Design Methods

NLP-RR: Researching Responsible and Trustworthy Natural Language Processing

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Overview

What is a Design problem
Human-centred Design

Activity 1

Go to the Miro board: https://edin.ac/3zUS2Dp

What is a design problem?

Well-defined   Ill-defined   Wicked problems

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Define your problem

What do you know about what is causing the problem?
What are the various consequences of the problem?
Which aspects of the problem do you think can be changed?

Define personas: types of people you might design for.
Define scenarios: what a person might do with something you design.

Human-centred design

Design process where user needs are put first.

Tim Brown
Inspiration – Ideation – Implementation

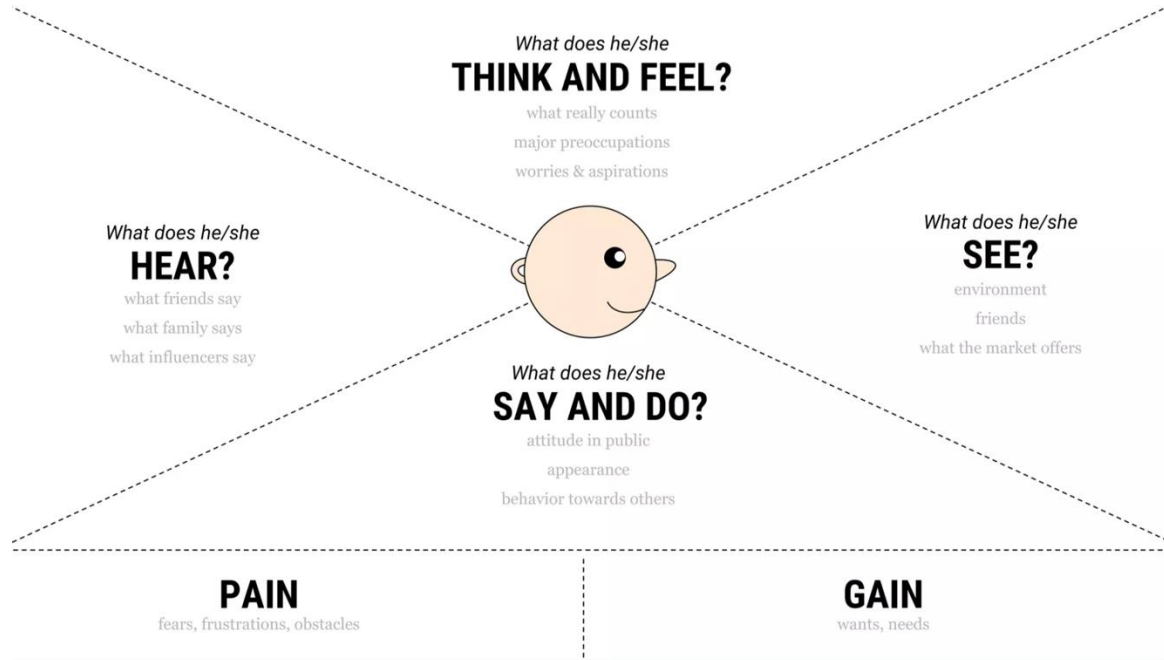# Human-centred design

Human-centred design
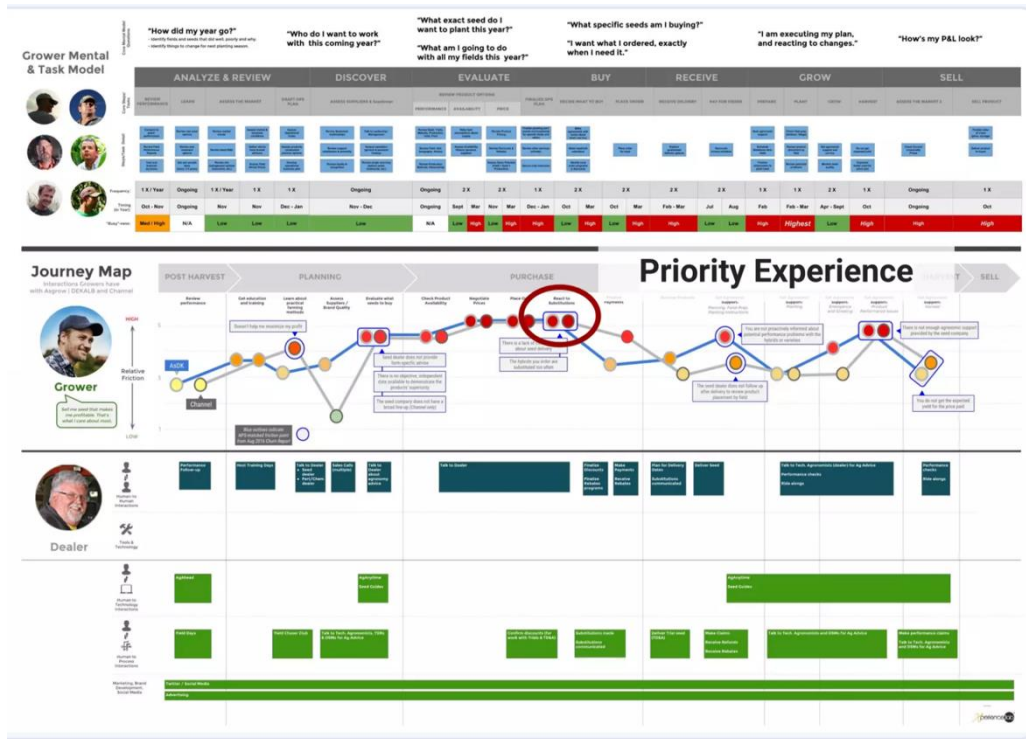
Activity-centered design
Contextual inquiry
Participatory design
Universal design
Design justice
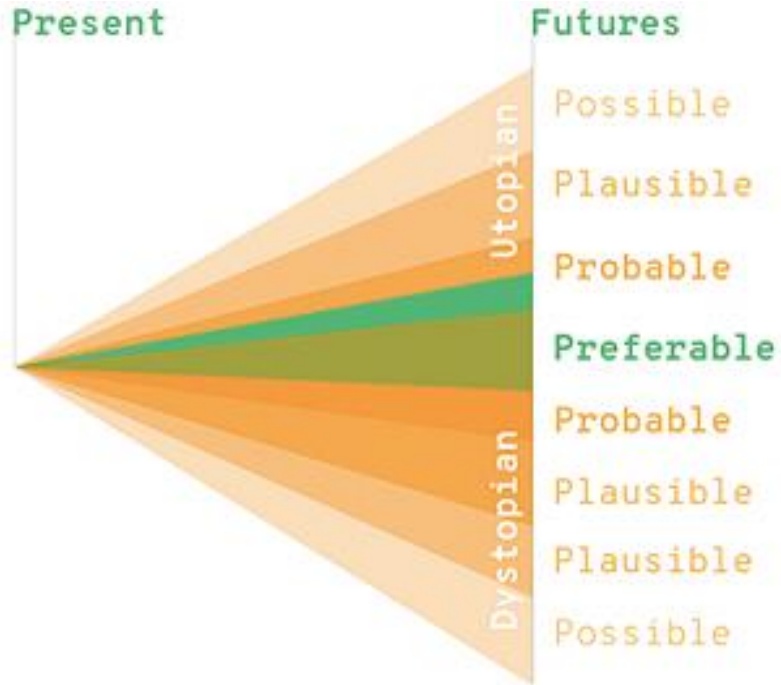
Empathy map, Jake Truemper and Morgan Noe

