UiO ⦂ Department of Informatics
University of Oslo

**IN 5510
Deltakende eksperimentell design/
Participatory Experimental Design**

Introduction

22. august 2022
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Design of Information Systems

This course is about

- Where do design ideas come from?

- How can I stimulate ideas?

- Working with design ideas based on use.

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- Where do design ideas come from?

- How can I stimulate ideas?

- Working with design ideas based on use.

- User participation in design

Experimental design

- Open up for new ideas

- Open up for ideas you have not thought out yourself

- Work professionally with design ideas

Experimental design 2

- Not a deterministic outcome
- No master plan for the design product
  - maybe for the process
- No formalized models
- No up-front specifications

⟹ Often a topic

Where do ideas come from?

Designers learn from designers

Apple Design vs Braun

Braun became known for its iconic
designs for a wide range of devices

Early iPhone calculator app vs Braun ET44 calculator.

Braun T3 pocket radio vs. the early iPod

https://se.braun.com/en/design-culture

Where do ideas come from (2) ?

Douglas Engelbart, 1963

Engelbart designed the first mouse - for «augmenting human intellect»

"I don't know why we call it a mouse. Sometimes I apologize. It started that way and we never did change it" (Engelbart)

http://www.networkworld.com/article/2167877/smb/douglas-engelbart--inventor-of-the-computer-mouse--has-died.html

Design is about making futures

- Scandinavian tradition of Participatory Design: "ensuring that those who will use information technologies play a critical role in their design".
- "shaping of future situations" for others
- mutual learning

(Robertson and Simonsen, 2012, p 2)

Discuss for 6 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?

Design building on practice

- A socio-technical approach that appreciate the context in which the technology will be used

- And what's going on in that context

- And what people really do

"..the development of the artifacts with which people work and the development of their work practices go hand in hand" (Suchman & Trigg 1991, p. 65).

Norwegian heritage !

- Early participatory design projects were Scandinavian

- Norwegian Iron and Metal project

- Work was changing with the introcuction of computers

- Kristen Nygaard: buildingg knowledge

In this course

- This course stands on two legs:
  - Creativity by opening up for ideas based on use
  - User participation in design

- Focus is on use

- Focus is on process

Aims for user participation

- Improving the quality and relevance of the product

- Improving the quality of the design process

- Enhances engagement from users

- Encourages more robust communication

- Shared understandings between stakeholders

- Close to actual practice

- Participation as a democratic value

Participation

- Users are not merely answering questions about their opinions

- Users draw sketches and discuss design ideas together with colleagues and designers

How?

- Tools and techniques for design and participation

  - Workshops
  - Interactions with prototypes
  - Mock-ups
  - Scenarios
  - Design games
  - …..

Photo: Ida Braaten

https://pdc2022.org/

Practical matters

- Textbooks:
Simonsen, J., & Robertson, T., editors (2012) "Routledge International Handbook of Participatory Design", Routledge, Available online on oria.
Löwgren, J. & Stolterman, E. (2005). Thoughtful interaction design: a design perspective on information technology. Cambridge, Mass.: MIT Press, Preface + chapter 1-2. Available online on oria.

