers and mountains
NORTH STAR
Regenerating species and nature

Methods you can select from

- The Beautiful Trouble - revulution kit
- With/Out Modernity
- Tarot cards of Tech
- New Metaphors
- Thing from the future
- Backcasting
- Cover Story (design fiction – Swati)
- Fabulations and Donna Haraway



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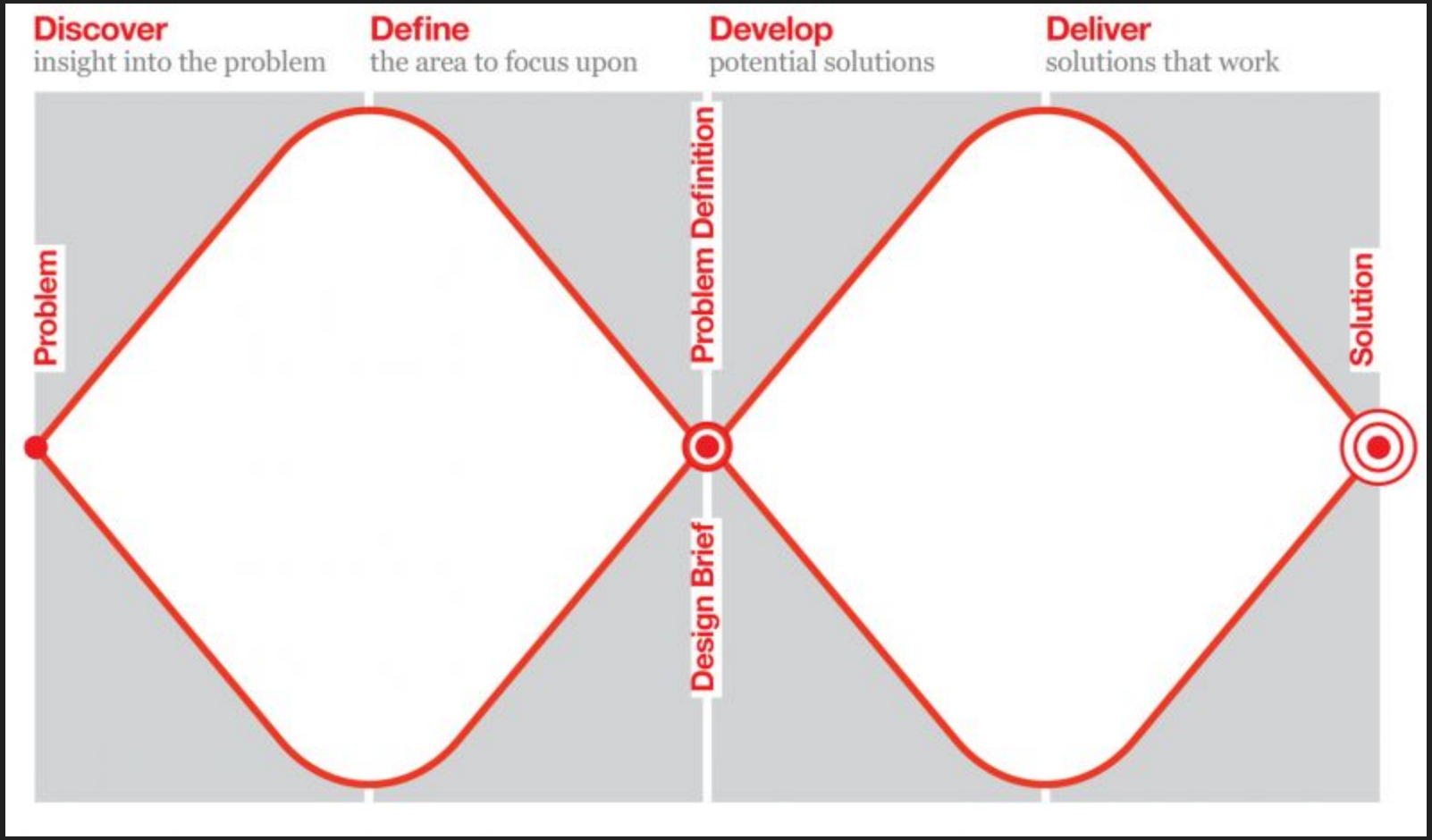
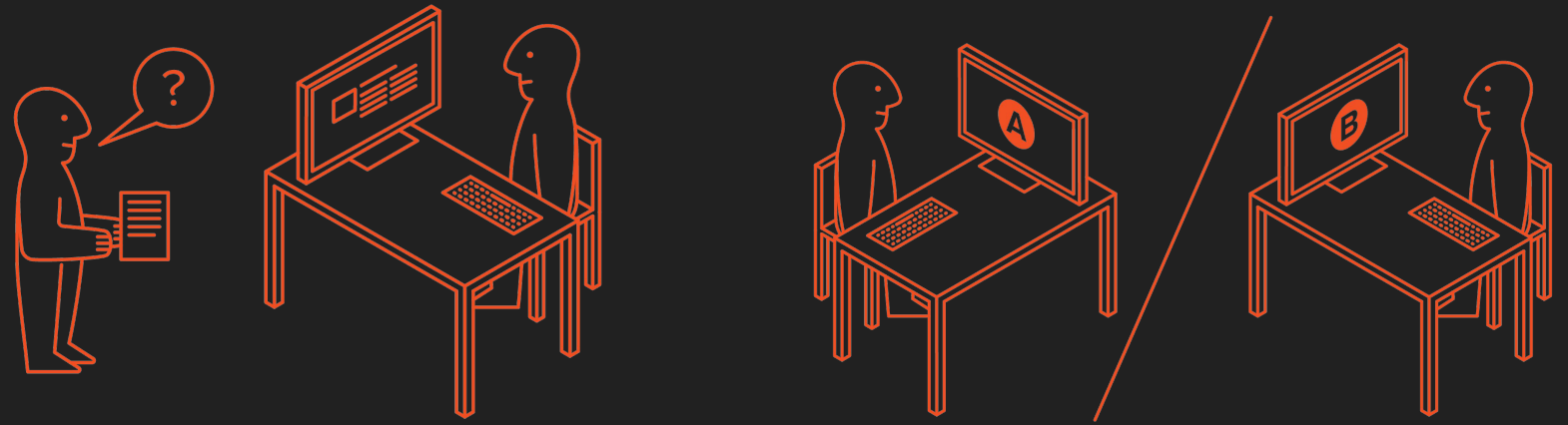
Let’s take a closer look to service design

Slides by Roman Novotny, Masaryk University


Discover
insight into the problem
Define
the area to focus upon
Develop
potential solutions
Deliver
solutions that work
Problem
Problem Definition
Design Brief
Solution

