

Aflevering 10. november + 15. november

Disposition

TITLE

Fear Fighter - applying mobile technology for treating anxiety disorders
A study exploring the qualities of the smartphone regarding treatment for fear of heights

Fear Fighter - applying mobile technology for treating anxiety disorders
A study exploring the qualities of smartphones in the context of treating acrophobia (Fear of heights)

ABSTRACT



Key words



1.0 INTRODUCTION

1.1 Research question

1.2 Sub questions

2.0 DISPOSITION

3.0 METHOD AND THEORETICAL APPROACH

4.0

5.0 ANALYSIS

6.0 DISCUSSION

7.0 CONCLUSION AND FUTURE WORK

REFERENCES

Foreløbig litteratur

Om mobiltelefonen (brug, oplevelse, design):

“Mobile Communication and Society, - A Global Perspective” af Manuel Castells:
Kap 3

Harrison, S. & Dourish, P. (1996). *Re-place-ing Space: the Roles of Place and Space in Collaborative Systems*. New York, NY, USA.

Understanding Experience in Interactive Systems af Jodi Forlizzi og Katja Battarbee:
Kan bruges til at forstå den oplevelse vi gerne vil opnå med målgruppen gennem interaktion med mobiltelefonen. Herfra kan vi så evt. bruge Buxton også (**Sketching User Experience**)

Spændende bog: **Mobile interaction design** af Matt Jones, Gary se side 17: “Accommodating Human Capabilities and Limitations” (Design, HCI):

Hagen, P., Robertson, T., Kan, M., & Sadler, K. (2005). *Emerging Research Methods for Understanding Mobile Technology Use*. Proc. OzCHI, Canberra, Australia.

Wright, P., Wallace, J., & McCarthy, J. (2008). Aesthetics and experience-centered design. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 15(4), 1-21.

Artikler:

(Handler om behandling af angst og fobier via moderne teknologier)

COMPUTER-AIDED *IN SITU* COGNITIVE BEHAVIORAL THERAPY

af John Paulin

The Use of Mobile Telephones as Adjuncts to Cognitive Behavioral Psychotherapy.

af Mark J. Boschena & Leanne M. Caseyb

An Internet-Based Self-Help Program for the Treatment of Fear of Public Speaking: A Case Study

af C. Botella

Computer-aided self-help for phobia/panic via internet at home: a pilot study

The British Journal of Psychiatry (2004) <http://bjp.rcpsych.org/content/184/5/448.abstract>

Metode:

“Interviews: an introduction to qualitative research interviewing” af Steinar Kvale (1996):
Teori til analyse metode

Abstract

The overall motivation for this project has its point of origin in the impact that phobias has on society, both socially and economically. Phobias are still an important issue that needs to be addressed, and this project aims to cater to a way of treatment by utilizing the technologies available, in this case the smartphone. In this paper we present a research study that explains the most important qualities of the smartphone, that will be useful to take into considerations when designing a solution for treating fear of heights. As part of the initial study we attempt to define these qualities by conducting a explorative research and following up by interviewing a focus group. This paper does not aim to present any conclusive results as to how a design could look like, but on the other hand to present a foundation for further research.

Easing user adoption of Smart Grid: Research Through Design's capability to gain insight in future practices

Abstract

Tekstens hovedemne, fokus, problemformulering, formål, hvad det bidrager til, arbejdsmetode, teorier, teoretiker, beskrivelsesvinkel, hovedforløb i gennemgangen, resultater, vigtige pointer og konklusioner og disses gyldighed

In the field of Interaction Design, where researchers find it challenging to extract the right type of data needed for designing future user experiences, this paper explores Research Through Design as a method to enable this. Previous empirical studies indicates that social interaction and visualizations of real time energy consumption patterns, can trigger more ecologically responsible behavior. This paper verifies the assertion through a qualitative study of a "Social Electricity Meter" prototype by revealing an indication of willingness to change ones electricity use based on social stimuli. By reflecting theoretically on how this kind of empirical data is essential when designing future Smart Grid experiences, we evaluate "Research Through Design's" capability as a method to gather insights about future social practice.

Keywords

Smart Grid, research through design, future practice, social network, nudging, awareness.



