

Situated Design Methods

There has been a surge in "Living Labs" in recent years including those focusing on the health and autonomy sectors. The aim of these innovative user-centered spaces is the emergence of products and services that meet market needs and support both the efficiency of public health and the competitiveness of enterprises. This book is the result of work involving both field practitioners and academic actors in human sciences and co-design. It highlights the good practices that arise within living labs despite their use of different approaches. This

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collaborative work has given rise to the Living Lab Health and Autonomy (LLSA) Forum and has allowed for an improved capacity to support an efficient development of this form of design for the actors of health and autonomy, but also of industry and of its investors. This book draws on their experience and the views of experts to illuminate their practices and gives better visibility and legibility to these new players.

This creative and original book develops a framework for situated writing as theory and method, and presents a trilogy of untimely academic novellas as exemplars of the uses of situated writing. It is an

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inter- and trans-disciplinary book in which a diversity of forms are used to create a set of interwoven novellas, inspired by poststructuralist and postcolonial feminist theory and literary fiction, along with narrative life writing genres such as diaries and letters, memory work, poetic writing, and photography. The book makes use of a politics of location, situated knowledges, diffraction, and intersectionality theories to promote situated writing as a theory and method for exploring the complexity of social life through gender, whiteness, class, and spatial location. It addresses writing as an inter- and trans-disciplinary form of scholarship in its own

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right, with emancipatory potential, emphasising the role of writing in shaping creative, critical, and reflexive approaches to research, education, and professional practice. It is useful for researchers, teachers, postgraduate and PhD students in feminist and intersectionality studies, narrative studies, and pursuing interdisciplinary approaches across the humanities, social sciences, design, and the arts to inspire a theory and method for situated writing. Situated Literacies is a rich and varied collection of key writings from leading international scholars in the field of literacy. Each contribution, written in a clear, accessible style, makes the link between

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literacies in specific contexts and broader social practices. Detailed ethnographic studies of a wide variety of specific situations, all involving real texts and lived practices, are balanced with general claims about the nature of literacy. Contributors address a coherent set of issues: * the visual and material aspects of literacy * concepts of time and space in relation to literacy * the functions of literacies in shaping and sustaining identities in communities of practice * the relationship between texts and the practices associated with their use the role of discourse analysis on literacy studies These studies, along with a foreword by Denny Taylor, make a

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timely and important contribution to literacy theory and suggest directions for the further development of the field. Situated Literacies is essential reading for anyone involved in literary education.

The Routledge Companion to Criticality in Art, Architecture, and Design presents an in-depth exploration of criticism and criticality in theory and practice across the disciplines of art, architecture, and design. Professional criticism is a vital part of understanding the cultural significance of designed objects and environments that we engage with on a daily basis, yet there is evidence to show that this practice is changing. This edited volume

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investigates how practitioners, researchers, educators, and professionals engage with, think about, and value the practice of critique. With contributions from a multi-disciplinary authorship from nine countries - the UK, USA, Australia, India, Netherlands, Switzerland, South Africa, Belgium, and Denmark - this companion provides a wide range of leading perspectives evaluating the landscape of criticality and how it is being shaped by technological and social advances. Illustrated with over 60 black and white images and structured into five sections, The Routledge Companion to Criticality in Art, Architecture, and Design is a

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comprehensive volume for researchers, educators, and students exploring the changing role of criticism through interdisciplinary perspectives.

How organizations can use practices developed by expert designers to solve today's open, complex, dynamic, and networked problems. When organizations apply old methods of problem-solving to new kinds of problems, they may accomplish only temporary fixes or some ineffectual tinkering around the edges. Today's problems are a new breed—open, complex, dynamic, and networked—and require a radically different response. In this book, Kees Dorst describes a new, innovation-centered approach to

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problem-solving in organizations: frame creation. It applies “design thinking,” but it goes beyond the borrowed tricks and techniques that usually characterize that term. Frame creation focuses not on the generation of solutions but on the ability to create new approaches to the problem situation itself. The strategies Dorst presents are drawn from the unique, sophisticated, multilayered practices of top designers, and from insights that have emerged from fifty years of design research. Dorst describes the nine steps of the frame creation process and illustrates their application to real-world problems with a series of varied case studies. He maps

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innovative solutions that include rethinking a store layout so retail spaces encourage purchasing rather than stealing, applying the frame of a music festival to understand late-night problems of crime and congestion in a club district, and creative ways to attract young employees to a temporary staffing agency. Dorst provides tools and methods for implementing frame creation, offering not so much a how-to manual as a do-it-yourself handbook—a guide that will help practitioners develop their own approaches to problem-solving and creating innovation.