Testing and iteration



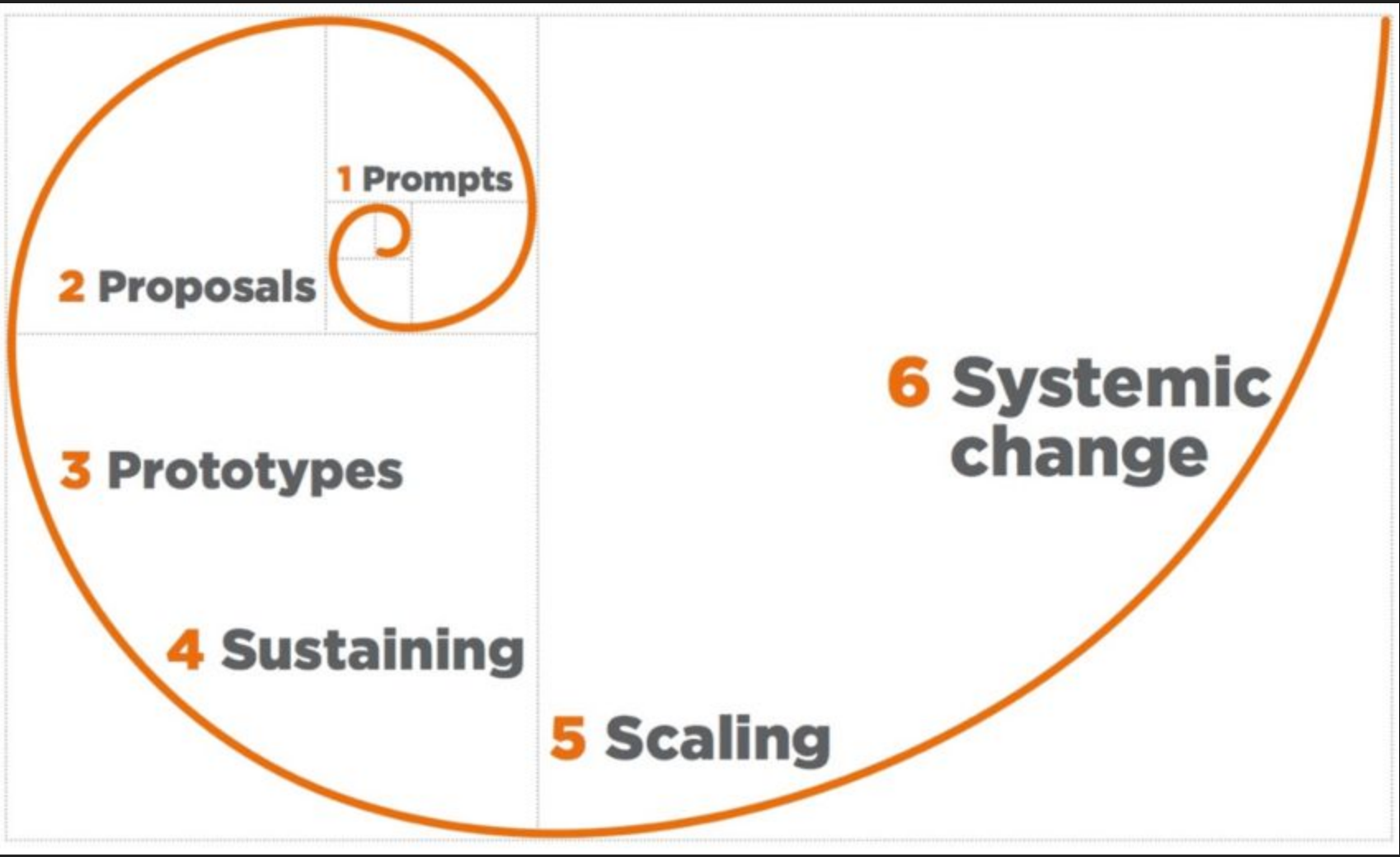
Uber

airbnb

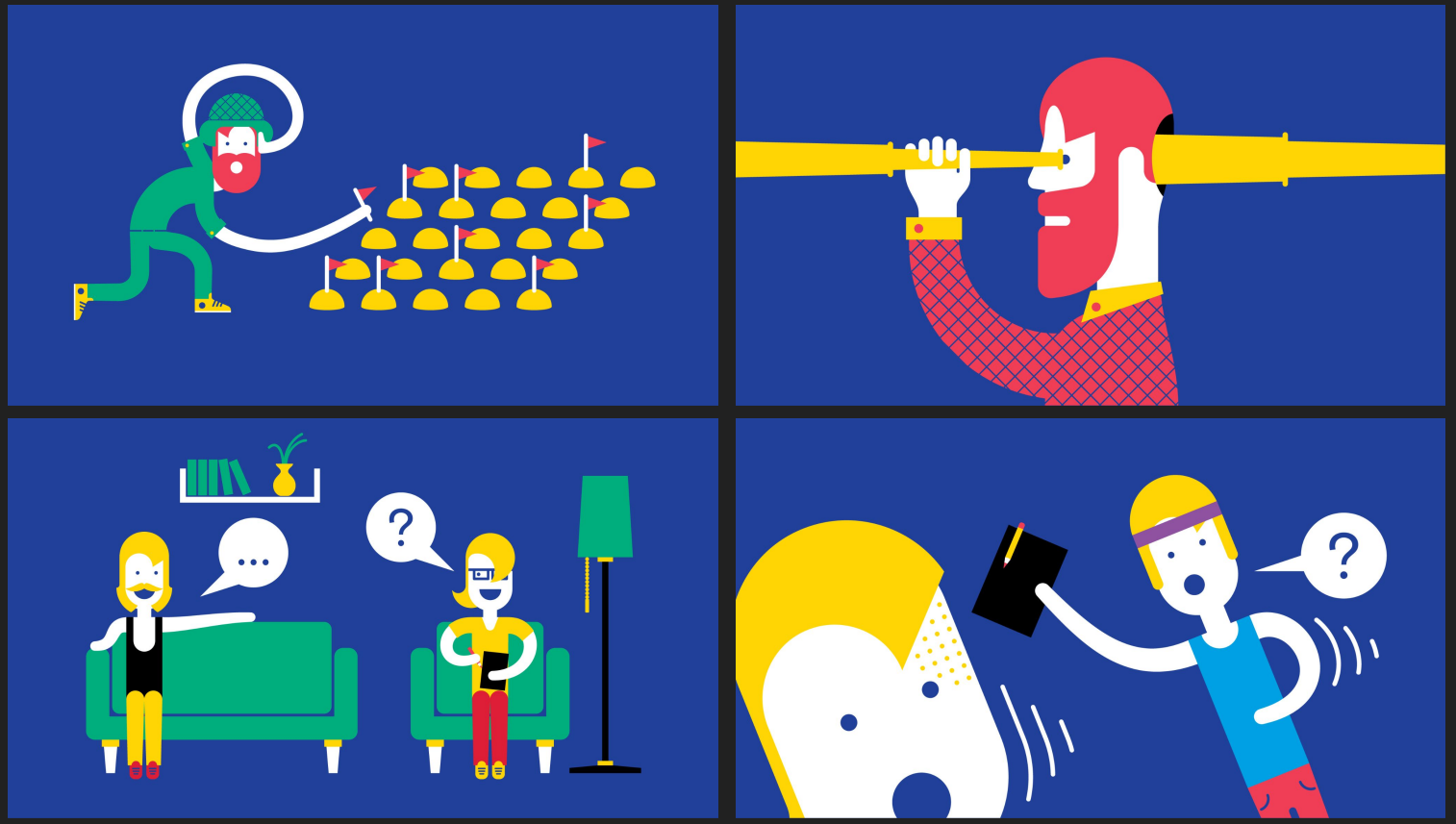
amazon

Wolt
Wolt

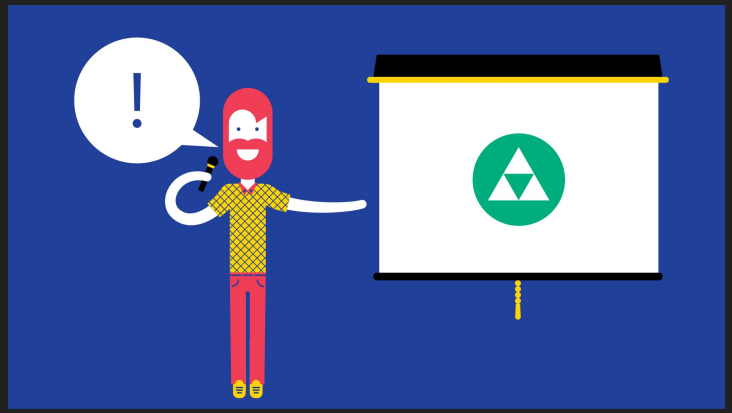
What about design for social innovation?

