: 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
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
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”