Introduktion

- *etablerer forskningsfeltet - problemformulering*
- *udpeger og skaber en niche inden for det pågældende felt*
- *redegør for hvordan nichen indtages*
- *opridser 'state of the art'*
- *undersøgelsens baggrund*
- *Se også side 41-49*

Inden år 2050 skal 80% af Danmarks befolkning have Smart Grid "koblet" til nettet, og derved leve med denne teknologi, som en integreret del af hverdagen (*Source?!).* For at imødekomme dette mål er der behov for at forstå hvordan brugeren vil tage imod og bruge en sådan teknologi. Allerede nu er der udviklet systemer, som skal informere og interagere med brugeren. Smart Grid har til hensigt at oplyse brugerne om deres energiforbrug - i vores tilfælde er det elforbrug - med henblik på hvor meget af dette der kommer fra hhv. bæredygtige og ikke-bæredygtige udvinding-kilder. Derudover skal brugerne kunne følge med i den dagligt svingende tilgængelighed af bæredygtig energi (elektricitet) for at kunne vurdere hvornår det er mest hensigtsmæssigt at bruge el.

I denne artikel ønskes det, at undersøge brugernes forståelse af grøn elektricitet for derved at skabe forståelse og viden til gavn for fremtidens design. På nuværende tidspunkt i forskningsstudiet definerer vi begrebet grøn elektricitet, som et designideal der visualiserer forskellen mellem bæredygtig el (eksempelvis fra vindmøller) og almindelig el (produceret fra afbrænding af kul) og samtidig gør grøn el tilgængelig for den almindelige el-forbruger.

Der tages udgangspunkt i forsknings-tilgangen *Research Through Design* (Reference!). Denne tilgang bruges indenfor feltet interaktionsdesign til at undersøge komplekse problemstillinger, også såkaldte *wicked problems*. Formål med denne tilgang er at bruge design, som metode til at afsløre eksisterende vaner og normer samt afsøge alternative

fremtidige praksiser indenfor el-forbrug. Smart Grid er derfor interessant som case fordi der målrettes at designe til fremtidige brugssituationer.

Med vores undersøgelse ønsker vi at undersøge hvordan *Research Through Design* kan bidrage til at forberede os på fremtiden, undersøge fremtidige praksiser, og skabe forståelse og viden om hvordan vi designer den bedst mulige fremtid. Hvordan kan vi gennem *Research Through Design* og eksplorativt design undersøge mulige fremtidige praksiser.

En række organisationer (eksempelvis IBM, Switch something) har foretaget større uafhængige undersøgelser, som alle peger på, at den sociale interaktion er en indflydelsesrig motivationsfaktor. Med udgangspunkt i disse undersøgelser anvendes *Research Through Design* igennem et redesignet Smart Meter (baseret på *awareness* teknologier), som tager udgangspunkt i den sociale interaktion. Det ønskes hermed belyse forbrugspraksiser med henblik på at skabe forståelse for sociale motivationsfaktorene i forbindelse med den private elforbrugers investeringer (investeringer af tid, brug og penge til anskaffelse) i Smart Grid teknologierne. Herved ønskes det at undersøge forskningstilgangens evne til at skabe forståelse for de styrende præmisser i udviklingen af fremtidig praksis, primært med fokus på adaptionen til nye teknologier.

Forskningsspørgsmål

Hvordan kan *research through design*, gennem et redesignet Smart Meter, belyse sociale praksisser med henblik på at skabe forståelse for de styrende præmisser i udviklingen af fremtidig praksis?

Teori

- gennemgår det teoretiske grundlag, dvs. de principper og antagelser som ligger til grund for den valgte fremgangsmåde
- definerer de udvalgte (teoretiske) begreber man bruger

Vi ønsker at lave en undersøgelse af hvordan vi forbereder brugerne på fremtiden gennem future etnografi og ved brug af metoden *Research Through Design*. Smart Grid er vores case for at undersøge hvad denne metode kan. Metoden er relevant for denne case, fordi Smart Grid er en teknologi/service, som endnu ikke er implementeret, men endnu kun eksisterer på et test niveau og derfor er kompleks at undersøge da reelle praksiser endnu ikke er skabt.

Med udgangspunkt i Redstøms artikel *Re:definitions of use*, hvori han argumenterer at designet bliver defineret af den enkelte bruger i selve brugen af designet, sættes som præmis for undersøgelsen at der i selve interaktionen med designet skabes eller redefineres sociale og forståelses praksis (Kilde). Vi benytter altså designet til at simulere en mulig fremtids-løsning, for deri at undersøge fremtidig praksis med fokus på den sociale interaktions betydning for motivationen i forbindelse med Smart Grid.

