Wisdom is not the product of schooling but the lifelong attempt to acquire it.
- Albert Einstein

Meta-Design

Gerhard Fischer

CHI’2007 Workshop, April 2007, San Jose

http://swiki.cs.colorado.edu:3232/CHI07Design/3
Meta-Design: Design for Designers

- need for new media that allow users to act as designers and be creative

- the creation of context rather than content → underdesign (puts owners of problems in charge)

- puts the tools rather than the object of design in the hands of users

- does not define a product, but the conditions for a process of interaction

- supports a problem solving process that remains liquid and open (“final” is used only in a tentative sense)
Impact and Examples of Meta-Design

- Web 2.0 technologies (from broadcast → informed participation)
  - open source
  - Wikipedia
  - 3D Warehouse of 3D Models (constructed with SketchUp) to be used in Google Earth

- a conceptual framework for social production, mass collaboration, and social creativity

- closed systems → living socio-technical environments
Google Earth with 3D Warehouse Models Designed with SketchUp
A Design Community gathered around the EDC table top Environment
Why Meta-Design

- design for diversity (for “a universe of one” → CLever Project)
- design as a process is tightly coupled to use and continues during the use of the system
- addresses and can overcome problems of closed systems
- prerequisite for social creativity and innovation
- transcends a “consumer mindset”
Design Time and Use Time

- **key**
  - system developer
  - user (representative)
  - end user

- **time**
  - design time
  - use time

**world-as-imagined**
- prediction
- planning

**world-as-experienced**
- reality
- situated action
Workshop Contributions Focused on Meta-Design

- Melissa Dawe: “Design Methods to Engage Individuals with Cognitive Disabilities and their Families”