Design Knowing and Learning: Cognition in Design

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Education

Contributions of Situated and Participatory Approaches to Educational Innovation

Sites of Performance, Interaction, and Reflection

The Social Study of Information Systems

Design Research

Taking [A]part

Enterprise Information Systems

Compiled by world-class leaders in the field of collaborative information retrieval and search (CIS), this book centres on the notion that information seeking is not always a solitary activity and working in collaboration to perform information-seeking tasks should be studied and

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supported. Covering aspects of theories, models, and applications the book is divided in three parts: · Best Practices and Studies: providing an overview of current knowledge and state-of-the-art in the field. · New Domains: covers some of the new and exciting opportunities of applying CIS · New Thoughts: focuses on new research directions by scholars from academia and industry from around the world. Collaborative Information Seeking provides a valuable reference for student, teachers, and researchers interested in the area of collaborative work, information seeking/retrieval, and human-computer interaction.

Scholars and practitioners from management and design address the challenges and issues of designing business

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from a design perspective. Designing Business and Management combines practical models and grounded theories to improve organizations by design. For designing managers and managing designers, the book offers visual and conceptual models as well as theoretical concepts that connect the practice of designing with the activities of changing, organizing and managing. The book zooms in on designing beyond products and services. It focuses on designing businesses with a particular onus on social business and social entrepreneurship. Designing Business and Management contributes to and enhances the discourse between leading design and management scholars; offers a first outline of issues, concepts, practices, methods and principles that currently represent the body

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of knowledge pertaining to designing business, with a special focus on perceiving business as a social activity; and explores the practices of designing and managing, their commonalities, distinctions and boundaries.

This book contains extended and revised papers from the 16th International Conference on Enterprise Information Systems, ICEIS 2014, held in Lisbon, Portugal, in April 2014. The 24 papers presented in this volume were carefully reviewed and selected from a total of 313 submissions. The book also contains two full-paper invited talks. The selected papers reflect state-of-the-art research that is oriented toward real-world applications and highlight the benefits of information systems and technology for industry and services. They are organized in

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topical sections on databases and information systems integration, artificial intelligence and decision support systems, information systems analysis and specification, software agents and Internet computing, human-computer interaction, and enterprise architecture.

How can we design better experiences? Experience Design brings together leading international scholars to provide a cross-section of critical thinking and professional practice within this emerging field. Contributors writing from theoretical, empirical and applied design perspectives address the meaning of 'experience'; draw on case studies to explore ways in which specific 'experiences' can be designed; examine which methodologies and practices are employed in this process; and consider how experience

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design interrelates with other academic and professional disciplines. Chapters are grouped into thematic sections addressing positions, objectives and environments, and interactions and performances, with individual case studies addressing a wide range of experiences, including urban spaces, the hospital patient, museum visitors, mobile phone users, and music festival and restaurant goers.

All design is situated -- carried out from an embedded position. Design involves many participants and encompasses a range of interactions and interdependencies among designers, designs, design methods, and users. Design is also multidisciplinary, extending beyond the traditional design professions into such domains as health, culture, education, and

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transportation. This book presents eighteen situated design methods, offering cases and analyses of projects that range from designing interactive installations, urban spaces, and environmental systems to understanding customer experiences. Each chapter presents a different method, combining theoretical, methodological, and empirical discussions with accounts of actual experiences. The book describes methods for defining and organizing a design project, organizing collaborative processes, creating aesthetic experiences, and incorporating sustainability into processes and projects. The diverse and multidisciplinary methods presented include a problem- and project-based approach to design studies; a "Wheel of Rituals" intended to promote creativity; a pragmatist method for situated

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experience design that derives from empirical studies of film production and performance design; and ways to transfer design methods in a situated manner. The book will be an important resource for researchers, students, and practitioners of interdisciplinary design.

