

# THE DO IT PARTICIPATORY DESIGN WORKSHOP

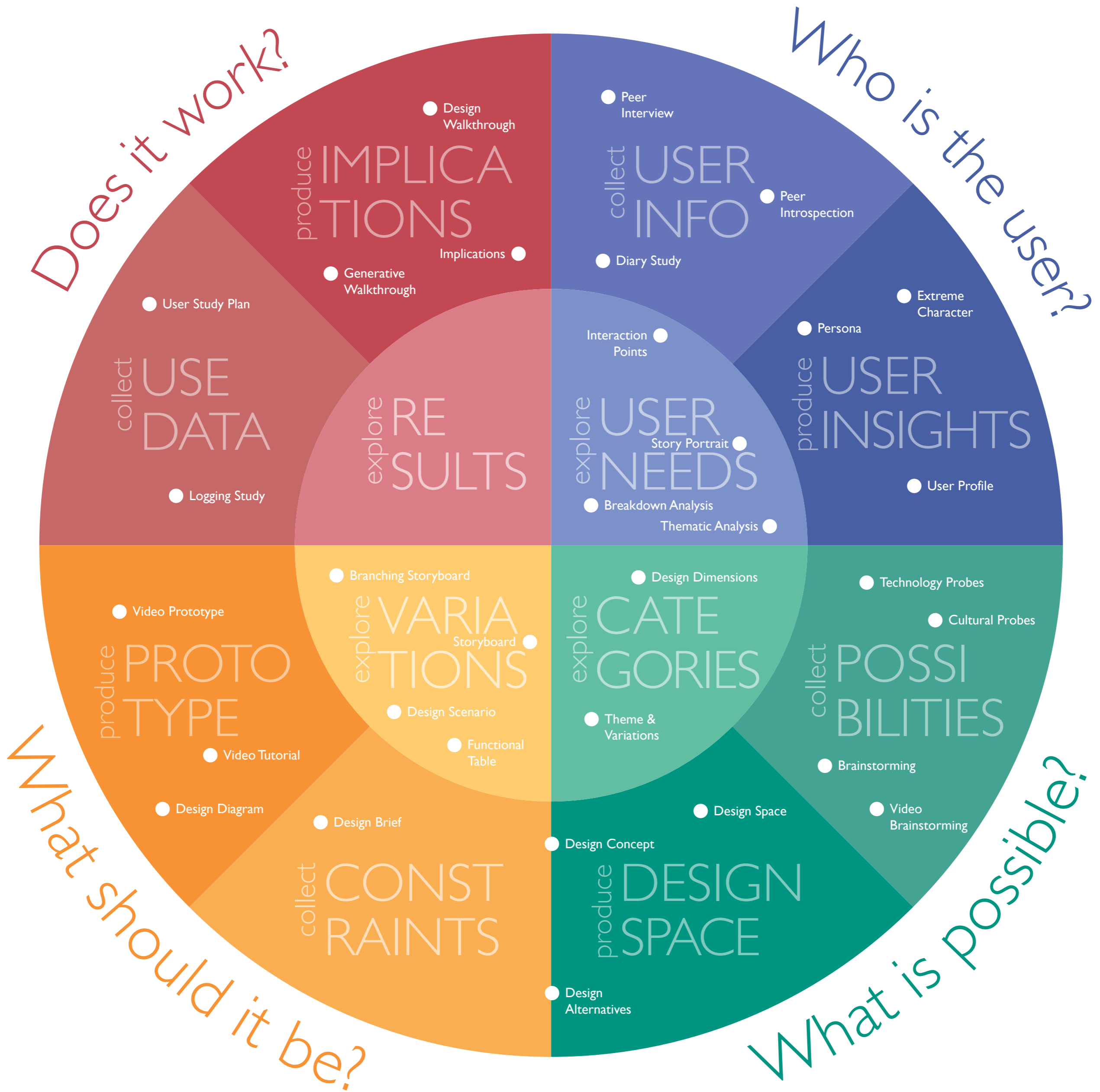
DESIGN OF INTERACTIVE THINGS

## INSPIRE, EXTEND & EVALUATE A SYSTEM WITH A PARTICIPATORY DESIGN WORKSHOP

Participatory design involves users throughout the design process, with the focus on how people interact with technology in real-world settings. Participatory design workshops actively engage users and the design team together, in shared activities designed to inspire and explore ideas for new interactive systems.

