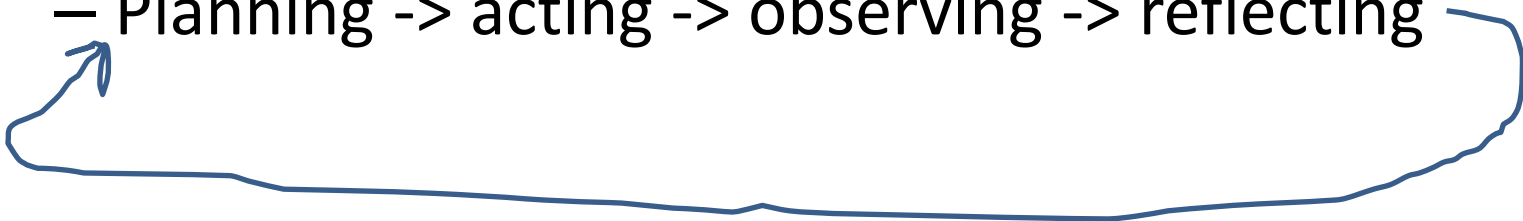# Participatory Design

Theory and practice

PD is based in

- A strong ethical foundation (to be lectured by Ina Wagner)
- The "scandinvavian approach", including the work of Kristen Nygaard
- Inspiration from action research
  - Planning -> acting -> observing -> reflecting

PD is about

- Participation
  - From informants to an acknowledged participant
- Ensuring that those who will use information technologies play a critical role in their design
- Mutual learning and shared understanding
- Practice
  - Understanding and doing
  - "Effective design involves a co-evolution of artifacts with practice" (Suchman & Trigg, 1991)

