Case Studies in Design Informatics 1 - INFR11094

Tutorial 6

Co-Design

THE UNIVERSITY *of* EDINBURGH

design informatics

Warm up question

Why is co-design a useful approach to designing new technologies?

Co-design workshop structures – example #1

1(ish) hour Magic Machine workshop

- Introduction to workshop (2 mins)
- Introduction to prompt (1 min)
- Prompt response activity (5 mins)
- Making machines (30 mins)
- Demonstrations (15 mins)
- Documentation (10 mins)

Co-design workshop structures – example #2

2 hour Co-design with Carers workshop

- Introduction to workshop (3 mins)
- Introduction to emotion mapping activity (2 min)
- Emotion mapping (20 mins)
- Sharing emotion maps in pairs (10 mins)
- Sharing emotion maps with everyone (10 mins)
- Break (15 mins)
- Selecting an emotion from a map (5 mins)
- Magic “emotion” machine activity (20 mins)
- Demonstration and role play (20 mins)
- Debrief and next steps (10 mins)

Co-design workshop structures – example #3

What is wrong with this example?

4 hour Co-design with students workshop

- Introduction to workshop (5 mins)
- Presentation from design team (20 min)
- Questions from participants (5 mins)
- Brainstorming ideas (60 mins)
- Sharing ideas (5 mins)
- Presentation of design team ideas (30 mins)
- Critique of design team ideas (30 mins)
- Ethnography (60 mins)
- Debrief and next steps (10 mins)
- Refreshments (15 mins)

Key Practical Considerations for doing Co-Design

WHO:

- Participants (advertise, recruit, communicate clearly in advance)
- Facilitators (you, and a wider team - take on different team roles – speaker, facilitator, documenter)

WHAT:

- Ethics and consent materials
- Tools to document – audio recorders, still cameras, video cameras, notepad and pens
- Materials for activities – paper, pens, worksheets, cardboard – for CW2.1 we want to see you mock up some of these!
- Refreshments - food, drink, nibbles
- Participant payments (in some cases)
- A clear workshop structure – printed agendas and “cheat sheets”

WHERE:

- A suitable and accessible location
- Comfy and inclusive for all
- Space to move around
- Communicate well with participants how to get there

Question

if you were running a co-design workshop for a
project exploring the design of new IoT technologies for residential care facilities:

- who needs to be at the workshop,
- what might you need to run activities, and
- where would you hold the workshop?

Let's go to Miro!

https://miro.com/app/board/uXjVJppcLWs=/

Choosing your case study and goals for a co-design workshop (10 minutes)

Within your group, discuss which “case study” you will focus on for this tutorial. Similar to last week, try to choose a case study connected to one of your coursework assignments – for example, select a case study from one of your CW1.2 tasks (which should be in progress now) or your initial ideas for CW2.1. Within your group, discuss which “case study” you will focus on for this tutorial. Similar to last week, try to choose a case study connected to one of your coursework assignments – for example, select a case study from one of your CW1.2 tasks (which should be in progress now) or your initial ideas for CW2.1.

Like last week, consider:

- What technology you are focusing on?
- What application domains you are interested in?

Designing a structure for a co-design workshop (30 minutes)

- Start by outlining the goal of the workshop – what are you trying to find out? What do you hope the outcome will be?

- outline the key practical details – Where will the workshop be? How long will it be? How many participants will you have?

- After this, start to design the workshop structure. Think of this activity as designing an "agenda" or "timetable" for the workshop. Think about how long your workshop is planned to be, and how you would start to split it into different component parts and activities.

- When designing your activities, think about breaking them down into activities that follow the logic of SAY, DO and MAKE.

Giving feedback to another group (15 minutes)

Complete the feedback box underneath the structure. Look at what has been shared with you, nd ask yoursel f the following questions:

- Does the structure look sensible to you?
- Does the choice of activities make sense for the topic of the project?
- What problems can you foresee?
- Is there anything they have done well?