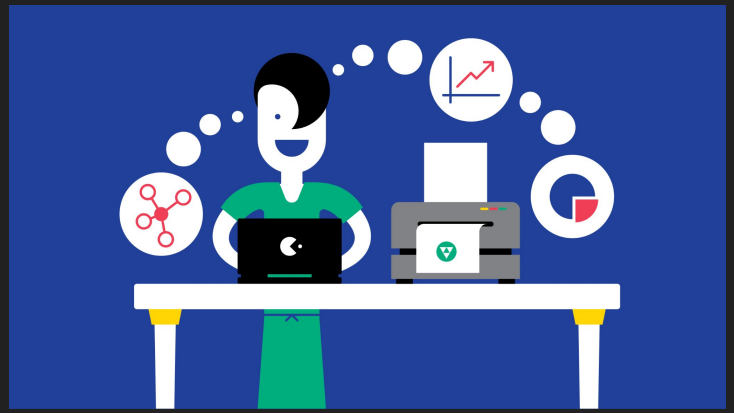

1 Prompts
2 Proposals
3 Prototypes
4 Sustaining
5 Scaling
6 Systemic change

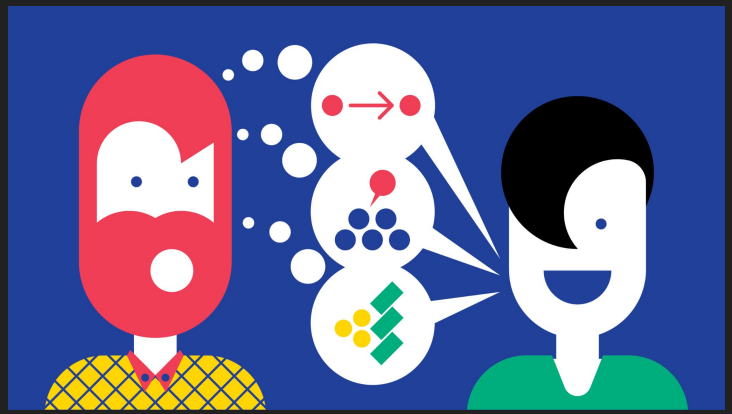
Opportunities and challenges

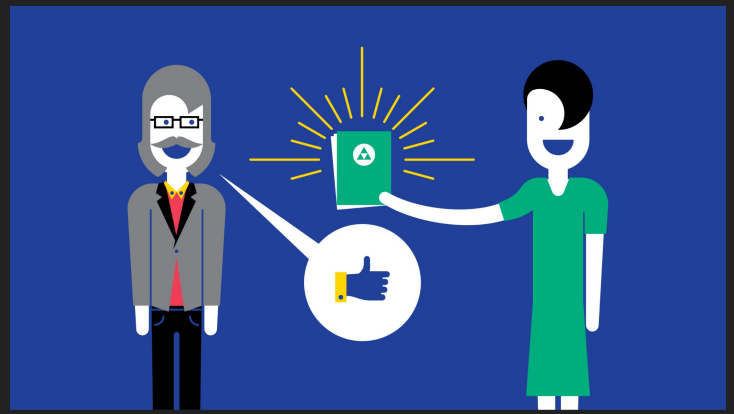


Growth and scaling

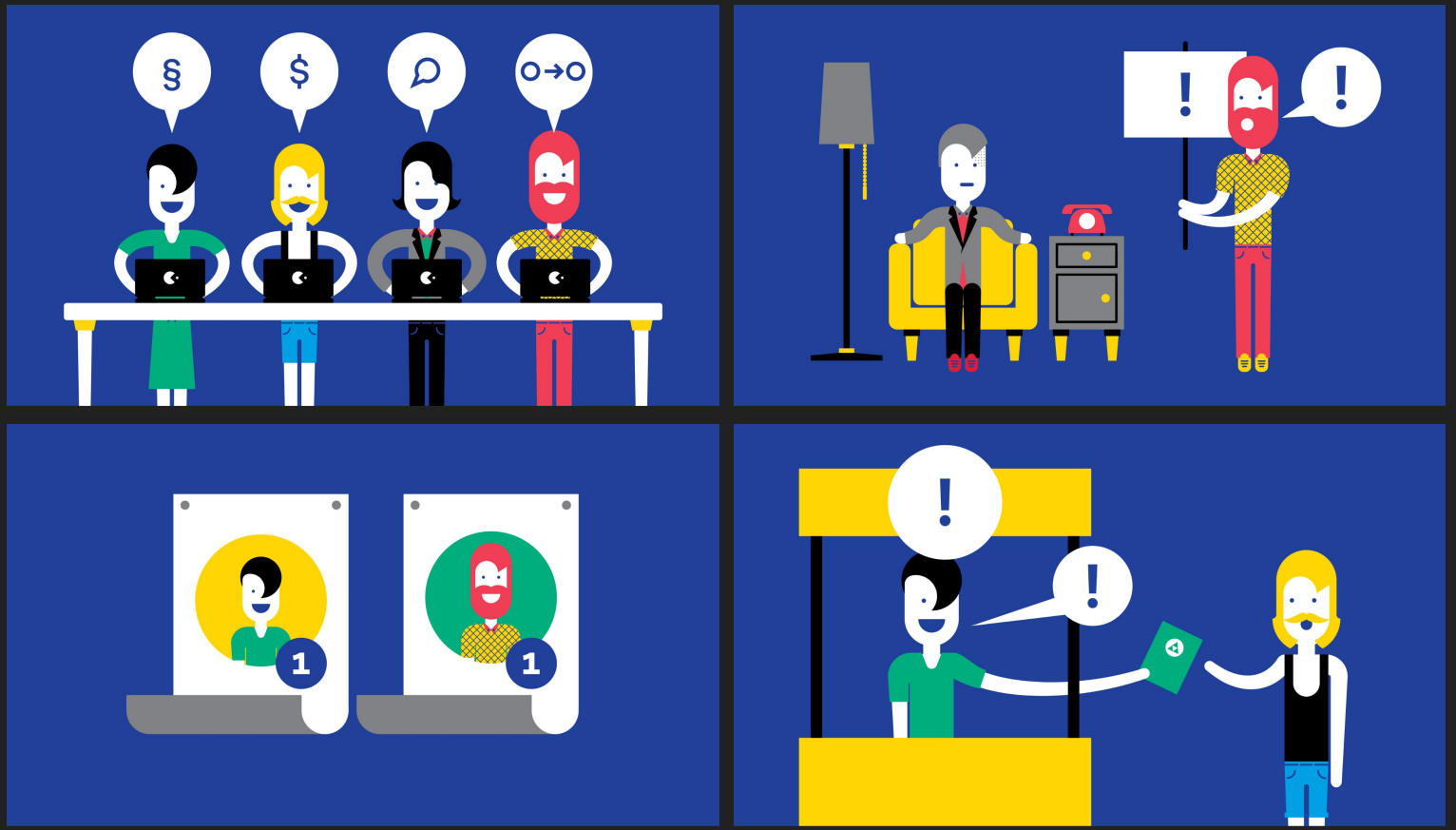








System change



The Thing from the Future - Group 1 - Barnemusuem

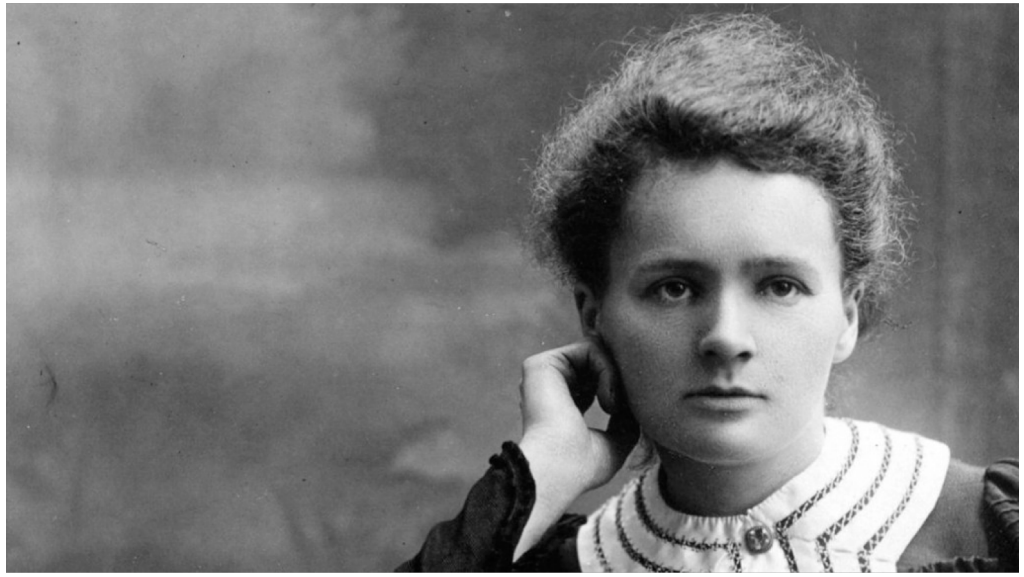
- card game to support the imagination
- can be used and modified for any topic
- widely used in the public sphere

Design Methods and Methodologies in HCI/IxD

- Design Methods → Design Methodologies
- Examples of Methods and Methodologies
- How to choose your approach
- Questions you may have about approaches/projects