## INVOLVE USERS THROUGHOUT!

Participatory design emphasizes iteration, rapid redesign, and exploration of breakdowns and surprises, rather than imagining a stereotypical 'perfect' interaction. The approach is fundamentally generative, not evaluative – how to create new designs that not only improve the user experience, but also empower users to accomplish more.



- **Peer Interview**  
Ask each other questions that elicit stories of recent events or objects relevant to the design brief.
- **Peer Introspection**  
Watch and note every step as another designer performs a specified activity.
- **Diary Study**  
Obtain a user's impressions of their use of an existing system in a real-world setting.

- **Interaction Points**  
Detail a sequence of actions and reactions between the user and the system.
- **Story Portrait**  
Illustrate how a user performed a specified activity in a series of steps.
- **Breakdown Analysis**  
Identify situations where the user does not complete the desired task or activity.
- **Thematic Analysis**  
Categorize and code themes that represent user activities relevant to the design brief.

- **Persona**  
Create an imaginary person, with characteristics drawn from real users, who interacts with the new system in a design scenario.
- **Extreme Character**  
Create an imaginary person who exhibits extreme characteristics that push the limits of the new system.
- **User Profile**  
Describe the characteristics of the target users of the new system.

- **Technology Probes**  
Create simple technologies that users incorporate into their daily lives to inspire new ideas relevant to the design.
- **Cultural Probes**  
Create unusual objects or activities for users that inspire new ways of thinking about the design.
- **Brainstorming**  
Generate a maximum number of ideas, without criticism or discussion, related to a specified topic.
- **Video Brainstorming**  
Create video sequences that illustrate how users would interact with a new design.

- **Design Dimensions**  
Categorize and code the potential scope of the design.
- **Theme & Variations**  
Create one or more variations of a video brainstormed idea.
- **Design Space**  
Represent multiple design dimensions that suggest alternative design possibilities.
- **Design Concept**  
Summarize the key idea that underlies the design of the new system.
- **Design Alternatives**  
Specify two-four alternatives to the design concepts or individual ideas.

- **Design Brief**  
Specify the goals of the new system with respect to a specified group of users.
- **Functional Table**  
Create a table linking functions, conceptual objects, and corresponding types of interaction.
- **Design Scenario**  
Describe a story of how one or more users would interact with the new design in a realistic setting.
- **Storyboard**  
Illustrate and provide instructions for recording the sequence of events in a design scenario.
- **Branching Storyboard**  
Add design alternatives at specified interaction points within a storyboard.

- **Design Diagram**  
Illustrate the key design concept from the user's perspective.
- **Video Prototype**  
Record a video scenario of how users would interact with the new design in a realistic setting.
- **Video Tutorial**  
Record video of the sequence of steps a user performs to accomplish a specified activity with the new design.
- **Logging Study**  
Capture a user's keystrokes or gestures as they interact with a system over a specified period of time.
- **User Study Plan**  
Observe how users interact with the new design as they perform specified tasks.

- **Generative Walkthrough**  
Apply sociotechnical principles at each step of a story-based design artifact to identify problems and suggest novel design possibilities.
- **Design Walkthrough**  
Identify a maximum number of problems at each step in a scenario, storyboard or video prototype.
- **Implications**  
Identify specific improvements that should be incorporated into the design.

### USEFUL TECHNIQUES

- **Sketching**  
Quickly illustrate ideas about how people interact with current or new technology.
- **Video Recording**  
Record video efficiently and effectively, using phones, tablets or video cameras.
- **Rapid prototyping**  
Simulate interactive systems with colored paper, transparencies, post-it notes, foam, cardboard and other materials.
- **Capture guides**  
Guide and label the recording of a design activity with a series of title cards, on paper or on a mobile device.