PD vs UCD

E.B.-N. Sanders and P.J. Stappers

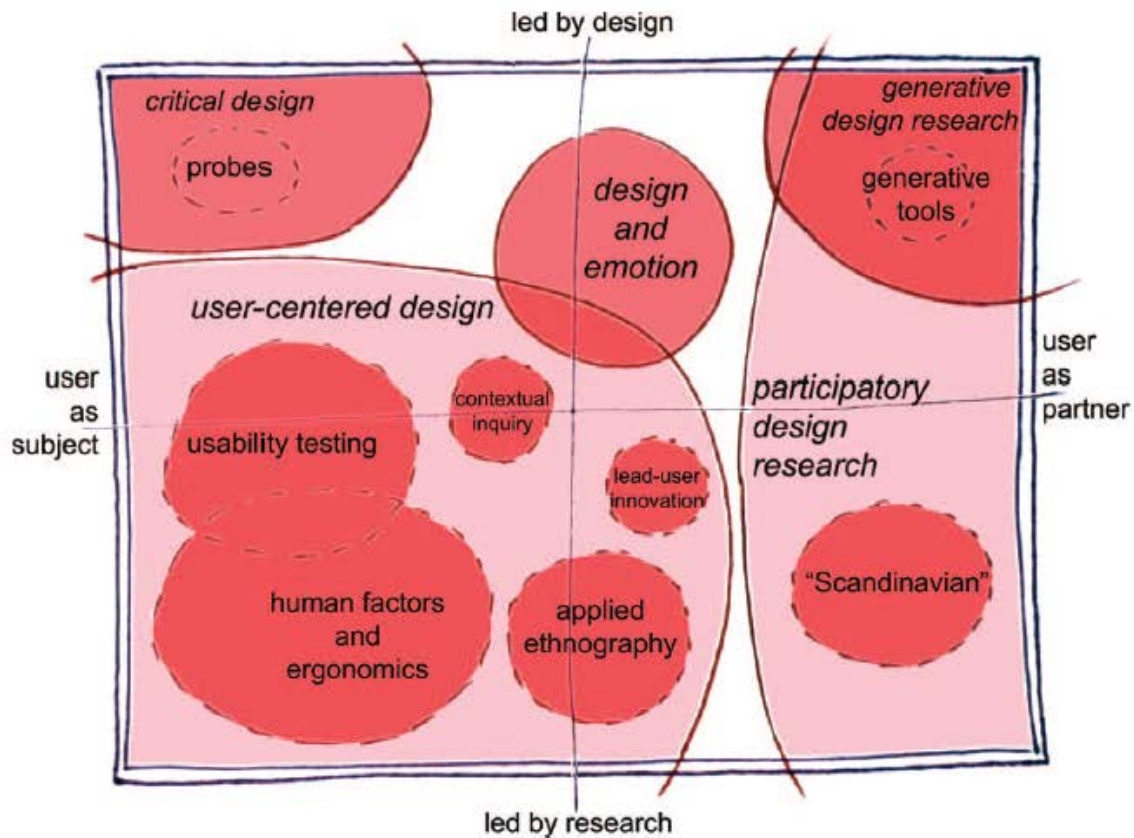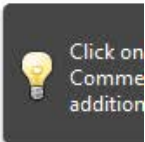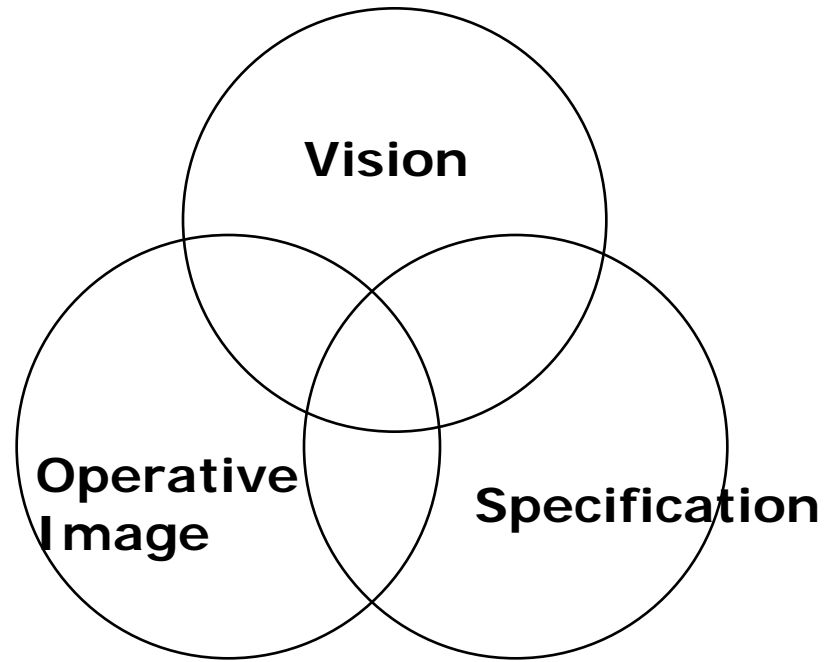
Figure 1. The current landscape of human-centered design research as practiced in the design and development of products and services.