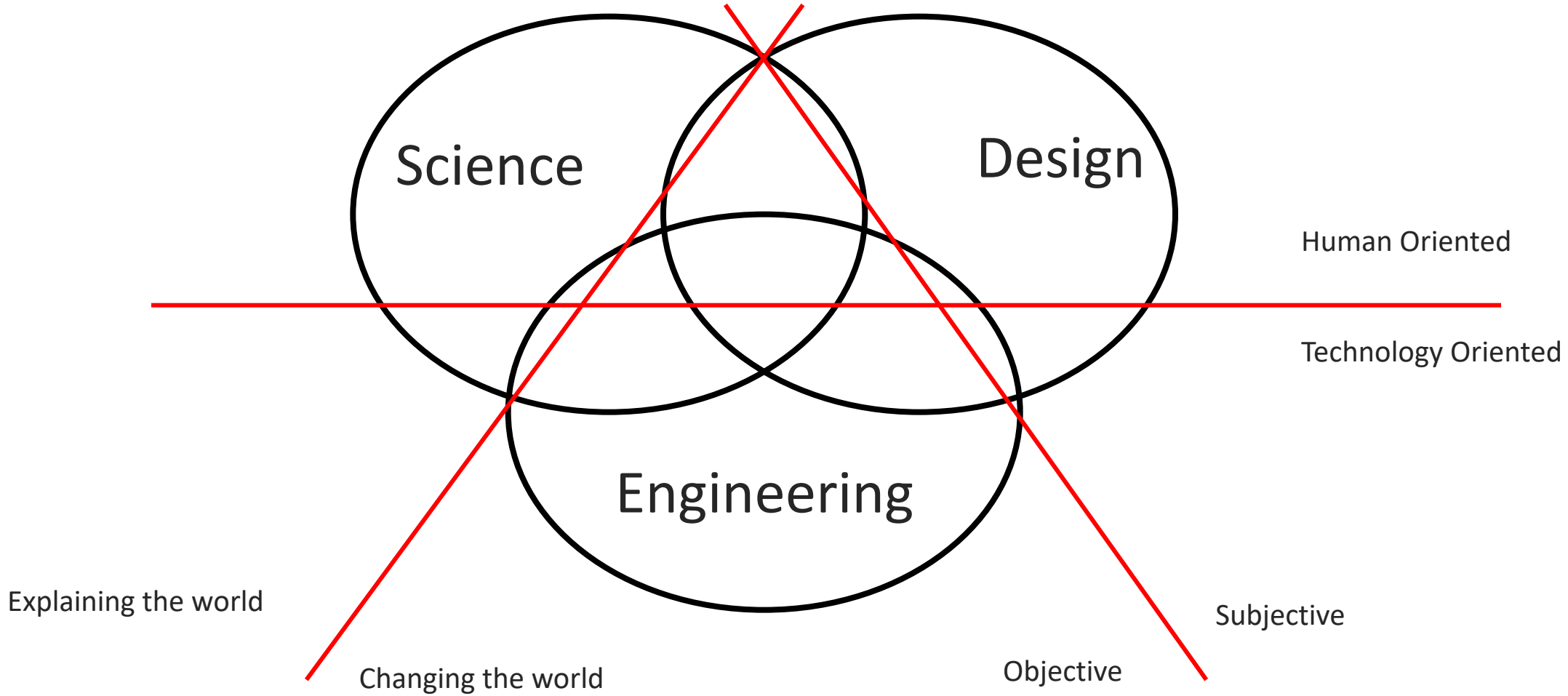
Problem solving approaches

Thinker/Finder



Tinker/Maker

Actually, three problem solving paradigms



Method=Methodology?

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Method

- Research methods are simply various ways of conducting research into a specific subject (e.g. data gathering through diaries, questionnaires or interviews).
- Research methods aim to solve some problem related to the research task (data gathering, analysis, evaluation etc.)

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- Research methods are simply various ways of conducting research into a specific subject (e.g. data gathering through diaries, questionnaires or interviews).
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Methodology

- Methodology is the study of how research is done, how we find out about things, and how knowledge is gained. A methodology involves the use of methods, tools, techniques or processes that need to be performed in order to accomplish a specific research task
- Methodology is about principles that guide our research practices and paves the way to correct implementation of research methods, sort of a guide book.
- Methodology therefore explains why we're using certain methods or tools in our research.

Design Methods

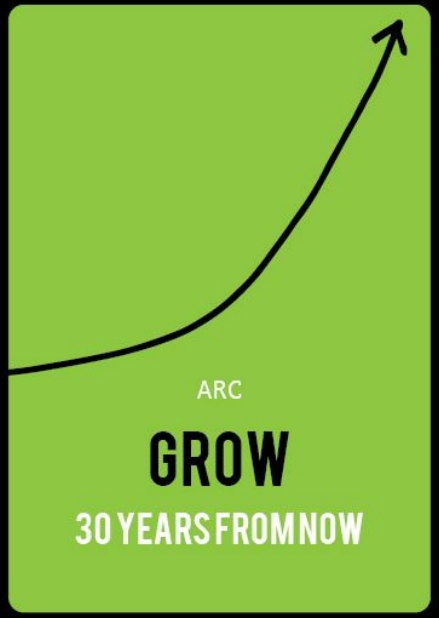
John Chris Jones uses the following items to describe a design method:

- Title - The title of the method. Should make clear what the method is about.
- Aims - Describes what the results of this method are in a single sentence.
- Outline - Brief description of the steps and action involved in this design method.
- Examples - Several examples showing the design method in action.
- Comments - Brief assessment of the effectiveness and usability of the method, including application in practice.
- Application - Kinds of situation in which this method can be used.
- Learning - How easy is it to learn and use this method.
- Time and cost - How much time is needed to carry out this method, and what are the associated costs.
- References - References to e.g. original publications, and other relevant publications.

Design Methodology

- Title - The name of the methodology.
- Knowledge production – By what means is this methodology going to produce new knowledge? Describe.
- Outline - Brief description of concepts, methods, tools or techniques involved.
- Examples - Examples showing how this design methodology works.
- Application – Steps in implementing this methodology.
- References - References to e.g. original publications, and other relevant publications.

- examples from AHO



ARC

GROW

30 YEARS FROM NOW

TERRAIN

EDUCATION

SECURITY

TERRAIN

OBJECT

POSTCARD

MOOD

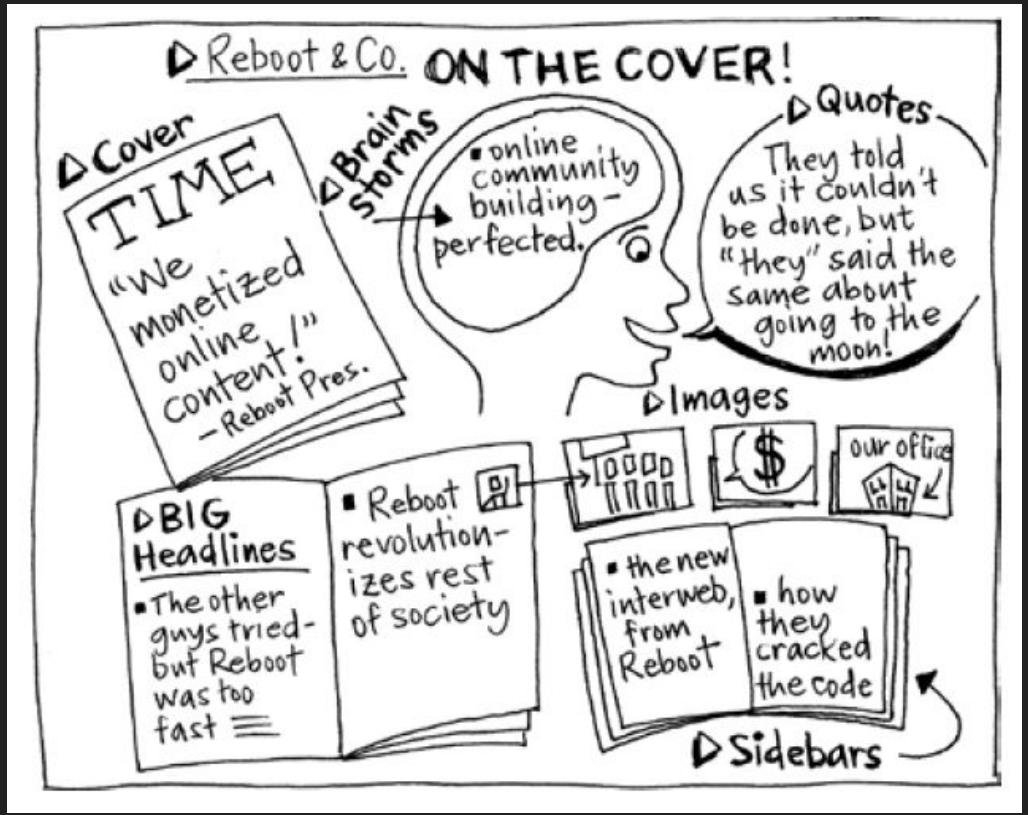
EXCITEMENT

Care from the future

Cover story - Group 5 - AcessTour

- A game for creating compelling vision in the future in a form of cover story of a magazine