Situated Writing as Theory and Method

Situated Practices of Strategic Planning

Methods and Tools, Theory and Practice

Affective, Interactive and Cognitive Methods for E-

Learning Design: Creating an Optimal Education

Experience

Engineering Methods in the Service-Oriented Context

4th IFIP WG 8.1 Working Conference on Method

Engineering, ME 2011, Paris, France, April 20-22, 2011,

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Proceedings

Discourse and Narrative Methods

This book constitutes the refereed proceedings of the 4th IFIP WG 8.1 Working Conference on Method Engineering, ME 2011, held in Paris, France, in April 2011. The 13 revised full papers and 6 short papers presented together with the abstracts of two keynote talks were carefully reviewed and selected from 30 submissions. The papers are organized in topical sections on situated method engineering, method engineering foundations, customized methods, tools for method engineering, new trends to build methods, and method engineering services.

This book constitutes the refereed proceedings of the European

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Design Science Symposium, EDSS 2013 held in Dublin, Ireland, in November 2013. The 9 papers presented together with two invited papers were carefully reviewed and selected from 18 submissions. The papers deal with various topics in the design science research.

All over the world societies are facing a number of major problems. New developments, challenges and opportunities cause these issues and yet cases tell us that traditional spatial planning responses and tools are often insufficient to tackle these problems and challenges. Situated Practices of Strategic Planning draws together examples from across the globe – from France to Australia; from Nigeria to the United States, as it observes international comparisons of the strategic planning

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process. Many approaches and policies used today fail to capture the dynamics of urban/regional transformation and are more concerned with maintaining an existing social order than challenging and transforming it. Stewarded by a team of highly regarded and experienced researchers, this book gives a synthetic view of the process of change and frames future directions of development. It is unique for its combination of analysis of international case studies and reflection on critical nodes and features in strategic planning. This volume will be of interest to students who study regional planning, academics, professional planners, and policy makers.

An exploration of design considerations in the design of technologies that support local collective action.

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Contemporary computing technologies have thoroughly embedded themselves in every aspect of modern life—conducting commerce, maintaining and extending our networks of friends, and mobilizing political movements all occur through a growing collection of devices and services designed to keep and hold our attention. Yet what happens when our attention needs to be more local, collective, and focused on our immediate communities? Perhaps more important, how can we imagine and create new technologies with local communities? In *Designing Publics*, Christopher Le Dantec explores these questions by designing technologies with the urban homeless. Drawing on a case study of the design of a computational infrastructure in a shelter for

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homeless women and their children, Le Dantec theorizes an alternate vision of design in community contexts. Focusing on collective action through design, Le Dantec investigates the way design can draw people together on social issues and create and sustain a public. By “designing publics” he refers both to the way publics arise out of design intervention and to the generative action publics take—how they “do design” as they mobilize and act in the world. This double lens offers a new view of how design and a diverse set of design practices circulate in sites of collective action rather than commercial production.

Wide aspects of a university education address design: the conceptualization, planning and implementation of man-made

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artifacts. All areas of engineering, parts of computer science and of course architecture and industrial design all claim to teach design. Yet the education of design tends to follow tacit practices, without explicit assumptions, goals and processes. This book is premised on the belief that design education based on a cognitive science approach can lead to significant improvements in the effectiveness of university design courses and to the future capabilities of practicing designers. This applies to all professional areas of design. The book grew out of publications and a workshop focusing on design education. This volume attempts to outline a framework upon which new efforts in design education might be based. The book includes chapters dealing with six broad aspects of the study of design

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education: • Methodologies for undertaking studies of design learning • Longitudinal assessment of design learning • Methods and cases for assessing beginners, experts and special populations • Studies of important component processes • Structure of design knowledge • Design cognition in the classroom

13th International Conference, BIR 2014, Lund, Sweden, September 22-24, 2014, Proceedings

Co-design in Living Labs for Healthcare and Independent Living

Learning, Teaching, and Community

8th Scandinavian Conference on Information Systems, SCIS 2017, Halden, Norway, August 6-8, 2017, Proceedings

