Obligatory assessment 2

Due date: March 24th, 2022

Deliverables: You will be submitting your journal and giving a 5 min presentation.

Task: Journal – practicing a phenomenological method of inquiry by reflect on experience of use

In phenomenology we study experience. In this assignment you will study experience by using, documenting, "making your experience strange," discussing and reflecting on your experiences. By "making strange" I mean to disturb or unsettle familiar ways of perceiving and going about the activity/ interaction (you choose as the focus for your inquiry), in order to arrive at fresh appreciations and perspectives for design that are rooted in experience.

Your task:

Approach this task with curiosity for what it might reveal and have fun! You will get more out of it if you do it daily rather than in a few chunks along the way.

The observation and documentation should be carried out every day between March 3rd – March 23rd.

1. Identify a focus for your inquiry. It should be something you already know how to do, f ex using a tool for an artistic activity, using a function in Photoshop, operating equipment at your work, playing a computer game, a couples dance etc etc.
2. Do the "thing" for about 5 days, document and reflect daily (prompts and questions to ponder below).
3. On day 6 or so, "make the familiar strange". This could be to start doing the activity with your non-dominant hand, make an artifact that alters how to do the activity, observe in a different way, document using a different perspective, change the focus of your inquiry etc.
4. Pay close attention to your "new" experience, and keep documenting and reflecting daily.
5. During the assessment, meet with another person twice to share your experience and listen to their experiences (it does not have to be the same person twice). Keep in mind Schon's reflective conversation and ask "what ifs". The conversation with the other person should bring up new points for reflection for you both.

Your journal should be handed in by email (or physically if you choose a non-digital option) by 9 am on March 24th. It should contain the following: your daily documentation and reflections, reflections and insights formulated using concepts and terminology from our readings to allows for discussion with your fellow students. Use the questions below to aide your reflection.

*Be prepared to share your experience and findings in a **5 min** (maximum) presentation in class on March 24th.*

Questions to aid you reflection (in no particular order of importance):

1. What is it like to be doing this? How does it feel, physically, emotionally etc?
2. What can your observation, experience, reflections, and findings teach us about familiarity?
3. What are possible design changes/improvements that can come out of your observation, experience, reflections, and findings?
4. How do you understand your own experience? How can you understand another person's experience? Can you fully understand the experience of another person?
5. Further exploring the "strangeness" vs trying out the artefact in new ways – does it provide new insights, new reflections?
6. Reflect on how people's habits can be both a resource and a burden/challenge. As a designer you can build on what people already know, or you might need to make things in a way that provide people with what they need to use your design.
7. Try to articulate and expand on the type of relationship you have with the object in your inquiry.
8. How do you develop a good rhythm/dynamic/sync with the object? Are you having to adjust to/coordinate with to the object or is the object adjusting to you?
9. What are the implications for design of your inquiry?

Readings/sources/ materials

- Inspiration (read it, including the comments): https://designobserver.com/feature/five-years-of-100-days/24678
- Schon "Design as a reflective conversation with the situation"
- Making strange or defamiliarizing is a common strategy in several fields, it has been used by f ex HCI researcher and artist Lian Loke, phenomenologist Maxine Sheets Johnstone, and ethnography Clifford Geerzt, to name a few (hint, look them or other relevant people up).
- Critical and speculative design are another approaches in HCI that might provide interesting pointers.