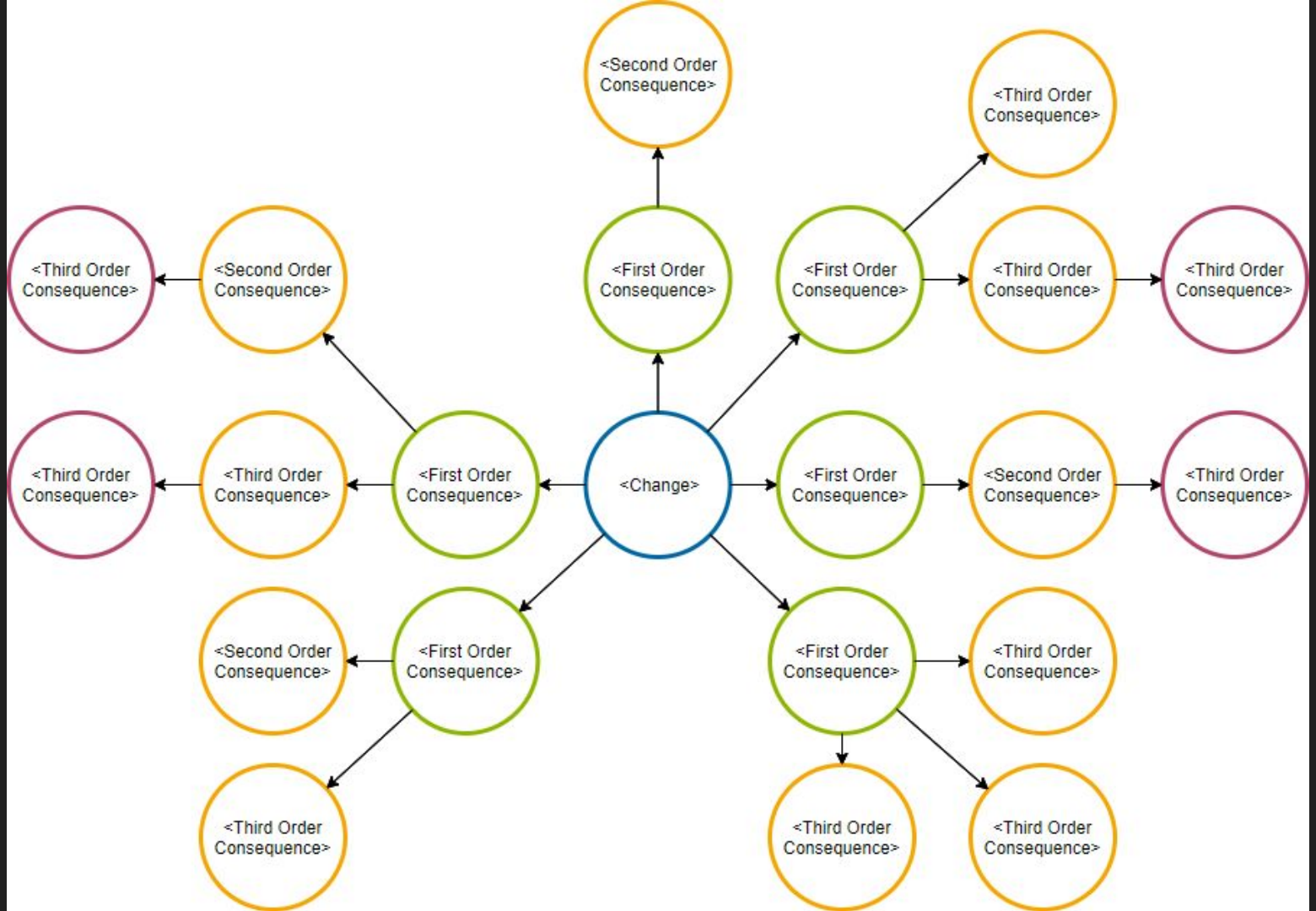
- Envisioning bigger picture of the hypothetical success



Futures Wheel
- Group 6 - NIS

- Explore and understand the direct and indirect impacts and implications of a change

- unintended consequences of the action / design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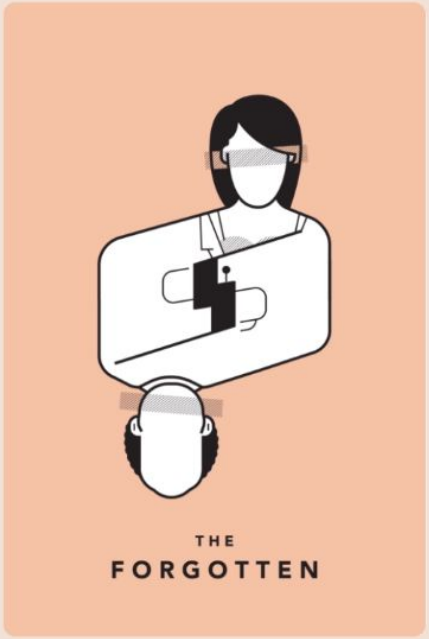
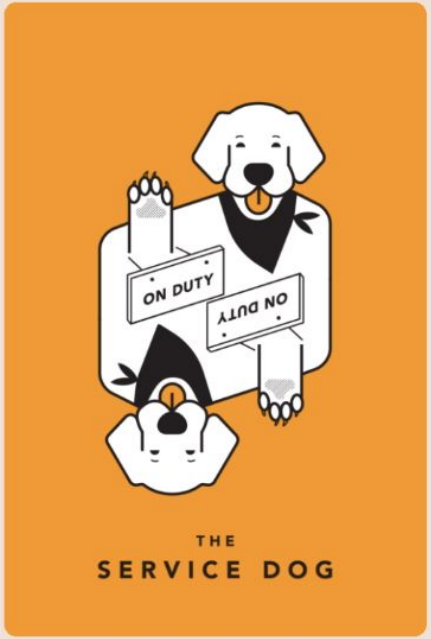
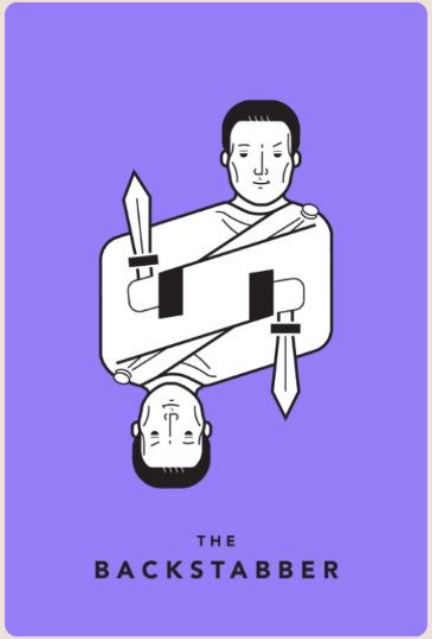
— EQUITY AND ACCESS —