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Critical Fabulations

Spaces, Visuals, Materialities

Experience Design

Constructing the Infrastructure for the Knowledge Economy: Methods and Tools, Theory and Practice is the proceedings of the 12th International Conference on Information Systems Development, held in Melbourne, Australia, August 29-31, 2003. The purpose of these proceedings is to provide a forum for research and practice addressing current issues associated with Information Systems Development (ISD). ISD is undergoing dramatic transformation; every day, new technologies, applications, and methods raise the standards for the quality of systems expected by organizations as well as end

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users. All are becoming more dependent on the systems reliability, scalability, and performance. Thus, it is crucial to exchange ideas and experiences, and to stimulate exploration of new solutions. This proceedings provides a forum for just that, addressing both technical and organizational issues.

This book constitutes the proceedings of the 13th International Conference on Perspectives in Business Informatics Research, BIR 2014, held in Lund, Sweden, in September 2014. Overall, 71 submissions were rigorously reviewed by 55 members of the Program Committee representing 22 countries. As a result, 27 full papers have been selected for publication in this volume.

The papers cover many aspects of business information research and have been organized in topical sections on: business, people, and systems; business and information

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systems development; and contextualized evaluation of business informatics.

Contextual design is a state-of-the-art approach to designing products directly from an understanding of how the customer works and what the customer needs. Based on a method developed and taught by the authors, this is a practical, hands-on guide that articulates the underlying principles of contextual design and shows how to use them to address different problems, constraints, and organizational situations.

This book constitutes the thoroughly refereed proceedings of the international workshops associated with the 33rd International Conference on Advanced Information Systems Engineering, CAiSE 2021, which was held during June 28-July 2, 2021. The conference was planned to take place in

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Melbourne, Australia, but changed to an online format due to the COVID-19 pandemic. The workshops included in this volume are: · BC4IS: 1st International Workshop on Blockchain for Information Systems · EMOBI : 3rd International Workshop on Ethics and Morality in Business Informatics · KET4DF : 3rd International Workshop on Key Enabling Technology for Digital Factories · MOBA: 1st International Workshop on Model-driven Organizational and Business Agility · NeGIS: 2nd International Workshop on Next Generation Information Systems They focus on topics and trends ranging from blockchain technologies to digital factories, ethics, and business agility to the next generation of information systems. The 14 full papers and 1 short paper presented in this volume were carefully reviewed and selected

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from 33 submissions.

All performances - whether music, theater, visual arts, or even street protests or games — have this in common: they happen somewhere, within a space. This anthology explores the complicated relationship between performance and the space in which it is hosted. Examining both well-known spaces — such as concert halls or stages — as well as unconventional ones, such as the street, the contributors investigate different conceptions of space, how space is experienced, how different spaces are unique from one another, and, ultimately, the ways space enables the performing arts to deeply engage audiences.

Contextual Design

Designing Publics

Different Perspectives in Design Thinking

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Theoretical Departures, Analytical Strategies and Situated Writings Designs and Anthropologies

Reworking the Methods and Margins of Design

Globalization and digitalization are buzz words in contemporary society. They affect both our private and our professional lives. Society has become more diverse with easier access to information and to virtual platforms that gives us opportunity to be in touch with colleagues, friends, family, etc. at any

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time. A complex environment is emerging wherein internet of things and big data are being integrated with products, production systems, healthcare, and daily activity and play an important part in decision making. This has an impact on future designs and the role of designers. Responsible designers with a holistic perspective are needed. The book highlights several aspects of design thinking such as Information Design and Critical Design. The meaning of culture, gender and disabilities are also

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discussed. The functions of Information Design are changing from 'showing the way', instruction manuals and graphic design. It will affect among others, healthcare technology, smart products and Industry 4.0. Design thinking perspective that includes users from the entire chain and from the producer to the end user of the product or service, is needed. This will also require gender and culture issues to be taken into consideration in designing products and services. Design thinking methods and critical aspects of

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design will contribute to an inclusive society.