Metode / Undersøgellesdesign

- Beskriver den fremgangsmåde dvs de metoder som er anvendt for at indtage nichen
- og det materiale som er anvendt for at udføre denne fremgangsmåde

Formålet med projektet er at skabe forståelse for betydningen af social interaktion for almindelige el-forbrugers motivation til at bruge SmartGrid, herunder ligger også hele bevidstgørelsen om grøn energi og eget forbrug. Dette undersøges gennem afprøvelsen af en prototype, som er en pendant til de allerede eksisterende Smart Meters. Hensigten er herigennem at undersøge hvorvidt social interaktion har indflydelse på brugerens motivation til at bruge energi i de såkaldte "grønne perioder". Prototypen er et visuelt interface der sammenligner brugerens eget grønne forbrug med en udvalgt "energi-ven". De to konkurrerer således om så vidt muligt, at holde deres elforbrug indenfor de grønne perioder. Samtidig med at de samler fælles grønne point. De kan følge deres eget, vennens og fælles forbrug på interfacet, som ligeledes blinker henholdsvis grønt når der er grøn energi og rødt når der ikke er.

Prototypen kodes i HTML og vises på en iPad "camoufleret", som et smart meter med en rød og grøn LED-lampe, der har til formål at vise energiens bæredygtighed. Denne placeres et centralt sted i testpersonernes hjem, så den ofte er inden for testpersonernes synsfelt, og derved skaber Awareness om både sit eget, vennens, og det samlede energistatus.

Undersøgelsen udføres med 3 forskellige informant-par. Målet er at disse par differentierer sig i både social status, køn og alder. (f.eks to single veninder, to børnefamilier og to ældre ægtepar. Undersøgelsen forløber over et interval på en uge og opfølges af kvalitative interviews med alle deltagere.

Informanterne findes ved hjælp af *snowball* sampling, hvor vi beder venner og bekendte om at spørge deres venner og bekendte, om de har lyst til at deltage i undersøgelsen. Informanterne godkendes kun, hvis disse er relationer fra 2. led eller længere ude. Det vil sige inden direkte personlige relationer.

e) *Data collection*

Kvalitative ('bløde') studier indeholder tillige et metodeafsnit. Opmærksomhed på diskursfællesskab. Sekvens af delanalyser

Citat, materiale, Vurdering

Analyse / resultater

- Opsamler resultater fra eksperimenter eller beregninger eller ved kvalitative undersøgelser fra analysesm, interviews eller lignende tekst, skemaer, tabeller eller figurer.
- Sammenstiller/sammenligner resultater.
- Fortolker resultaternes og sammenligningernes signifikans.

Based on the results we get from the test periode of the prototype, whether there is an indication of a willingness to alter ones behaviour or not that is, we plan to combine these data with the data from the qualitative interviews to more precisely pin point where the problems occur for the informants. If for example

Diskussion

- Refererer til den forskning som er gået forud med kritik eller understøttelse for øje.
- Gendriver af kritik som kunne betvivle eller angribe den overordnede påstand om ny viden og indrømmer af mulige svagheder i fortolkningen eller tilrettelæggelsen af undersøgelsen.
- Giver en vurdering af metodens egnethed.



A. Metodediskussion

A. Relater metodediskussion til undersøgelsens problemformulering og peg på betydning for konklusionens gyldighed

Konklusion

- præciserer hovedpåstanden som udfylder den niche eller mangel som var udgangspunktet for hele undersøgelsen (problemet)
- giver en kort gennemgang af den argumentation og dokumentation som konklusionen hviler på, og
- de forbehold for hovedpåstanden som måtte være som følge af diskussion.

Per

spektivering

Med vores undersøgelse forsøger vi samtidig at placere os i diskussionen omkring designerens rolle i forsknings-sammenhæng specielt inden for interaktionsdesign. Ved at fokusere på Smart Grid ønsker vi at belyse hvordan Research Through Design kan benyttes i forbindelse med komplekse problemstillinger.

What would be the next step in using *Research Through Design*? (future)

Have we used the approach to appropriately or have we made some mistakes? If so which? And what are the consequences?

Is our research legible? How does the research contribute to the field of Smart Grid?

Reference

Primary litterature

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Title:

Respecting the users

Introduction

- Statement of the problem (including literature about the problem)

Der er behov for at vi fokuserer på miljø og klima. Meget energiforbrug er dårligt for miljøet, men ikke alt er. Neutral energi kan vi bruge af lige så tosset vi vil, og vi skal derfor udnytte denne form for energi.