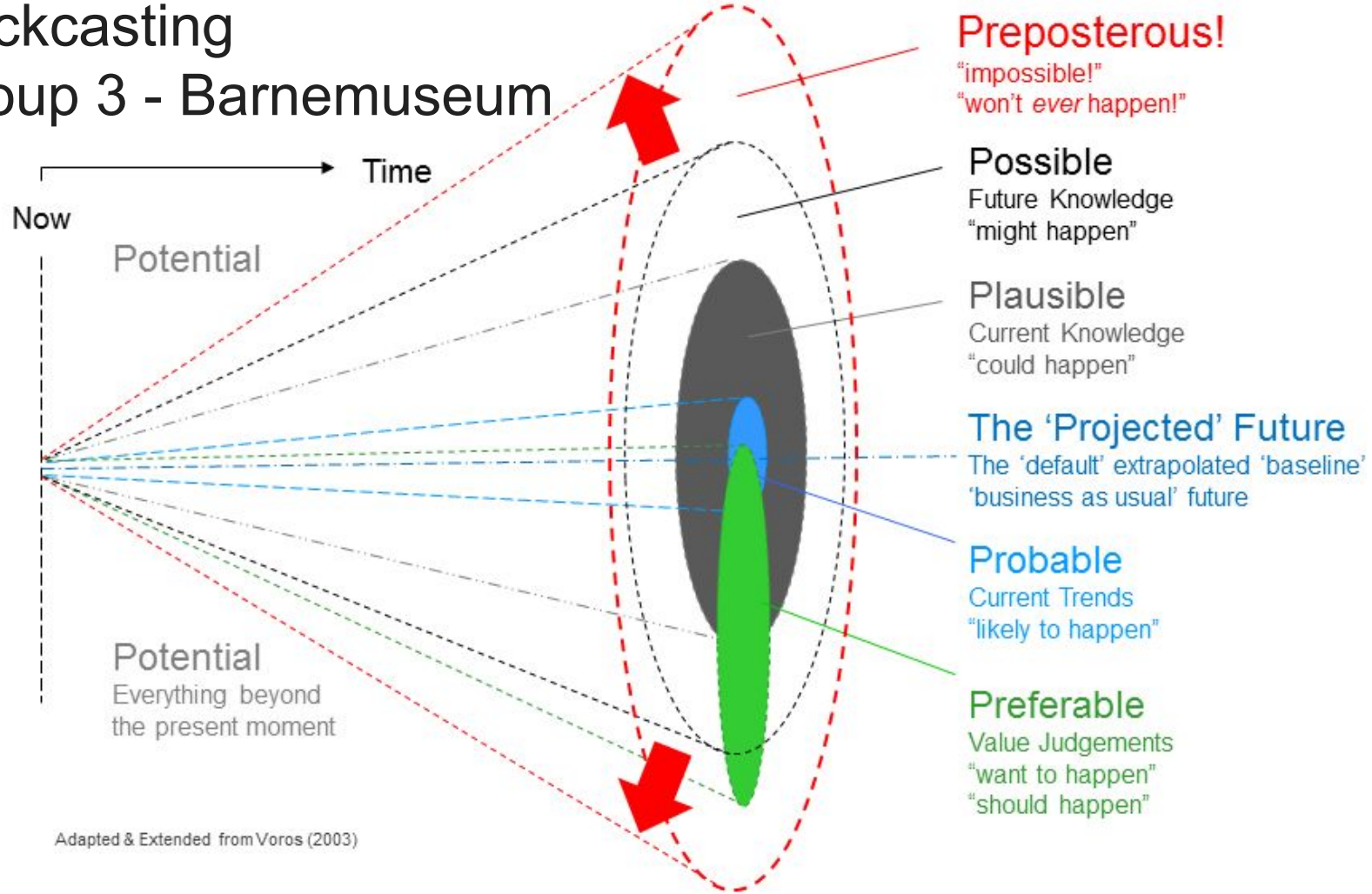
Tarot card - Group 4 - Re:link



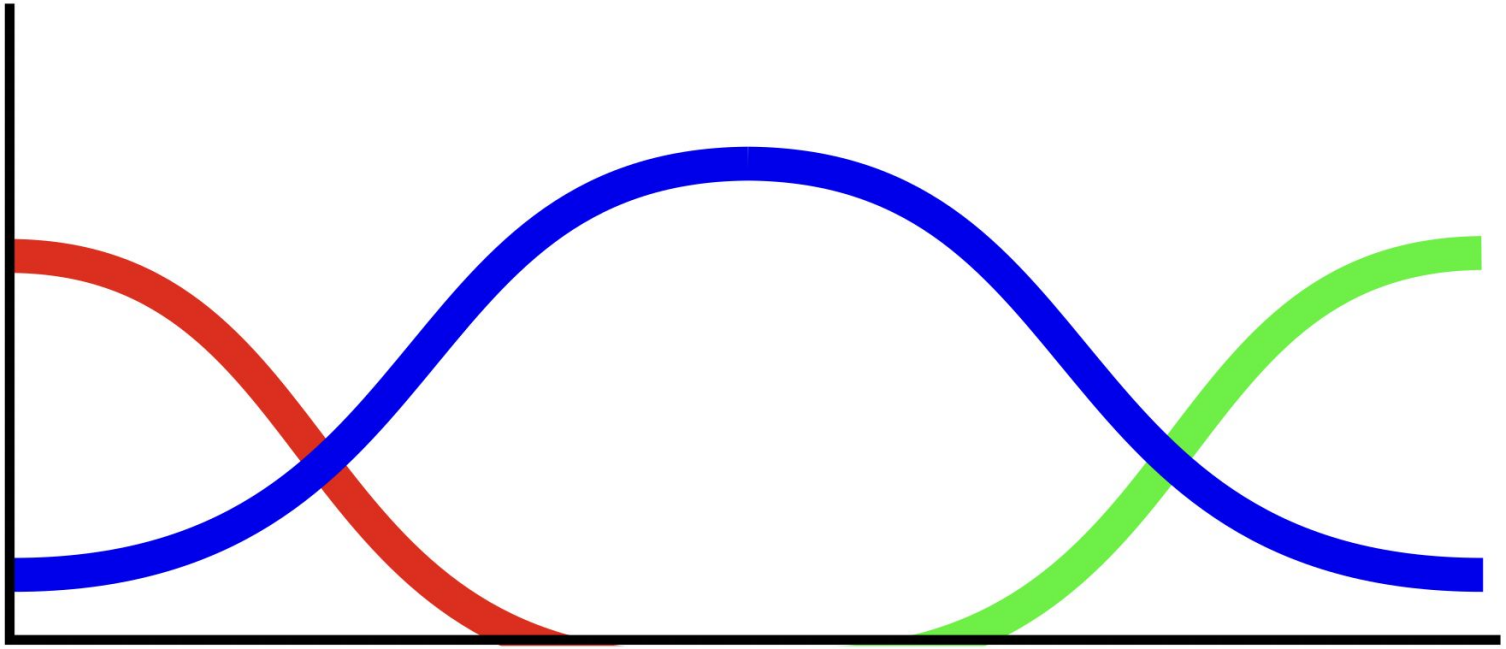




Backcasting
Group 3 - Barnemuseum



Three horizons Group 2 - NIS



Design methods and Group allocation

Thing from the future - Group 1 - Barnemusuem

Cover Story - Group 5 - AcessTour

Futures Wheel - Group 6 - NIS

Tarot Cards for Tech - Group 4 - Re:link

Backcasting - Group 3 - Barnemuseum

Three Horizons - Group 2 - NIS

