Advanced Design of Interactive Systems

Lecture 6: Create Your Own Methods

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ExSitu lab, Inria & Université Paris-Saclay
12 February 2020

Schedule

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<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
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<tbody>
<tr>
<td>10 Feb 9:00-12:00 class EE01-EE02</td>
<td>11 Feb 9:00-12:00 class EE01-EE02</td>
<td>12 Feb 9:00-12:00 class EE01-EE02</td>
<td>13 Feb 9:00-12:00 class EE01-EE02</td>
<td>14 Feb 13:00-16:00 final presentation</td>
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Review Wednesday, 12 February

Review:
- Uploaded design exercises
- Video prototype 1

Vote:
- 9:30 start tomorrow!
- 13:30 participatory design workshops start

Wednesday morning:
- Short lecture: Create your own methods
- Prepare for participatory design workshops

Wednesday afternoon:
- Participatory design workshops

Homework

- Analysis
- Interpretation
- User insights
- Implications for design
- Technical possibilities
- Design brief
- Design space
- Design alternatives
- Analysis
- Implications for design

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Chapter 6: Create your own methods

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Participatory Design workshops

Choose: participants, setting, schedule, activities
Ratio of team members to users?

Preparation:
Materials? Pre-workshop activities?

Workshop activities:
Which activities from class are appropriate?
Can you think of any others?

Follow-up activities:
What do participants get as a result of participating?
(Need not be money or gifts … but they should benefit)

Participatory Design workshops

Clear objectives:
What do you need for your design now?

Plan activities carefully:
Create
Schedule
Method cards
Notes / images / video

Roles:
Time keeper
Facilitator
Scribe / camera person

Limit time: Don’t waste your time or theirs
Final activity: Share results

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Participatory Design workshops

Criteria for choosing methods
- Accessible to everyone
- Both users and designers participate*
- Focus on user’s strengths, knowledge & skills
- Fun and interesting
- Mixed set of activities within the session
- Create useful design artifacts

Methods can involve:
- solo, pairs, groups
- symmetric or asymmetric relationships

*Exceptions may include facilitator or camera person

Examples

**Tool for designing a poster**

- Problem: Teach non-designers about eye movement
- Exercise: Two participants back-to-back
  One describes a poster; the other draws it

**Shared music player**

- Problem: Expand participants ideas
- Exercise: Create inspiration cards
  actors, features, metaphors
  Participants draw cards
  and act out ideas

Goals

- Relevant insights about users:
  - context
  - fears
  - perspective
  - problems
  - interests
  - joys

- New design insights
  - shift the design problem
  - new alternatives
  - revised concept

BUT NOT confirmation of your design ...
Examples

Remote family communication
Problem: How do they think about their families?
Exercise: Create a ‘relationship map’

Examples

Remote family communication
Problem: How do they think about their families?
Exercise: Word games
Collect photos: an alien’s perspective

Participatory Design workshops
Plan for spontaneity!

Embodied activities
Act it out
Draw it
React to it
Pretend to be it
Visualize it

Critical activities
Challenge existing ideas
Shift perspectives
New angle

Participatory Design workshop
Each group prepares a 75-minute participatory design session for your client group

- Design 3 new activities (NOT interviews!)
- Create 3 associated method cards

Use the whole session!
If your session is too short or if it isn’t working use prepared backup activities

Do not waste participants’ time!
**Participatory Design Workshops**

Do NOT evaluate your design!

Choose exercises that help you:
- discover new user needs
- gain new insights
- generate new ideas

**Participatory design workshops**

Plan for:
- instruction time
- activity time
- debriefing time

Use Video Clipper to plan and guide the workshop
Create a sequence of Method Cards
Add title cards with timing and other information
(not visible to workshop participants)
Shoot video of the activity or the artifacts, organized by method

**Participatory design workshops**

Ensure that EVERYONE participates
Designers do not act as independent observers

Design team roles: (swap for different exercises)
- Facilitator: presents instructions, answers questions
- Time keeper: keeps track of time
- Scribe: writes notes
- Videographer: operates camera

**Homework**

user insights
interpret
user analysis
user
design spaces
technical possibilities
design brief
design alternatives
implications for design
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<th>For Thursday, 13 February</th>
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<tr>
<td>Each group should have:</td>
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<tr>
<td>• completed video prototype</td>
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<td>• results from participatory design workshop</td>
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