

Case studies for Design Informatics 1

Tutorial 2: Exploring a Case Study

In this tutorial, we will start to explore a case study of a technology. This is to help get you started thinking about your own case study analysis, which is the focus of CW1.2. For this tutorial, you will mostly be working in a small group of 3-4 students through a number of structured activities.

As always, the session will start by taking attendance. To get started, the Tutor will also ask you to answer a question: Can you tell us the one of the three “implications” that were the focus of the ethical design framework presented in the Week 3 lecture? It’s ok if you don’t remember - this is not a test!

A reminder of CW1.2

First, the tutorial will quickly cover CW1.2. Susan will present this in detail in the next Monday lecture – however, the tutor will briefly present it in the tutorial. CW1.2 is:

A 1000-word report that analyses a case study.

You can choose the case study – but this should be a “technology” that is relevant to design informatics (i.e., a data-driven technology of some sorts) in relation to a specific application domain (such as those presented in the case study lectures).

The analysis in the report should focus on critically discussing **one** of the (1) social, (2) environment or (3) legal implications of the case study technology in relation to the application domain. You should only focus on one these three aspects.

In the analysis of the case study, you should find and cite clearly at least five publications and use them to discuss the case study in your own words. You may use brief, unaltered extracts in your writing but these must be in quotation marks with a clear reference of the source.

CW1.2 is due 8th December at 12:00

There will be a template published on Learn for you to use.

Activity 1: Starting to explore a case study (15 minutes)

Then we will work through some small group activities. For many of these activities, we would like you all to use this [Miro canvas](#). For these activities, work in a small group of 3-4 students. In Miro, add post-it notes to capture your group’s discussions, and links to examples from the internet (including academic publications) that help back up your notes.

The tutor will introduce a case study to you – this will be an example of an application, service, program etc. that is of interest to design informatics. We will use this to provide an example for you to start exploring some of the social, environmental and legal implications of data-driven technologies.

For the first activity, we would just like you to do some initial research on what the case study is. What is it? Who is it designed for? Who uses it? How has it been created? How does it work? Post a summary of what you have found out in Miro.

Activity 2: The social implications (15 minutes + 5 minutes discussion)

For the second activity, start to research and explore some of the social implications of the case study.

Here, we are trying to get you to think of how the technology presented can be both useful and harmful to people. Consider what the unintended harms could be that comes from the use and adoption of the application. Think about: who are its users? Who could be affected directly by its use? Who could be affected indirectly? How might it change people's lives or occupations? How could it affect minoritized individuals or groups?

You have 20 minutes for this activity – capture your discussions and what you find in the Miro.

Activity 3: The environmental implications (15 minutes + 5 minutes discussion)

For the third activity, start to research and explore some of the environmental implications of the case study.

Here, we want you to start thinking more broadly about how data-driven technologies can have both positive and negative consequences on the health of our environment. Consider whether the case study technology might enable new forms of environmental awareness or activism, or whether it might cause more problems through creating e-waste or use of resources. Think about: what has gone into the creation of the technology? What resources get used when it is “in use”? How does it consume energy or water?

You have 20 minutes for this step – again, capture your discussions and what you find in the Miro.

Activity 4: The legal implications (15 minutes + 5 minutes discussion)

Finally, start to research and explore some of the legal implications of the case study.

Here, we want you to start to think about how the technologies relate to laws and how technologies are regulated. This could be how the case study connects with existing laws you are aware of – but it might also be about how new laws may need to be created because of what the technology might do. Think about: how does the case study make use of data? How does it relate to existing data laws? How does it relate to other laws and upcoming laws, like those focused on AI regulation? How might the technology lead to unlawful use by users?

Wrapping up

Throughout these activities, your tutor will be there to help prompt you as you get stuck. At the end of each activity they will quickly review what your group has produced, and share different ideas between groups.