3.2 Designers’ People

CS 5984 Design of Interactive Systems
February 2, 2005
Today...

- Sketch Problem 1
- Designers’ People
- Teams
- Team Project, Phase 1 Overview
Sketch Problem 1
Today...

- Sketch Problem 1
- Designers’ People
- Teams
- Team Project, Phase 1 Overview
Designers’ People

The history of designers’ social status
Wide is not enough
Designers’ People

Designers' People

Clients

Customers

users - actual

Users - imagined

employers

designer

team members

consultants

other designers

critics and press

3.2 Designers’ People
Feb 2, 2005
copyright Steve Harrison
Design is social process

- It is result of many forces
- Contingent
- Shared understanding
- Aligning language
Today...

- Sketch Problem 1
- Designers’ People
- Teams
- Team Project, Phase 1 Overview
Teams

- Balance?
- Number?
- Needs a team?
Today...

- Sketch Problem 1
- Designers’ People
- Teams
- Team Project, Phase 1 Overview
Project Phase 1 Overview

- Due Feb 16
- In class presentation
- Short report (+/- 3 pages)
- Find a problem area to work on
  - site specific
  - “just passing through”
Iteration: Problem Finding / Solving Dynamic

How do we know a problem?
Problem Finding: John Dewey

A problem is half-solved if properly stated.
Problem Finding:
Recursive Model

after Mihaly Csikszentmihalyi:
Preparation
Incubation
Insight
Evaluation
Elaboration
Problem Finding: Rittle revisited

- Wicked problems have no definitive formulation, but every formulation corresponds to a formulation of a solution.
- Wicked problems have no stopping rules.
- Solutions to wicked problems cannot be true or false, only good or bad.
- There is no exhaustive list of admissible operations to finding a solution.
Problem Finding: Rittle revisited

- For every wicked problem there is always more than one possible explanation.
- Every wicked problem is a symptom of another higher level problem.
- No formulation of problem and solution has a definitive test.
- The problem solvers (designers) are fully responsible for their actions.
Methods to try...

- Move up (or down) a level of abstraction
- Test for positive version of negative observation
- Maximize design space
- Morphological box
Method: move up level of abstraction

“Periscope method”

Example:

- people both walking and bicycling on Huckleberry Trail sometimes collide
- move up differential speed is a problem
Method: test for positive version of “problem”

- Use on candidate problems
- If positive form exists, then likely to find solutions
Method: maximize problem (or design) space

- To compare possible problem areas
- Enumerate issues -- compare
- Move up level, enumerate issues -- compare
- More issues suggests more areas to explore solutions.
Method: morphological box

- Note that the problem may not necessarily arise from conditions of the site!

- Make a table:
  - axis one: possible sites
  - axis two: problems that you would like to work on

- evaluate each cell
Meta: why problem finding in “Designers’ People”?

- team-formation is first layer of social process of design
- working out HOW and WHAT to work on is social negotiation
- BE SURE TO KEEP GOOD JOURNAL NOTES ON PROCESS!
Coming Attractions...

- for Friday: Sketch Problem 2 + reflection on sites due
- Friday: bring paper + pens / pencils
- Meet in your teams - get going on first presentation
- for Monday: read DG chapter 3
- Christine and Pradyut -- send me stuff by noon Monday