

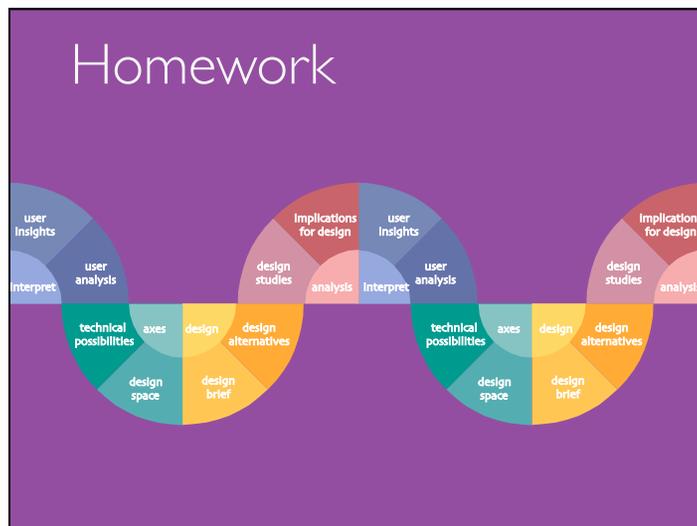
**Advanced Design
of Interactive Systems**

Lecture 6: Create Your Own Methods

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

Schedule				
Monday	Tuesday	Wednesday	Thursday	Friday
		5 Feb 9:00-12:00 Intro EE01-EE02		
10 Feb 9:00-12:00 class EE01-EE02	11 Feb 9:00-12:00 class EE01-EE02	12 Feb 9:00-12:00 13:30-16:30 class EE01-EE02	13 Feb 9:00-12:00 class EE01-EE02	14 Feb 13:00-16:00 final presentation



Review Wednesday, 12 February

Review:

- Uploaded design exercises
- Video prototype I

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

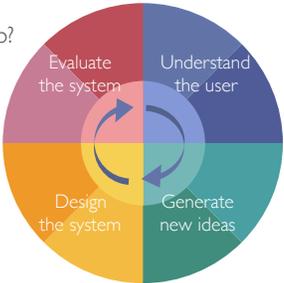
**THE
DO DESIGN OF
IT INTERACTIVE
THINGS**

Chapter 6: Create your own methods
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Created your own methods

First consider:
 Where are you in the design cycle?
 What information do you need?
 What resources do you have?
 What design artifact would help?

Build on existing methods
 or create something new



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	Roles:
Schedule	Time keeper
Method cards	Facilitator
Notes / images/ video	Scribe / camera person

Limit time: Don't waste your time or theirs

Final activity: Share results

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

Participatory Design workshops

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

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

Examples

Shared music player

Problem: Expand participants ideas

Exercise: Create inspiration cards
actors, features, metaphors
Participants draw cards
and act out ideas

Examples	
<p><i>Remote family communication</i></p> <p>Problem: How do they think about their families?</p> <p>Exercise: Create a 'relationship map'</p>	
	

Examples	
<p><i>Remote family communication</i></p> <p>Problem: How do they think about their families?</p> <p>Exercise: Word games Collect photos: an alien's perspective</p>	
	

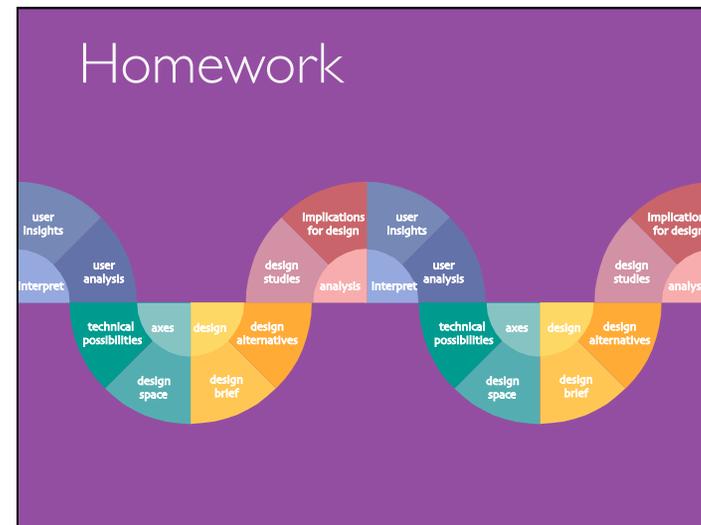
Participatory Design workshops	
<p>Plan for spontaneity !</p>	
Embodied activities	<p>Act it out</p> <p>Draw it</p> <p>React to it</p> <p>Pretend to be it</p> <p>Visualize it</p>
Critical activities	<p>Challenge existing ideas</p> <p>Shift perspectives</p> <p>New angle</p>

Participatory Design workshop	
<p>Each group prepares a 75-minute participatory design session for your client group</p> <ul style="list-style-type: none"> • Design 3 new activities (NOT interviews!) • Create 3 associated method cards <p>Use the whole session! If your session is too short or if it isn't working use prepared backup activities</p> <p>Do not waste participants' time!</p>	

Participatory Design Workshops
<p>Do NOT evaluate your design!</p> <p>Choose exercises that help you: discover new user needs gain new insights generate new ideas</p>

Participatory design workshops
<p>Ensure that EVERYONE participates Designers do not act as independent observers</p> <p>Design team roles: (swap for different exercises)</p> <ul style="list-style-type: none"> Faciliator <ul style="list-style-type: none"> presents instructions answers questions Time keeper <ul style="list-style-type: none"> keeps track of time Scribe <ul style="list-style-type: none"> writes notes Videographer <ul style="list-style-type: none"> operates camera

Participatory design workshops
<p>Plan for:</p> <ul style="list-style-type: none"> instruction time activity time debriefing time <p>Use Video Clipper to plan and guide the workshop</p> <ul style="list-style-type: none"> 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



	For Thursday, 13 February
	Each group should have: <ul style="list-style-type: none">• completed video prototype• results from participatory design workshop