tips for running workshops

consider location and timing

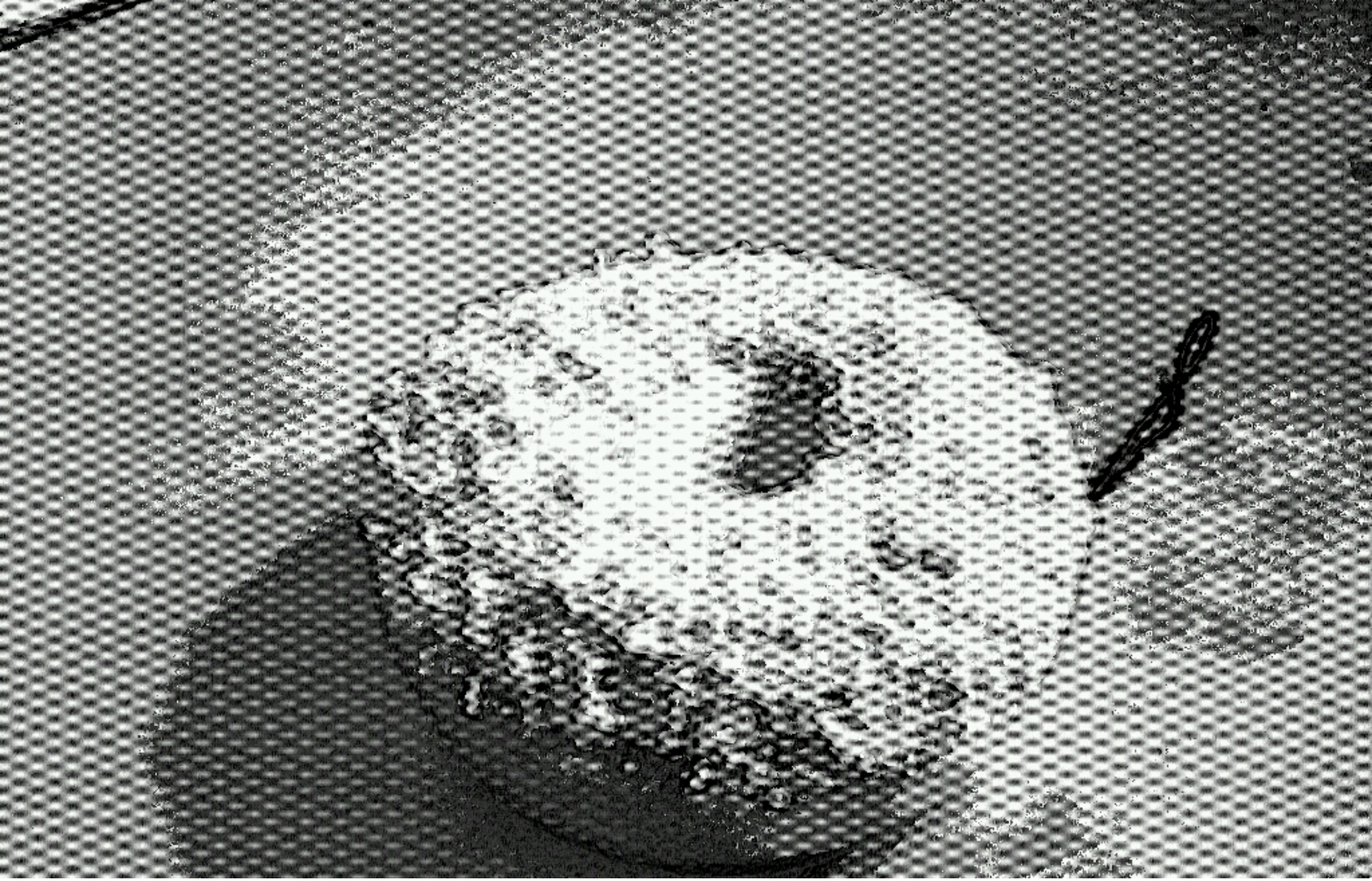
be prepared

know your role

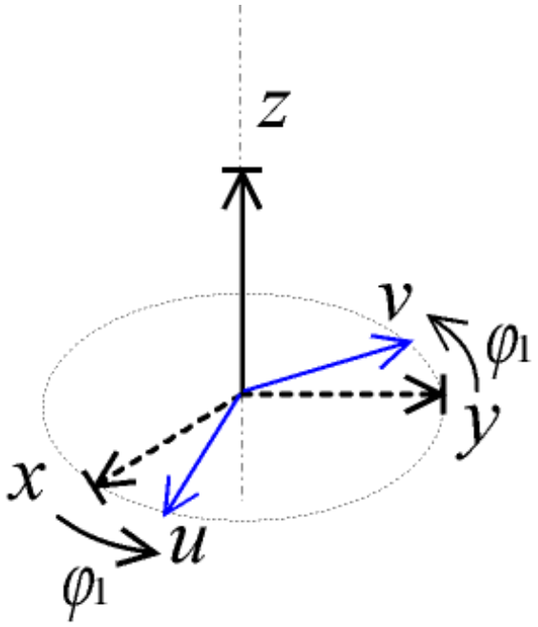
guide the process

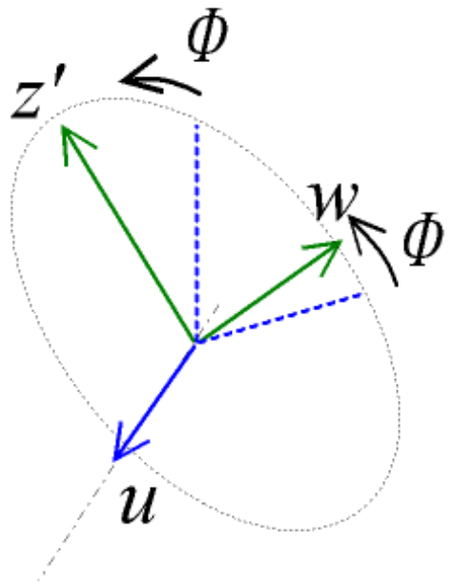
put together a diverse team

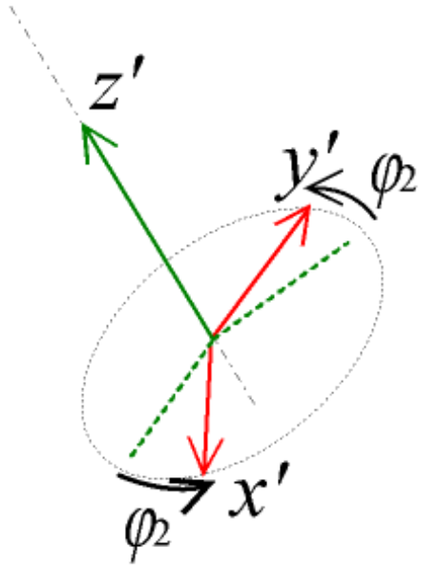
provide an inspiring start point

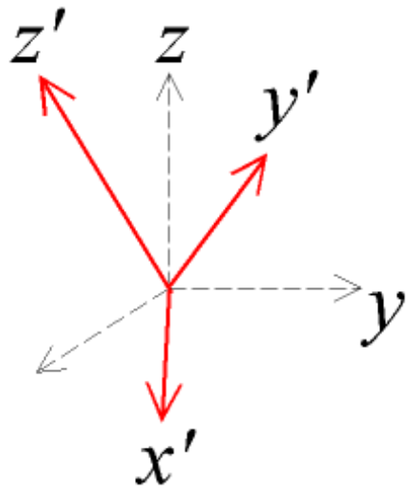


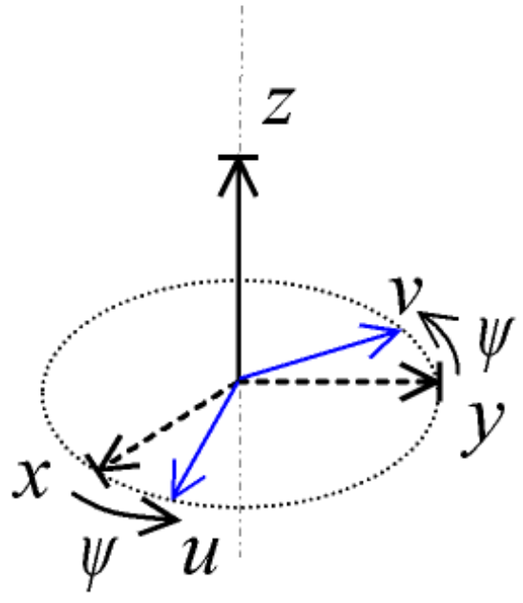
consider what output you want

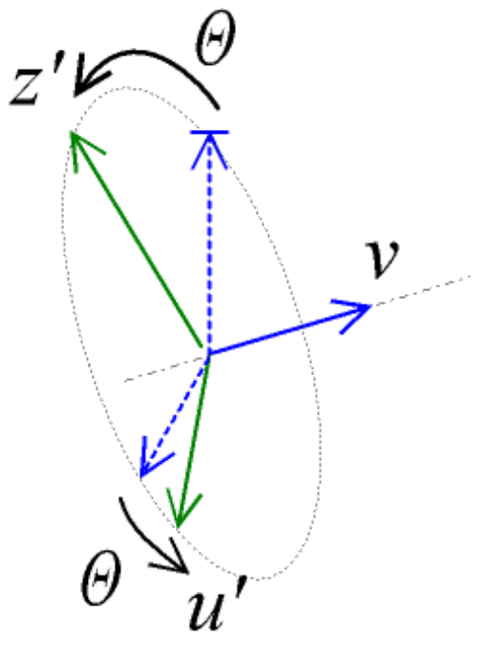


