

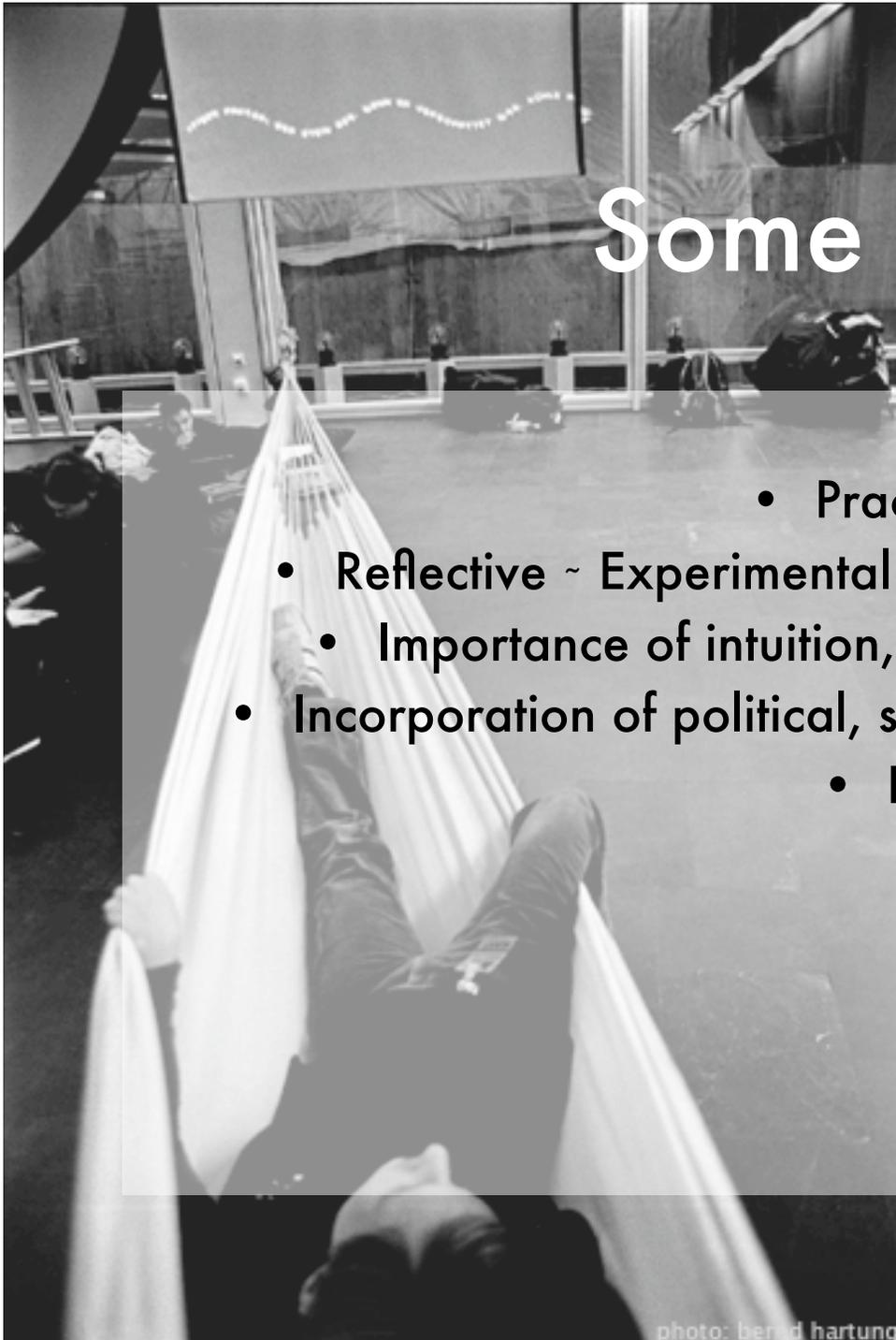


: design :
in the creative practices

CHI 2007

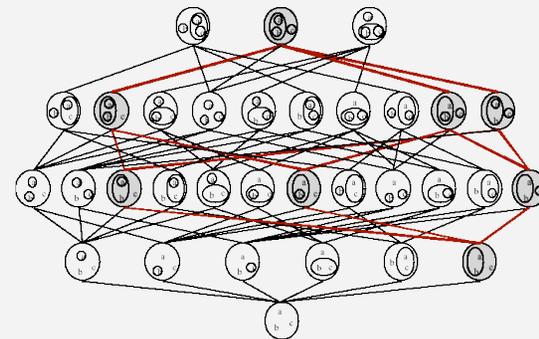
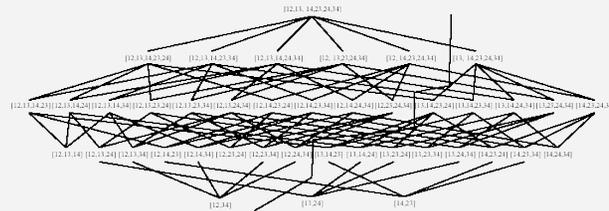
Some attributes

- Practice-based (research-in-practice)
- Reflective ~ Experimental (responsive, iterative processes)
- Importance of intuition, engagement, and improvisation
- Incorporation of political, social, and ethical considerations
 - Risk-taking attitude (cultural acts)



Design as know-what

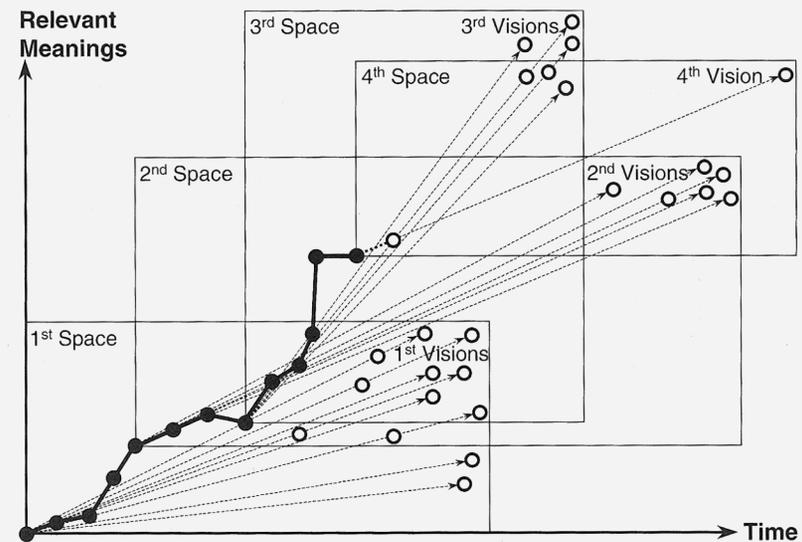
- **Normative** form of science: "How things ought to be" (Simon 1996)
- **Scientific** approach to truth and generalizability: "There is an inherently right way of doing things"
- **Reliable** "design models"
- **Repeatable** "design procedures"
- **Conception and planning** of the artificial



DSP Technique (SRL, GeorgiaTech)

Design as know-how

- **Humanistic enterprise:** "How things might be" (Buchanan 1995)
- **Narrative approach** to truth and generalizability: "There are best practices to be identified"
- **Reflective** "design modes"
- **Flexible** "design procedures"
- **Proposal** of desirable futures



Desirable futures (Krippendorff, 2006)



Discussion

- Contextual / responsive “mode” of design
- Multidimensional design thinking (domain-oriented, value-sensitive, opportunistic ...)
- Uniqueness or syncretism? (PD, metadesign, experience design...)
 - Ethnographic accounts, scenarios, prototypes, probes, boundary objects...
- Transdisciplinary collaboration and evaluation criteria



Presentations

- Piotr d. Adamczyk
"Complicating HCI/Arts Collaboration"
- Thecla Schiphorst
"From the Inside Out: Design Methodologies of the Self"
- Ron Wakkary
"A Participatory Design Understanding of Interaction Design"