Design Research is a new interdisciplinary research area with a social science orientation at its heart, and this book explores how scientific knowledge can be put into practice in ways that are at once ethical, creative, helpful, and extraordinary in their results. In order to clarify the common aspects - in terms of features and approaches - that characterize all strands of research disciplines addressing design, Design

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Research undertakes an in-depth exploration of the social processes involved in doing design, as well as analyses of the contexts for design use. The book further elicits 'synergies from interdisciplinary perspectives' by discussing and elaborating on differing academic perspectives, theoretical backgrounds, and design concept definitions, and evaluating their unique contribution to a general core of design research. This book is an exciting contribution to this little explored

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field, and offers a truly interdisciplinary approach to the treatment of design and the design process. It is valuable reading for students in disciplines such as design studies and theory, participatory design, informatics, arts based education, planning, sociology, and interdisciplinary programmes in humanities and technology. This book examines, through an interdisciplinary lens, the relationship between political dissent and processes of designing. In the past twenty years,

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theorists of social movements have noted a diversity of visual and performative manifestations taking place in protest, while the fields of design, broadly defined, have been characterized by a growing interest in activism. The book's premise stems from the recognition that material engagement and artifacts have the capacity to articulate political arguments or establish positions of disagreement. Its contributors look at a wide array of material practices generated by both professional and nonprofessional design

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actors around the globe, exploring case studies that vary from street protests and encampments to design pedagogy and community-empowerment projects. For students and scholars of design studies, urbanism, visual culture, politics, and social movements, this book opens up new perspectives on design and its place in contemporary politics.

"This book offers a new look at the latest research and critical issues within the field of information systems by creating solid theoretical frameworks and the

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latest empirical findings of social developments"--

This volume brings together established and new scholarly voices to explore how participatory and situated approaches to learning can contribute to educational innovation. The contributors' critical examinations of educational programming and engagements provide insights into how educators, youth, families, and community members understand and enact their commitments to diversity and equitable access. Collectively, these essays

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complicate notions of community, alerting readers to ways in which community can be constructed other than in geographical and ethnoracial terms--as alliances and collaborations of individuals joining together to accomplish or negotiate shared agendas. The focus on agency combined with social context, a dialectic to which all of the authors speak, enlarges and invigorates our sense of what is pedagogically possible in societies characterized by diversity and flux. *Part I, "Linking Pedagogy to Communities,"

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focuses on dynamic initiatives where practitioners collaborate with community members and other professionals as they acknowledge and build on the cultural, linguistic, and intellectual resources of ethnic-minority students and their communities. *Part II, "Professional Learning for Diversity," centers on the authors' experiences in facilitating opportunities for working with prospective and practicing teachers to develop situated pedagogies, highlighting both the challenges that emerge and the

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transformations that occur. *Part III, "Learning in Community (and Community in Learning), illustrates how educational innovation can extend beyond the realm of schools and classrooms by elucidating ways in which individuals construct learning venues in out-of-school settings.

Learning, Teaching, and Community:

Contributions of Situated and

Participatory Approaches to Educational

Innovation is a compelling and timely text ideally suited for courses focused on teacher education and development,

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informal learning, equity and education, multilingual and multicultural education, language and culture, educational foundations, and school reform/educational restructuring, and will be equally of interest to faculty, researchers, and professionals in these areas.

Creating an Optimal Education Experience

European Design Science Symposium EDSS

2013, Dublin, Ireland, November 21-22,

2013. Revised Selected Papers

Situated Literacies

Routledge Handbook of Sustainable Product

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Design

The Routledge Companion to Criticality in Art, Architecture, and Design

The SAGE Handbook of Qualitative Geography
16th International Conference, ICEIS 2014,
Lisbon, Portugal, April 27-30, 2014,
Revised Selected Papers

The chapters in this captivating volume demonstrate the importance and power of design and the ubiquitous and forceful effects it has on human life within the study of anthropology. The scholars explore the interactions between anthropology and design through a cross-disciplinary approach, and while their approaches vary in

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how they specifically consider design, they are all centered around the design-and-anthropology relationship. The chapters look at anthropology for design, in which anthropological methods and concepts are mobilized in the design process; anthropology of design, in which design is positioned as an object of ethnographic inquiry and critique; and design for anthropology, in which anthropologists borrow concepts and practices from design to enhance traditional ethnographic forms. Collectively, the chapters argue that bringing design and anthropology together can transform both fields in more than one way and that to tease out the implications of using design to reimagine

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ethnography—and of using ethnography to reimagine design—we need to consider the historical specificity of their entanglements.