- Theoretical curriculum – read it!
- Four mandatory assignments
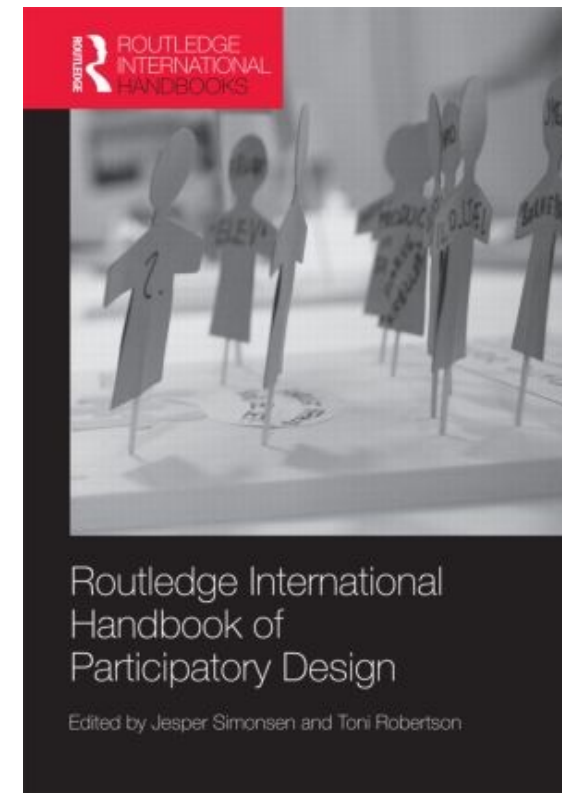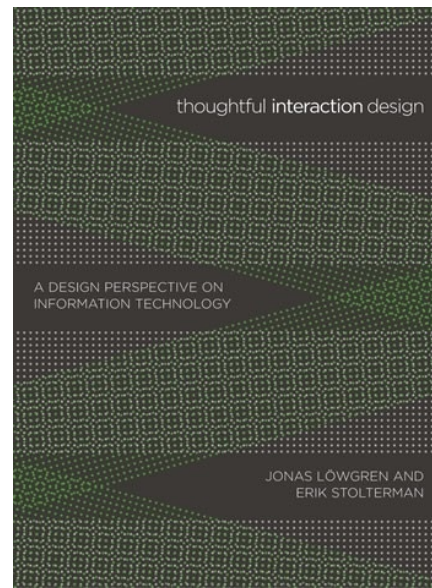- Learning outcomes
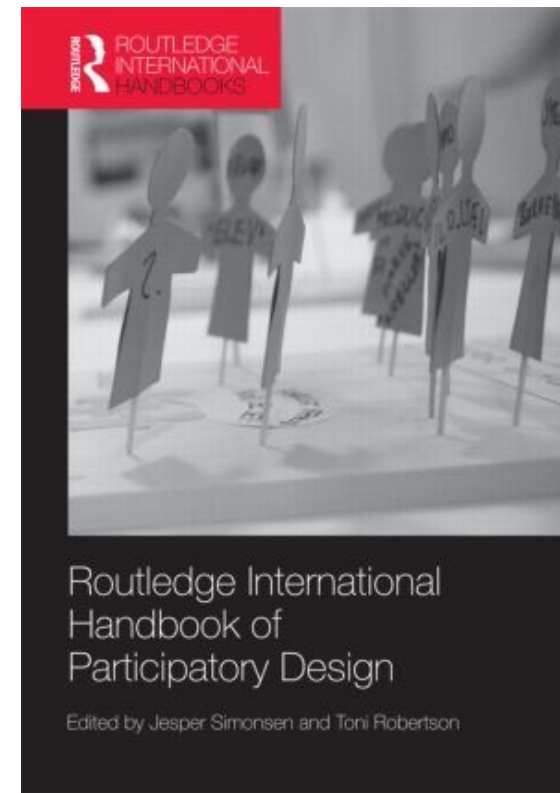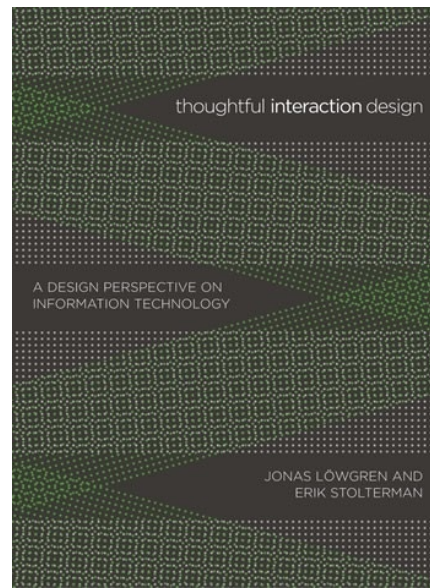
More practical matters

Teaching schedule

- Lectures on Mondays

- Exercises on Wednesdays

Project work in groups

- Two feedback sessions

- Project report

- Oral exam

22.08.2022

Learning outcomes

After successful completion of this course, you can

- explain the basic principles of experimental and participatory design

- apply basic tools and techniques for collaborating with users in the design process

- provide a rich description of the use context and the user group

- design a prototype together with users and evaluate it with them

- analyze the design suggestion through theoretical concepts from the course and argue for your design choices

- discuss ethical perspectives concerned with designing with users

- plan and implement a participatory design process where mutual learning is a goal

About reading papers

- What is the key question(s) that the author(s) address in their text?

- How do they motivate (i.e. justify) the importance of the question(s)?

- How do they go about to produce their argument(s) to the question(s) addressed?

- What is the answer to the questions stated, or what is the key message of the paper (or chapter) that the author(s) try to send to the readers?

- What are the potentially positive benefits, that the authors state themselves, of the key message of the text?

- What does it say to you?

- **You can read it fast for overview first, and then read it deeper later in the course.**

NOT: Other literature

- Preece, Sharp and Rogers: Interaction Design beyond human-computer interaction, 2015, John Wiley & Sons Ltd (INF 1500/1510)

- Lazar, Feng and Hochheiser: *Research Methods in HCI*, 2010. Wiley

22.08.2022

21
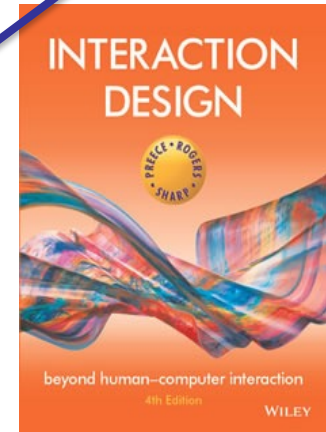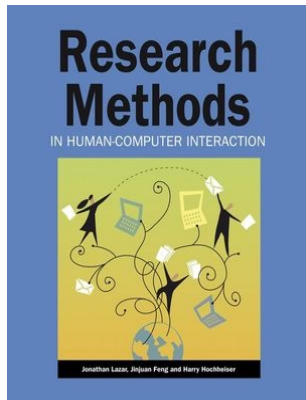
Preece, Sharp and Rogers on data gathering

- «.. data gathering is a central part of establishing requirements, and of evaluation. Within the requirements activity, the purpose of data gathering is to collect sufficient, accurate, and relevant data so that a set of stable requirements can be produced, within evaluation, data gathering is needed in order to capture users' reactions and performance with a system or prototype» (Preece, Sharp and Rogers, 2015, p 226).

- This is different from doing PD.