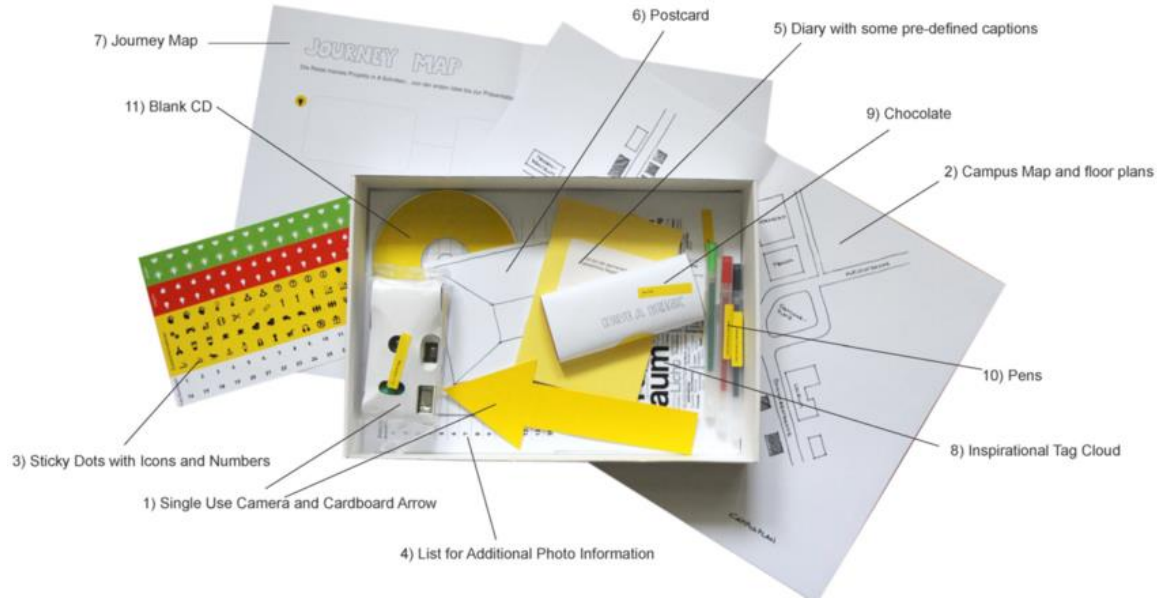Experience strategy map, Jake Truemper and Morgan Noe

Dunne and Raby (2024)

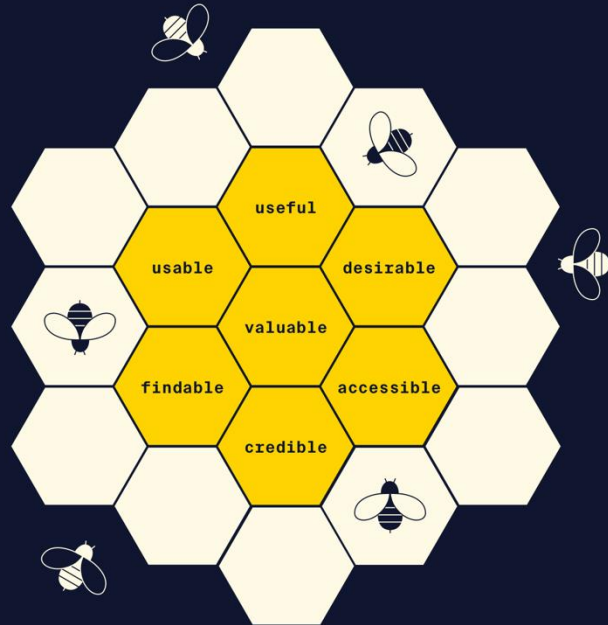Probe kit, Thoring et al. (2013)

UX Honeycomb, retrieved from https://www.codecademy.com/resources/docs/uiux/design-methodologies/ux-honeycomb

Co-design workshops

Brainstorming

Co-design workshops

Brainstorming

Mind mapping

First principles design

Build a prototype

Sketching
Bodystorming
Wizard of Oz

Bodystorming, retrieved from
https://medium.com/@write2sakib/bodystorming-think-with-your-body-a72d902aefa4

Activity 2

Go to the Miro board: https://edin.ac/3zUS2Dp

Activity 3

Go to the Miro board: https://edin.ac/3zUS2Dp

Resources

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