A proposal to redefine design in a way that not only challenges the field's dominant paradigms but also changes the practice of design itself. In *Critical Fabulations*, Daniela Rosner proposes redefining design as investigative and activist, personal and culturally situated, responsive and responsible. Challenging the field's dominant paradigms and reinterpreting its history, Rosner wants to change the way we historicize the practice, reworking it from the inside. Focusing on the development of computational systems, she takes on

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powerful narratives of innovation and technology shaped by the professional expertise that has become integral to the field's mounting status within the new industrial economy. To do so, she intervenes in legacies of design, expanding what is considered "design" to include long-silenced narratives of practice, and enhancing existing design methodologies based on these rediscovered inheritances. Drawing on discourses of feminist technoscience, she examines craftwork's contributions to computing innovation--how craftwork becomes hardware manufacturing, and how hardware manufacturing becomes craftwork.

A handbook of situated design methods, with analyses

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and cases that range from designing study processes to understanding customer experiences to developing interactive installations. All design is situated—carried out from an embedded position. Design involves many participants and encompasses a range of interactions and interdependencies among designers, designs, design methods, and users. Design is also multidisciplinary, extending beyond the traditional design professions into such domains as health, culture, education, and transportation. This book presents eighteen situated design methods, offering cases and analyses of projects that range from designing interactive installations, urban spaces, and environmental systems

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to understanding customer experiences. Each chapter presents a different method, combining theoretical, methodological, and empirical discussions with accounts of actual experiences. The book describes methods for defining and organizing a design project, organizing collaborative processes, creating aesthetic experiences, and incorporating sustainability into processes and projects. The diverse and multidisciplinary methods presented include a problem- and project-based approach to design studies; a “Wheel of Rituals” intended to promote creativity; a pragmatist method for situated experience design that derives from empirical studies of film production and performance design; and

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ways to transfer design methods in a situated manner. The book will be an important resource for researchers, students, and practitioners of interdisciplinary design.

Situated Design Methods MIT Press

Discourses and narratives are crucial in how we understand a world of rapid changes. This textbook constitutes a unique introduction to two major influential theoretical and methodological fields - discourse and narrative methods - and examines them in their interrelation. It offers readers an orientation within the broad and contested area of discourse and narrative methods and develops concrete analytical strategies to those who wish to explore both or one of these fields as

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well as their overlaps. Illustrated with examples from real life and real research, this book: Maps the theoretical influence from poststructuralist, postmodern, postcolonial and feminist ideas on the field of discourse and narrative. Acts as a guide to the most central analytical approaches in discourse and narrative studies supported by concrete examples of analytical strategies. Presents a variety of oral, textual, visual and other ' data ' for the purpose of analyzing discourse and narrative. Offers deeper insight into discourse and narrative methods within three themes of crucial importance for changing global context: media and society, gender and space, and autobiography and life writing. Acts as a helpful guide to

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situated writing based on concrete workshop exercises, which promotes ethical reflexivity, analytical thinking and creative engagement in the study of discourses and narratives.

Collaborative Information Seeking

CAiSE 2021 International Workshops, Melbourne, VIC, Australia, June 28 - July 2, 2021, Proceedings

Concepts, Methods and Tools

An international perspective

Engaging Spaces

Concepts and Case Studies

Designing Business and Management

"This book focuses on the study and application of human

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computer interaction principles in the design of online education"--Provided by publisher.

A critical inquiry into the value and experience of participation in design research. In *Taking [A]part*, John McCarthy and Peter Wright consider a series of boundary-pushing research projects in human-computer interaction (HCI) in which the design of digital technology is used to inquire into participative experience. McCarthy and Wright view all of these projects—which range from the public and performative to the private and interpersonal—through the critical lens of participation. Taking participation, in all its variety, as the generative and critical concept allows them to examine the projects as a part of a coherent, responsive movement, allied with other emerging movements in DIY culture and

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participatory art. Their investigation leads them to rethink such traditional HCI categories as designer and user, maker and developer, researcher and participant, characterizing these relationships instead as mutually responsive and dialogical. McCarthy and Wright explore four genres of participation—understanding the other, building relationships, belonging in community, and participating in publics—and they examine participatory projects that exemplify each genre. These include the Humanaquarium, a participatory musical performance; the Personhood project, in which a researcher and a couple explored the experience of living with dementia; the Prayer Companion project, which developed a technology to inform the prayer life of cloistered nuns; and the development of social media to support participatory publics

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in settings that range from reality game show fans to on-line deliberative democracies.

