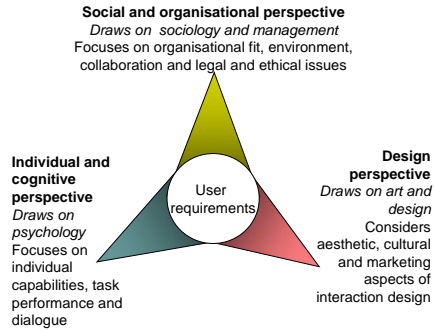


Different perspectives on design



Participatory design



- Involve users as members of the design team from the start of the process (rather than as experimental subjects of passive participants)
- Aims to ensure buy-in from users
- Highly iterative
- Originated in Scandinavia where it is promoted in law and widely used
- Less practised elsewhere, perhaps due to cost and 'power' issues

Participatory design methods



- Brainstorming ideas
 - Rapid and open
 - Non-judgemental – neutral facilitator
 - Some on-the-fly structuring of ideas
- Role play – designers take on the role of users and vice versa
- Storyboarding – express the design in cartoon style



Participatory design methods



- 'No tech' prototyping – mocking up the system with pen, paper, cardboard, glue etc
- 'Low tech' prototyping – e.g., storyboarding the outward appearance of a system using common tools (e.g., Powerpoint)
- Body-storming and wizard-of-oz interfaces
- Software Prototyping

KidStory (1998-2001)



- Three year research project to develop
 - tangible interactive storytelling technology
 - for 5-7 year old kids in schools
- Involved researchers and schools from Sweden, UK and USA
- 'Cooperative inquiry' - participatory design involving kids, teachers and researchers
 - Learning about design and technology
 - Brainstorming and bodystorming
 - Prototyping
 - Evaluation



A design workshop





Early sketches of design ideas





Cardboard mockups





Mid-tech prototypes



Vi arbetar mer med Berättarmaskinen

An example: Fatima's 'storydice' idea

Prototyping the Storydice

Story Die

Story Owl with Die

Trying out the prototype

Reflection



- A powerful approach
 - generated many design ideas
 - researchers understand children better
 - confidence building for children
- Difficult to negotiate a power structure between children and adults so that neither are completely in charge of technology design
 - time is short in the classroom
 - there is already a power structure between children and teachers
 - some children not used to giving critical feedback