Smart Grid har løsningen, men den er alt for teknisk orienteret, og har ikke brugerne nok i fokus.

Smart Grid: Neutral energi, fleksibilitet, effektivitet

Man "låser sig" til at brug smart grid, og det har nogle konsekvenser for brugeren. Hvordan forholder brugerne sig til at skulle ændre deres rutiner eks. til at skulle låne deres bilbatteri ud natten over? Hvad nu hvis de akut skal bruge bilen om natten - hvilket forhold har de til DERES materielle ting?

Mand mister noget frihed

- Purpose of the study

Elucidate the users perspective on having to share their electrical car battery.

- The research questions



Hvilke problematikker kan der ligge i at se el-bils-brugeren som prosumer, og hvordan kan vi diskutere disse problematikker udfra prosumer-begrebet inden for nye medier og kommunikation?

- Delimitations and limitations

Status

- IBM rapport - understating the smart grid consumer

- Elbil statistik

- EL BIL

Hvorfor vi har valgt den som case

- Smart grid: De går ud fra at bruger vil ofre det der skal til men det vil vi ikke og det handler ikke længere om mennesker/brugerne (Latour)

Kun personer med interesse for miljøet vil gide gøre noget for det nu (OPEN SOURCE TEORI)

Method and theory

- Teoretisk redegørelse

- Hvad skal der til for at man vil dele?

Man skal på en eller anden måde få noget ud af det man gennerere. ikke nødvendigvis penge

Furby - hvorfor deler man, og hvad tager man i betragtning når man deler - hvad skal der være opfyldt?

Open source - motivationsteorier

- Case study

3-5 kvalitative interviews

Dele biler



Methodology critique

Conclusion

Discussion

Literature

Furby, L., 1991. Understanding the psychology of possession and ownership: A personal memoir and an appraisal of our progress. *Journal of Social Behavior & Personality*.

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Abstract

Introduction

Research Questions

- How can we re-design the interface of the community screens to allow easy and meaningful interaction for the seniors?
 - How can we increase the awareness of everyday activities?
 - How do we meet the seniors' needs and preferences for the proposed design?
 - How can we make sure the seniors are comfortable using the technology?

Methods

- Introduction of observation methods
 - Active “fly on the wall”
- Introduction of the workshop-method
 - How is it organized?
 - What creative elements is used to help the seniors?
 - etc. etc.
 - Maketools

Theory

- Introduction on other theory about community screen
- Introduction about other senior interaction theory

Analysis

- What did we learn from our observations?
- Making sense - Design preferences of the seniors
- Increase awareness - Focus on everyday activities
- Making the seniors comfortable using the technology
 - Technical issues - Make it work!
 - Privacy issues - How can see what?
- Other noticeable findings?

Discussion

- Discuss research methods and biases
- Could other methods have been relevant.

Conclus

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Group 11.

Working title: How to Evaluate Research Through Design within Ticket-to-Talk Technologies

Disposition

ABSTRACT:

Keywords

Introduction:

In the introduction section we will describe the research area(s) (i.e. research through design), and define the terms twitterlido & ticket-to-talk.

We will identify and create our own niche within the existing research and state how we will fulfil this niche.

We will shortly present the case study (the living lab) and the ongoing research (senior interaction), outline the “state of art” research, introduce the research question and define our role in the research project and why it is important.

Method and Theory:

This section will include a description of how we conducted our qualitative research (observations and interviews + co-design method) and related material, within the research through design methodology.



In the Theory section we will define and go over the theoretical basis by looking at the principles and assumptions which are already established in the field.

Research and Results

In this section we will outline key activities.

We will analyse and present the data that we have gathered in the living lab.

From the gathered data we will make interpretations and comparisons, a summary and sub-conclusions.

Discussion

This section will discuss the existing research in relation to our own.

We will include a discussion of our methods and how well they have worked.

We will also discuss any challenges encountered, and how these could be prevented.

The results will also be discussed.

(Summary / “Sammenfatning”)

Sum up our research to support the conclusion.

Conclusion



We will present our research’s key points, and interpret our data.

We will make a walk-through of our arguments and documentations will base our conclusion on.

This will be the foundation for answering our research question,. The conclusion will also evaluate on how we fulfilled our role in the research process.