A state-of-the-art method for introducing new information technology systems into an organization, illustrated by case studies drawn from a ten-year research project. The goal of participatory IT design is to set sensible, general, and workable guidelines for the introduction of new information technology systems into an organization. Reflecting the latest systems-development research, this book encourages a business-oriented and socially sensitive approach that takes into consideration the specific organizational context as well as first-hand knowledge of users' work practices and allows all stakeholders—users, management, and staff—to participate in the process. Participatory IT Design is a guide to the theory

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and practice of this process that can be used as a reference work by IT professionals and as a textbook for classes in information technology at introductory through advanced levels. Drawing on the work of a ten-year research program in which the authors worked with Danish and American companies, the book offers a framework for carrying out IT design projects as well as case studies that stand as examples of the process. The method presented in Participatory IT Design—known as the MUST method, after a Danish acronym for theories and methods of initial analysis and design activities—was developed and tested in thirteen industrial design projects for companies and organizations that included an American airline, a multinational pharmaceutical company, a national broadcasting

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corporation, a multinational software house, and American and Danish universities. The first part of the book introduces the concepts and guidelines on which the method is based, while the second and third parts are designed as a practical toolbox for utilizing the MUST method. Part II describes the four phases of a design project—initiation, in-line analysis, in-depth analysis, and innovation. Part III explains the method's sixteen techniques and related representation tools, offering first an overview and then specific descriptions of each in separate sections.

This book constitutes the proceedings of the 8th Scandinavian Conference on Information Systems, SCIS 2017, held in Halden, Norway, in August 2017. The 11 full papers presented in this volume were carefully reviewed and

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selected from 24 submissions. They focus on so-called “smart” systems that prevail in many areas and influence work processes, communication, leisure activities and lifelong learning, and they deal with questions in design, implementation and adaptation in organizations.

As a cultivated form of invention, product design is a deeply human phenomenon that enables us to shape, modify and alter the world around us – for better or worse. The recent emergence of the sustainability imperative in product design compels us to recalibrate the parameters of good design in an unsustainable age. Written by designers, for designers, the Routledge Handbook of Sustainable Product Design presents the first systematic overview of the burgeoning field of sustainable product design. Brimming with intelligent

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viewpoints, critical propositions, practical examples and rich theoretical analyses, this book provides an essential point of reference for scholars and practitioners at the intersection of product design and sustainability. The book takes readers to the depth of our engagements with the designed world to advance the social and ecological purpose of product design as a critical twenty-first-century practice. Comprising 35 chapters across 6 thematic parts, the book's contributors include the most significant international thinkers in this dynamic and evolving field.

Synergies from Interdisciplinary Perspectives

Active Learning: Theoretical Perspectives, Empirical Studies
and Design Profiles

Participatory IT Design

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Essentials of Thematic Analysis

Designing for Situated Knowledge Transformation

Design Science: Perspectives from Europe

Design and Political Dissent

This book represents the emerging efforts of a growing international network of researchers and practitioners to promote the development and uptake of evidence-based pedagogies in higher education, at something a level approaching large-scale impact. By offering a communication venue that attracts and enhances much needed partnerships among practitioners and researchers in pedagogical innovation, we aim to change the conversation

and focus on how we work and learn together - i.e. extending the implementation and knowledge of co-design methods. In this first edition of our Research Topic on Active Learning, we highlight two (of the three) types of publications we wish to promote. First are studies aimed at understanding the pedagogical designs developed by practitioners in their own practices by bringing to bear the theoretical lenses developed and tested in the education research community. These types of studies constitute the "practice pull" that we see as a necessary counterbalance to "knowledge push" in a more productive