The process

Vision

Operative Image

Specification

Löwgren & Stolterman 2005

The process

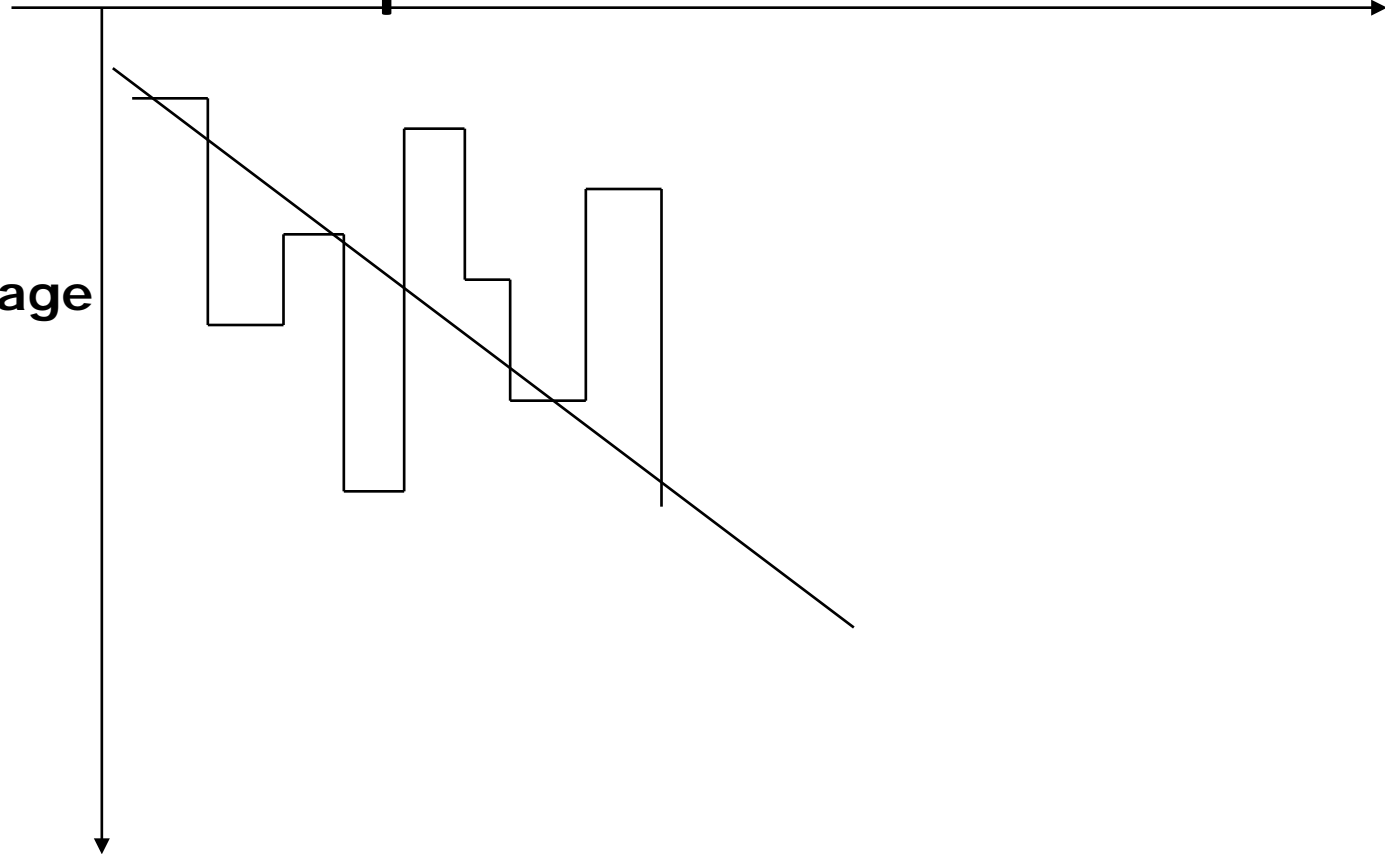**time**

Vision

Operative image

Details

Specification

Löwgren & Stolterman 2005

Approach

- Divergent
  - Find and explore alternatives
  - Be as open as you can (within practical limits)
  - PD love this phase

- Convergent
  - Try not to go convergent before you really got to

Approach

- Design from nowhere
  - Expert mindset
  - IT systems are constructed from nowhere to everyone

- Design from somewhere
  - Extended set of working relations
  - Dependent on a range of actors

Tools and techniques

- PD loves the practical stuff
  - "Through practice we produce the world, both the world of objects and our knowledge about this world. Practice is both action and reflection. But practice is also a social activity, it is produced in cooperation with others."

