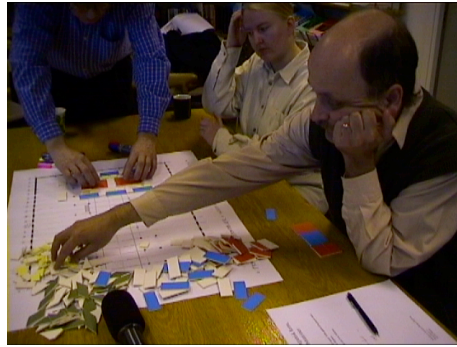
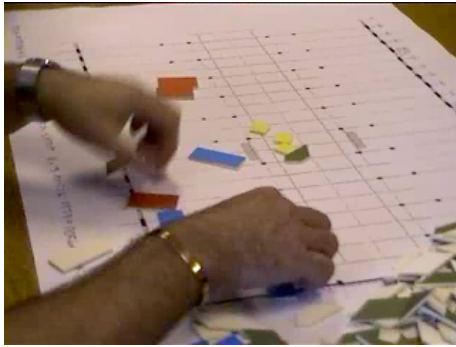
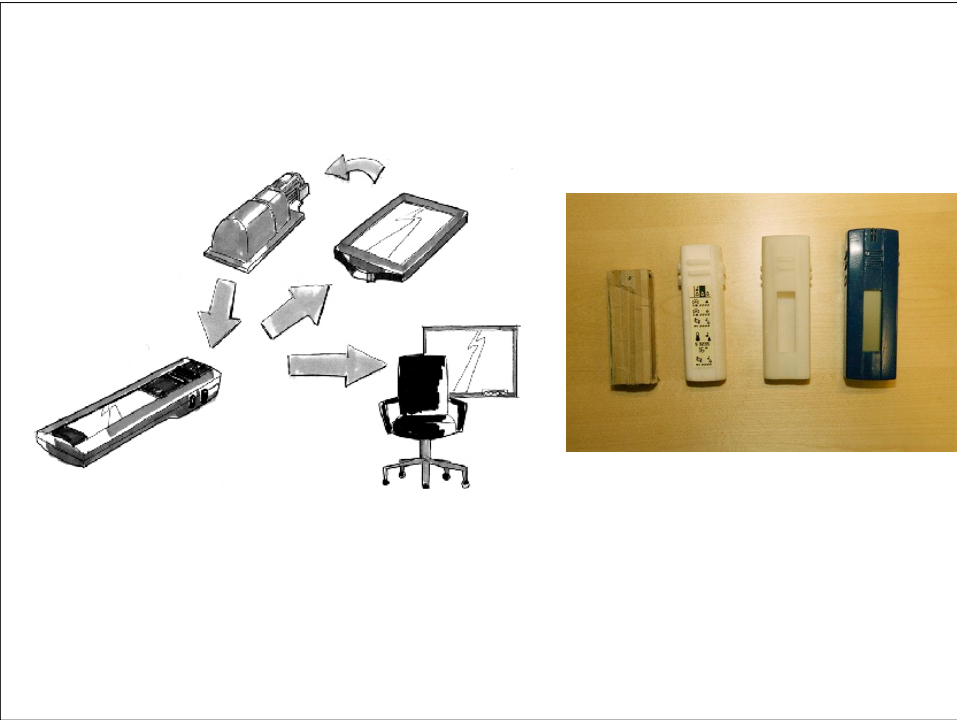


Design games



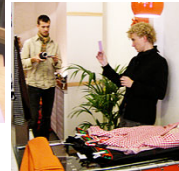


Video with enacted scenarios



Design games and design practice

User contexts



Ethnographic fieldwork

Further grounding of knowledge through user created e.g. scenarios

Design materials

Participatory inquiry and collaborative design



Design games to inquire into "what is", and explore ideas about "what could be".

COMIT project: 1. Iteration: Ethnographic field work: »On the way home«

Users: Who, how many, how, when and where?

How to document the visits - to create a rich material that other people can take part in later in the process?



COMIT