pedagogical innovation ecosystem based on research-practitioner partnerships. Second are studies empirically examining the implementations of evidence-based designs in naturalistic settings and under naturalistic conditions. Interestingly, the teams conducting these studies are already exemplars of partnerships between researchers and practitioners who are uniquely positioned as “in-betweens” straddling the two worlds. As a result, these publications represent both the rigours of research and the pragmatism of reflective practice. In forthcoming editions, we will add to this collection a third type of

publication -- design profiles. These will present practitioner-developed pedagogical designs at varying levels of abstraction to be held to scrutiny amongst practitioners, instructional designers and researchers alike. We hope by bringing these types of studies together in an open access format that we may contribute to the development of new forms of practitioner-researcher interactions that promote co-design in pedagogical innovation.

The process of learning qualitative research has altered dramatically and this Handbook explores the growth, change, and complexity within the topic and looks back over its history

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to assess the current state of the art, and indicate possible future directions. Moving beyond textbook rehearsals of standard issues, the book examines key methodological debates and conflicts, approaching them in a critical, discursive manner.

Essentials of Thematic Analysis describes the conceptual grounding and processes of thematic analysis - a highly flexible method that produces meaning-based patterns (themes) from qualitative datasets.

How can knowledge developed in one context be put to use in other contexts? How can students learn to do so? How can educators

design for learning this? These are fundamental challenges to many forms of education. The challenges are amplified in contemporary society where people traverse many different contexts and where contexts themselves are continuously changing. Designing for Situated Knowledge Transformation provides a structured answer to these questions, through an investigation of the theoretical, empirical, methodological and pedagogical design aspects which they involve. Raising profound questions about the nature of knowledge, of situativity, and of transfer, transformation and resituation, it calls for and provides extended empirical

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studies of the forms of transformation that knowledge undergoes when people find themselves in new contexts while relying on existing knowledge. Considering many avenues of practical application and insight, Designing for Situated Knowledge Transformation develops a coherent framework for developing learning designs for knowledge transformation that is crucial in today's educational settings. A new approach to theory development for practice-driven research, proposing that theory is something made in and through design. Tendencies toward "academization" of traditionally practice-based fields have forced

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design to articulate itself as an academic discipline, in theoretical terms. In this book, Johan Redström offers a new approach to theory development in design research—one that is driven by practice, experimentation, and making. Redström does not theorize from the outside, but explores the idea that, just as design research engages in the making of many different kinds of things, theory might well be one of those things it is making. Redström proposes that we consider theory not as stable and constant but as something unfolding—something acted as much as articulated, inherently fluid and transitional.

Redström describes three ways in which theory, in particular formulating basic definitions, is made through design: the use of combinations of fluid terms to articulate issues; the definition of more complex concepts through practice; and combining sets of definitions made through design into “programs.” These are the building blocks for creating conceptual structures to support design. Design seems to thrive on the complexities arising from dichotomies: form and function, freedom and method, art and science. With his idea of transitional theory, Redström departs from the traditional academic imperative to pick a side—theory or practice,

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art or science. Doing so, he opens up something like a design space for theory development within design research.

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ARCHITECTURE/GENERAL A PRACTICAL GUIDE TO RESEARCH FOR ARCHITECTS AND DESIGNERS—NOW UPDATED AND EXPANDED! From searching for the best glass to prevent glare to determining how clients might react to the color choice for restaurant walls, research is a crucial tool that architects must master in order to effectively address the technical, aesthetic, and behavioral issues that arise in their work. This book ' s unique coverage of research methods is specifically targeted to help professional designers and researchers better conduct and understand research. Part I explores basic research issues and concepts, and includes chapters on relating theory to method and design to

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research. Part II gives a comprehensive treatment of specific strategies for investigating built forms. In all, the book covers seven types of research, including historical, qualitative, correlational, experimental, simulation, logical argumentation, and case studies and mixed methods. Features new to this edition include: Strategies for investigation, practical examples, and resources for additional information A look at current trends and innovations in research Coverage of design studio-based research that shows how strategies described in the book can be employed in real life A discussion of digital media and online research New and updated examples of research studies A new

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chapter on the relationship between design and research Architectural Research Methods is an essential reference for architecture students and researchers as well as architects, interior designers, landscape architects, and building product manufacturers.

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