Perspective

Here we want to answer how our research fits into the existing research that has been done in the field of RTD and Ticket-to-talk.

We will reflect on the significance and on the consequences of our research.

This section will also include reflections on future research and what would be interesting to look into.



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(Pages 15)

(TOTAL Pages: 224)

Disposition

- Indledning
 - Abstract
 - Introduction (0,5p)
 - Case description (0,5p)
 -
- Metode og teori
 - Design methods/process (1,5p)
 - Sketching and Prototyping (Yassin 3,5p)
 - Focusgroup (Andreas)
- Undersøgelse / Diskussion
 - Discussion (3,5p)
 - Putting the matter into perspective (future perspective)
 - Usability and Evaluation of fulfilment of needs
- Konklusion
 - Conclusion (1p) 
 - How did the research through design process go?
- Perspektivering
 - Perspektivering
 - References

Preliminary Literature

Sketching User Experiences - Bill Buxton

Qualitative Research Design - John W. Creswell

Doing Qualitative Research - David Silverman, Amir Marvasti

Exploring the Role of Digital Technology in Physical Rehabilitation

Ticket to Talk TV Proceedings - Marcus Sanchez Svensson, Tomas Sokoler

Perpetual and Pervasive Contact in Social Groups - Clint Heyer

Presence Remote - Tomas Sokoler, Marcus Sanchez Svensson

Qualitative Inquiry - John W. Creswell (2007)

Research Through Design - Zimmerman

Concept-Driven Interaction Design Research. Human-Computer Interaction - Stolterman, Erik & Mikael Wiberg

Concept exploration:

Functionality:

1. To accommodate the asynchronous tv-viewing culture, by implementing a catch-up function.
 - Who has seen what
 - Most viewed by friends

2. Distinction between all friends and closest friends.
3. Suggestions based on the above and on your listed personal interests.
4. Ability to “post”/promote/suggest specific shows.

Designing for Senses: Exploring Experimental Qualities with Tangible Designs

Abstract

This article points to experiential qualities that have been explored in designing for the multi-sensory environments in Snoezelen and developmentally disabled children. Three design ideals have formed the basis for investigating the possibilities in the design space from a research through design approach. These design ideals focus on how children can be engaged through sensory and interactive tangible designs. Qualities in the sensory experience of the tangible designs have been indicated through a participatory design process, involving Snoezelen practitioners, disabled children, and designers. These indications will be discussed based on the notion of experiential qualities and aesthetic interaction.

Keywords: Experiential Qualities, Design Ideals, Research Through Design, Engagement, Tangible Computing



Introduction

What experiential qualities (Löwgren & Stolterman, 2004) can be explored within the ideals of continuous coupling, bodily experience and “essence” by a research-through-design approach (Redström, 2007)?

It has been argued several times that technology is no longer just for corporate use, but also for leisure and private life (kilder). This has given rise to new discussions on aesthetics interaction (Petersen et al) and experiential qualities (Löwgren). Aesthetic interaction goes beyond [...] (Petersen et al). Löwgren (xx) has introduced experiential qualities as [...].

This article discusses how the three design ideals (Sokoler) “malleable coupling”, “bodily engagement” and “digital essence” framed in a program contributes to knowledge about experiential qualities (Löwgren). The design ideals have been explored in the SID Project at Lund University.

SID is an acronym for “Sensuousness, Interaction and Participation” and is a project centered around Snoezelen-centres consisting of multi-sensory experience rooms for developmentally challenged people. The SID project started in July 2010 and aims to explore the opportunities of interactive and tangible technology in Snoezelen. The project group consists of design researchers from Certec, Snoezelen practitioners and users from Lund, Malmö and Gentofte. Our role in the SID project is to participate as designers (SID.design.com).

Snoezelen is centered around the artefact, the context, the personnel and the children and aims

to be a non-directive therapy with no articulated goals (kilde?). They do not focus on getting the children from a to b but works with the space in between, our design space. The space we investigate by using design artefacts and the three design ideals as our starting point. We thereby seek for experiential qualities that engage the children in the sensory experience.