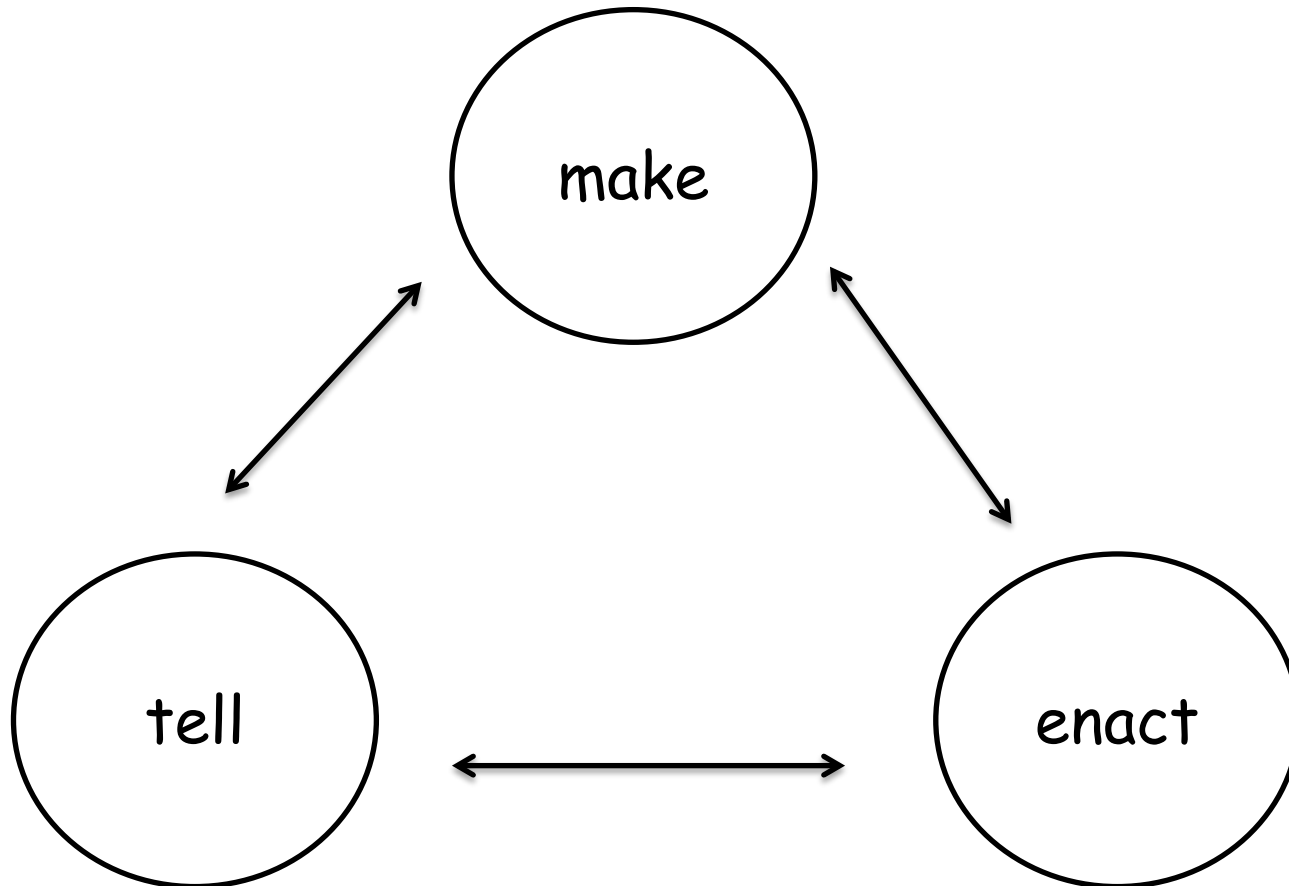 *(Ehn 1993, in Brandt et al, 2012, p 148)*

Figure 7.1 A Participatory Design practice entails tools and techniques that combine telling, making and enacting (Brandt et al 2012, p, 165)

A way of understanding (and analysing)

- Telling
  - Existing practices
  - Needs and dreams
- Making
  - Prototyping
  - Generative tools
- Enacting
  - Scenarios
  - Developing knowledge through practice

Experimental design

- Different methods can be combined and altered

- Go into the wild (or internet, if you prefer) for inspiration

- You can get away with almost anything as long as you can relate (defend/justify/reason) it to the curriculum.

- Questions?

- Schedule feedback