

Introduction to PD: Old and new challenges, motivations, opportunities

Monika Büscher

Department of Sociology
mobilities.lab
Lancaster University, LA1 4YD
UK
m.buscher@lancaster.ac.uk

Preben Holst Mogensen

Computer Science Department
Aarhus University
N 8200 Aarhus
Denmark
preben@daimi.au.dk

TUTORIAL AIMS AND GOALS

Since its beginnings, participatory design has argued that users and designers must work together if the transformative potential of new technologies is to be realised. However, since the 1970s, almost all dimensions of user-designer relations - economical, political, technical, philosophical, and practical – have changed, and new ones have become important. In this introduction to participatory design, we examine past, present, and future challenges, motivations and opportunities for PD. We focus on three increasingly interconnected areas of socio-technical innovation – mobile, location sensitive, and pervasive computing – to revive, revisit and review established PD practices and to explore and shape new ones.. Topics to be discussed include:

- Beyond work and the workplace: designing for work and non-work activities
- Changes in political context and motivations
- The move from ‘systems’ to ubiquitous computing
- Everyday innovation: designing for unanticipated use
- Methods: participatory or collaborative design?

The objective of the tutorial is collaborative learning. The format reflects this by placing an emphasis on interaction around concrete examples.

ORGANIZERS

Monika Büscher is Senior Lecturer in Sociology and director of the Mobilities.lab Lancaster. Her ethnomethodological studies include investigations of work practice in design, landscape architecture and multi-media art, healthcare, emergency response work. Since her PhD study of the practical and collaborative nature of imaginative practice, she has developed a programme of research on epistemic practices in creative and other

professional settings. Her methodological innovations in video ethnography and ethnographically informed innovation have contributed to several research fields, including participatory design, computer supported cooperative work (CSCW), and palpable and pervasive computing. She is currently co-investigator for a research cluster on the digital economy with a focus on creative industries, transport and healthcare. She is external examiner at Domus Academy, Italy. She has published over 30 articles, and is co-editor of a book about ‘User-Designer Relations’ (Springer, 2008), as well as main editor for books on ‘Ethnographies of Diagnostic Work’ and ‘Mobile Methods’ (both to appear in 2009/10).

Preben Holst Mogensen is Associate Professor at the Computer Science Department, Aarhus University, Denmark. His research interests include tools and techniques for active user involvement in system development (participatory/cooperative design); pervasive computing; palpable computing; cooperative analysis; emergency response; and CSCW. During the last decade, he has coordinated and managed several EU funded research projects designing for pervasive and palpable computing with application areas as emergency response, architecture, and landscape architecture. He has published more than 30 articles. He is also the managing director of 43D ApS, a software company specialising in 3D visualisation.

AGENDA

Early/Mid- Sept. Launch of an open collaborative workspace on crowdvine.com or similar, where participants can meet before and after the tutorial.

On the day	09:30 – 10:00	Introductions
	10:00 – 10:30	Example I: TBA
	10:30 – 11:00	Coffee
	11:00 – 11:30	Discussion
	11:30 – 12:00	Example II: TBA
	12:00 – 13:00	Discussion & production of poster

After Continued discussion on crowdvine (or similar)