RTD

Play + intertwine

Tilbage til hvad vi arbejder med

Meta- disposition - i paperet vil vi igennem

Design Ideals and Research Through Design

Research through design allows us to look at possible futures by creating changes through design artefacts (Redström, 2007). In order to frame these design explorations Redström (ibid) proposes “programme” as a research grasp on research through design that articulates the research explorations. We wish to investigate qualities in the engagement between the children and our tangible designs; thus, this could be considered as the programme for the design experiments conducted in the Snoezelen centres. As our research is derived from wanting to explore experiential qualities it can be considered it concept-driven research (Stolterman, 2011), where the design experiments are used to entrench our programme in situational empirical knowledge. Bagalkot et. al (2011) offers “design ideal” as a situated manifestation that connects the programme and the situational experiments. In this article we have introduced three design ideals that are deeply anchored in the SID project.

Bodily engagement

Malleable Coupling

Digital Essence

Hilgren skrives ind...

Experiential Qualities

Within the interaction design community, Löwgren (2002) has argued how the identification and articulation of experiential qualities is useful for both design practitioners and design researchers. Experiential qualities provide transferable knowledge that can suggest conditions for good use (ibid). In this paper we wish to imply experiential qualities in relation to this already established discourse. Petersen et al. (2004) presents the notion of pragmatic aesthetics, as something beyond immediate attractiveness, but instead highlighting aesthetic interaction as

something that engages the user in curious and imaginative exploration of the system.

Löwgren: "Use qualities"

Identificerer en række.

Nævne hvilke der er interessante for os..

Få lagt et lag på æstetik (Petersen)

Tangible designs... Dourish?

Engagement (DeKoven???)

Metode / vores designs

In the SID project both Research Through Design og Participatory Design are essential methods. To understand the Snoezelen context we have been engaging ourselves with the personnel and the children at the Snoezelen centres. Furthermore, video footage from the entire SID project period has been available to us. Participatory Design and the video footage have been the foundation for the Research Through Design process.

Four designs were *formulated* when we entered to project. The designs were on different stages, but we have been a part of researching with and iterating on all the designs.

The four designs are called ActiveCurtain, LivelyForm, LivelyButton and LivelyRope.

At this stage of the project the four designs can be described as follows:

ActiveCurtain consists of a stretched fabric *with* a light pattern from a projector. Touching the fabric makes the pattern move according to how you press.

LivelyForm is a curved *cylinder*. Touching LivelyForm opens the form and LEDs will light in different patterns.

LivelyButton is a black box with a fabric square on the top and changing light glowing through the fabric. Touching the top starts turning metal spirals in the box, making undulating (waving?) movement and the light changing in a different way.

LivelyRope consists of enlightened fibreoptics. Moving and *playing* with the fibers leads to changing light.

The designs have been introduced to one Snoezelen center each, where the personnel have tested and evaluated them through engagement with the children. This have been the foundation for iterating on the designs and learning about the experiential qualities *and design ideals*.

SID-opbygning, procesbeskrivelse

PD

Metodiske del af RTD

Iterationer

Ind i Henriks ideer og designs

Set video/været der deltagende/engageret os med personalet
Antagelser om viden - hvorfor kan det give os viden
Etik (børn uden sprog
PD->RTD

(contribution to the further development will be described below.)

The SID-project is a collaboration between designers and Snoezelen practitioners.

Designing in the SiD-project

In order to design in the SID-project

In our Resaerch Through Design approach the participation between designers and the Snoezelen practitioners is essential (why??). *Due to the fact that we have not been a part of the project from the beginning, spending time in the Snoezelen context was essential to us.*

AC, LB, LF, LR

our research using these designs will be described in this section.



Empiri

Jeg ved det meget at dette nok mere er refleksioner over vores empiri, det er bare så svært at være konkret..

All of the design artefacts ask for a more tight reaction - why?

LB and Continues coupling: the more you press your hand against the fabric(and the piskeris) the more you get/sense.

What changes have we made with LB and what are the changes based on?

The children engage in the design, but not only with touch and smile also when pushing and pulling, finder sig tilpas med artefakten.

We are about to discover a design space by exploring different experience qualities.

Iteration: We will be able to send LB out two times, LF one time, AC one time and LR one and a half time. This is a problem, but still we can indicate something about the qualities.

Redesigning LR, the video with the "aggressive" boy rusker i rebet.. How can we give him feedback on the reaction - give the design a quality, something that makes him feel himself, and makes the reaction lead to and experience (*er det for meget? :*) .

Testing a design artefact that looks almost like a final product, (LF) asks way too many questions at the same time, it is difficult to see what works and what does not.

Internat videos.

Diskussion

engagement -

Tranferability

Tangible design

- væsen

Pliability



Konklusion

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