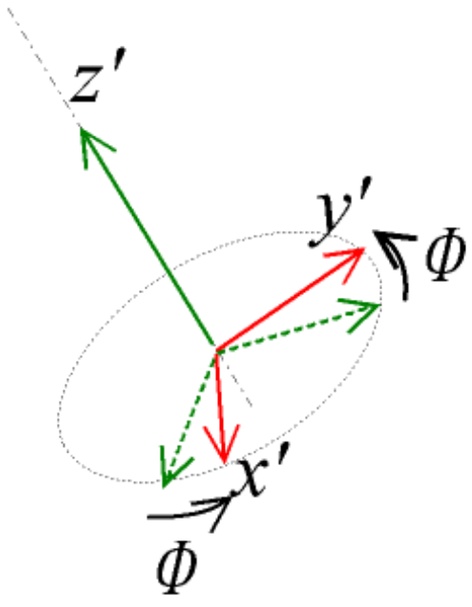








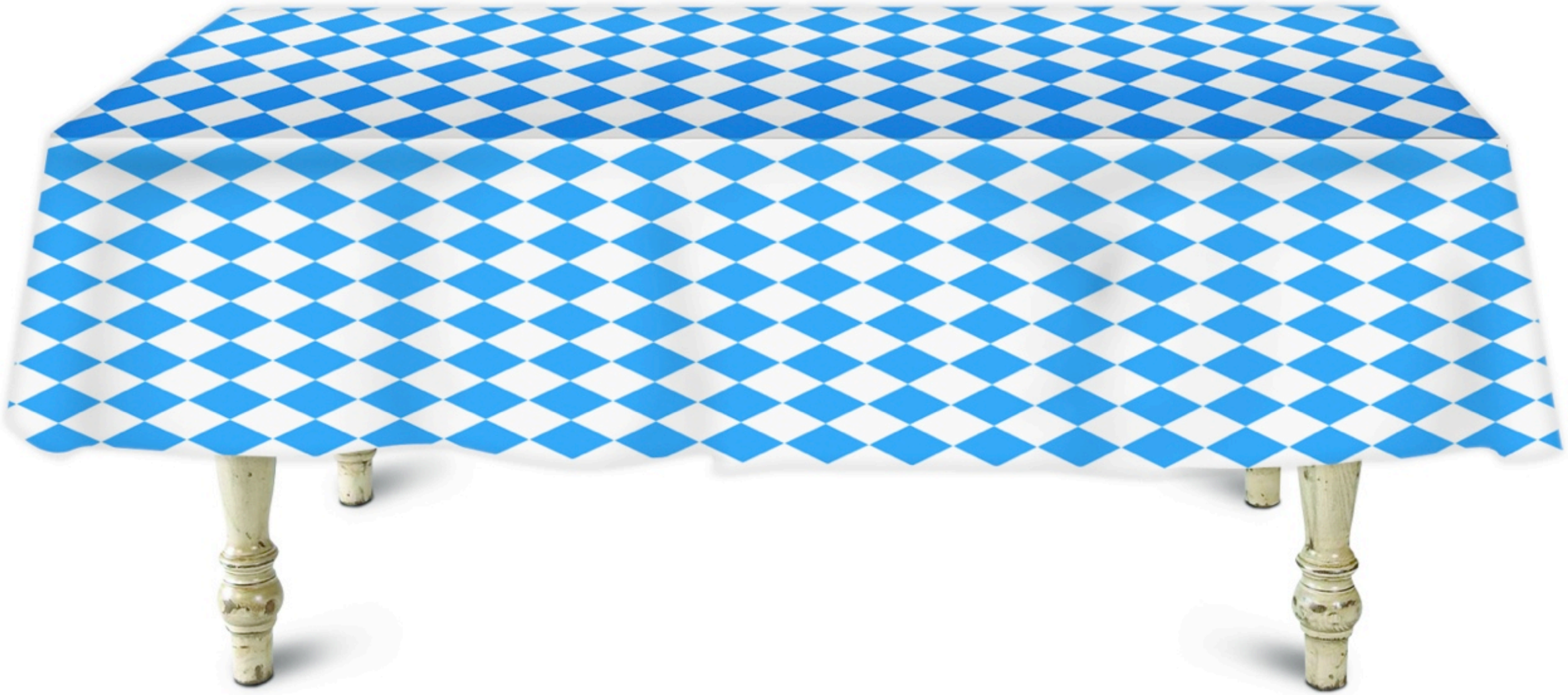




consider different angles and view points

use a variety of techniques or tasks group/solo, physical/drawn etc

consider using physical tasks

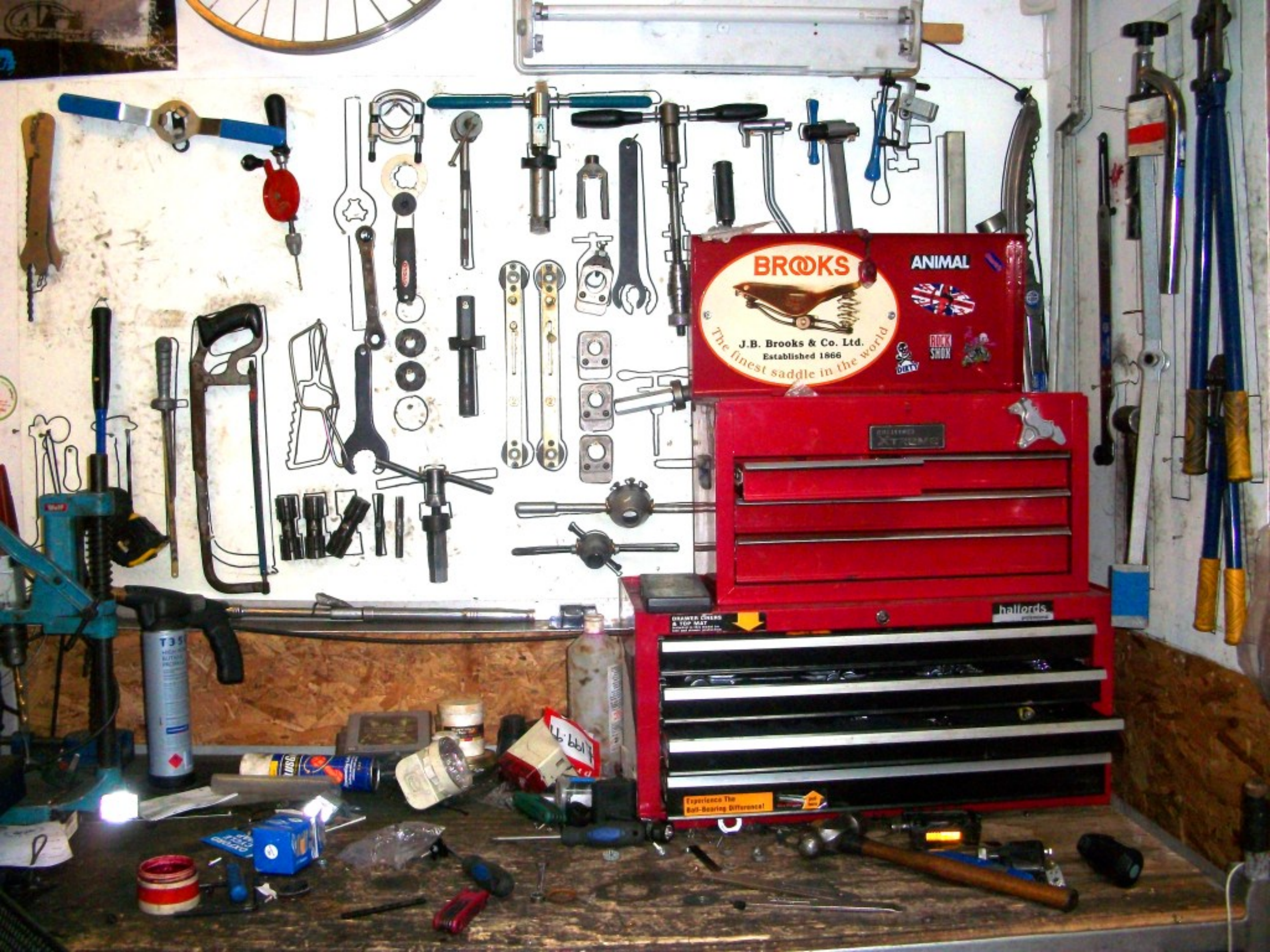


keep the workshop structured

keep it short and fast paced

provide sustenance

sort and reflect on the results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