

Teaching Participatory Design

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ABSTRACT

This full-day invitational pre-conference workshop is devoted to sharing experiences from teaching PD methods, approaches, issues and concerns to students and practitioners. Our experiences stem from teaching and coaching IT practitioners as well as students studying computer science or IT. However, people with experiences gained from working with other professions are also welcome. Short presentations from each of the participants form the starting point of the discussion to which most of the time will be devoted. The intend is not to suggest *the* way of teaching PD, rather we hope that each participant will receive valuable inspiration to help improve his or her own teaching.

Keywords

Participatory design, teaching, students, practitioners.

1. Aims and goals of the workshop

People who have taught PD to students or practitioners from any profession are invited to submit a position paper to the organizers of this full-day invitational pre-conference workshop. The aim is to create a space for reflection among participants with experiences from a wide range of professional areas.

2. Workshop theme and topic

The workshop will focus on teaching PD. By this we mean any situation in which workshop participants have been involved in teaching PD methods, approaches, issues and concerns. For many years we have been giving one semester courses to students and supervised project and thesis work as part IT and computer science programs. Also, as part of developing a coherent method for participatory design, the MUST method, we have worked with IT practitioners helping them include PD into their repertoire for action. This comprised participatory analyses of their work practices, formal teaching sessions, and coaching during their application of (parts of) our method.

Practitioners and academics with all types of experiences from teaching PD and from all types of professions are encouraged to submit a position paper. Experiences may be related to tools and techniques, coherent methods or didactical and pedagogical issues that proved to be relevant while teaching PD. Experiences may relate to one or a few sessions or to endeavors of any length of time.

3. Workshop plans and program

The workshop will be organized as a mixture of short presentations and longer discussions. Each participant will be given a chance to present key elements of their own experiences and will receive feedback in the form of comments and discussions.

4. Workshop schedule

The workshop is scheduled to take place July 28, 2004 from 9 AM to 18 PM, followed by a dinner somewhere in town at your own expenses. We, the organizers, will introduce and motivate the workshop. The rest of the day will be organized around the themes highlighted in the accepted position papers. All participants will present their work and time will be set aside for thorough discussions.

5. Intended participants

We encourage practitioners and academics, who have taught PD, from all kind of professions to submit a position paper to the organizers no later than June 15, 2004. In order to admit plenty of time for discussions, the maximum number of participants will be 12 - including the organizers. Participants are selected on the basis of a position paper, max 5 pages, indicating the context in which the experiences were gained and what they are. Workshop participants are encouraged to bring all kinds of materials that will further the discussions.

6. Workshop organizers

The organizers have for many years been involved in teaching and research related to PD, HCI, CSCW and IS. Their book on the MUST method, will be published by MIT Press during the summer of 2004.