

Theorizing Design of 'Human Technologies'

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Director at Designing Human Technologies

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What do you feel is most important for you in holding a job as a design-oriented researcher?

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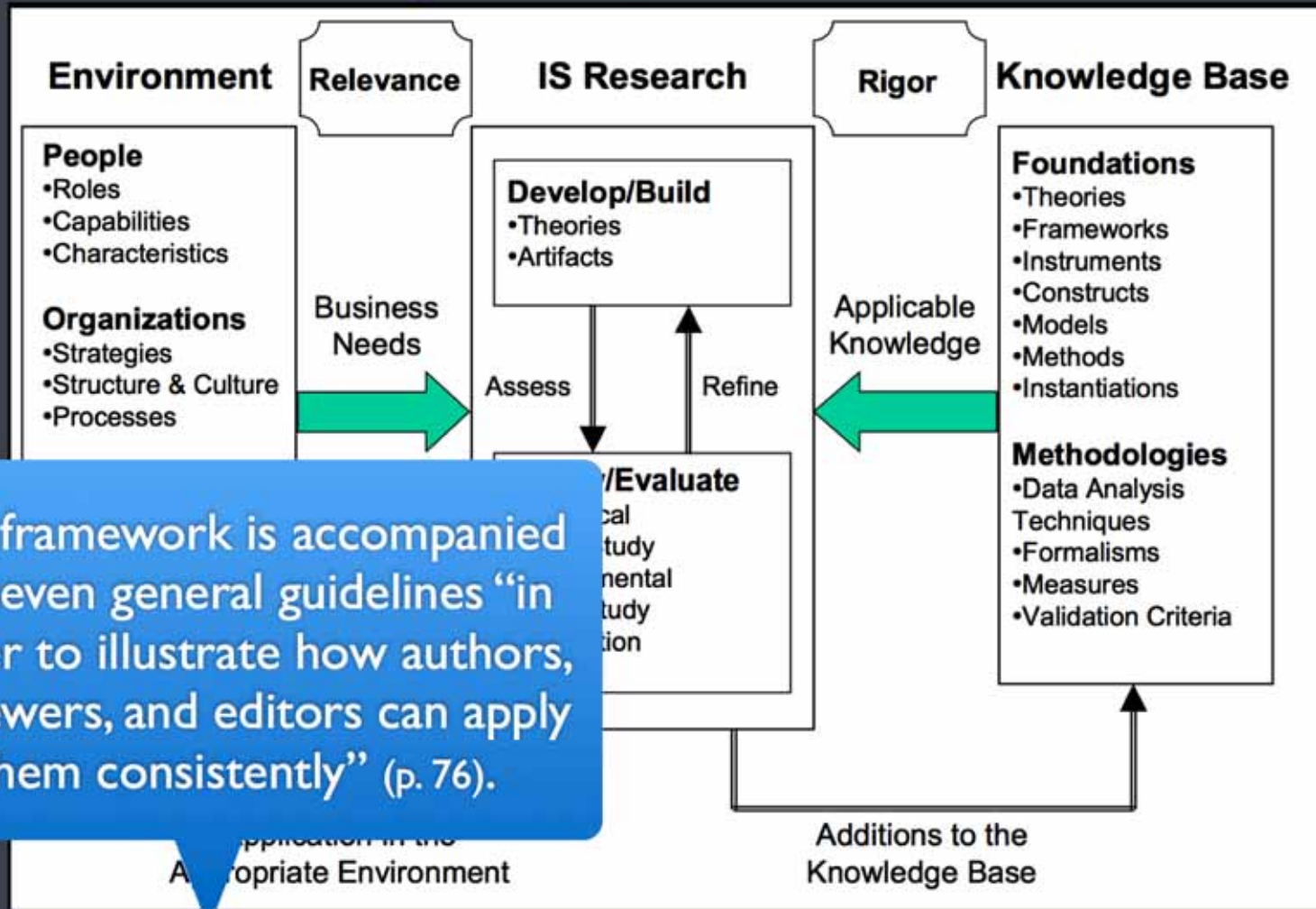
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Design as a main subject area at the universities

*design schools
traditionally rooted in practice
now increasingly implement
academic criteria*

- ▶ Theorizing Designing 'Human Technologies' - or:
 - ▶ Designing as processes and practices
 - ▶ Designing as knowledge development
 - ▶ Designing as reality construction
 - ▶ Designing as normative interventions
 - ▶ Designing as embedding values, ethics, politics, ...
 - ▶ ... as taking responsibility for the design, intervention, reality construction, ...

IS and Design Science



The framework is accompanied by seven general guidelines “in order to illustrate how authors, reviewers, and editors can apply them consistently” (p. 76).

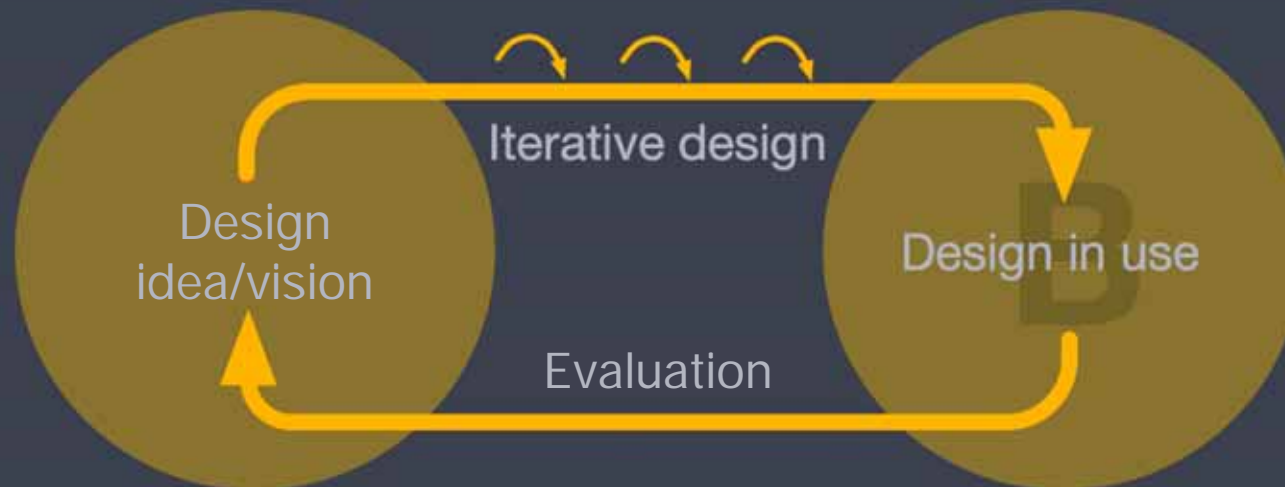
Hevner et al./Design Science in IS Research, MIS Quarterly, 28(1), 2004

Designing Human Technologies at Roskilde University

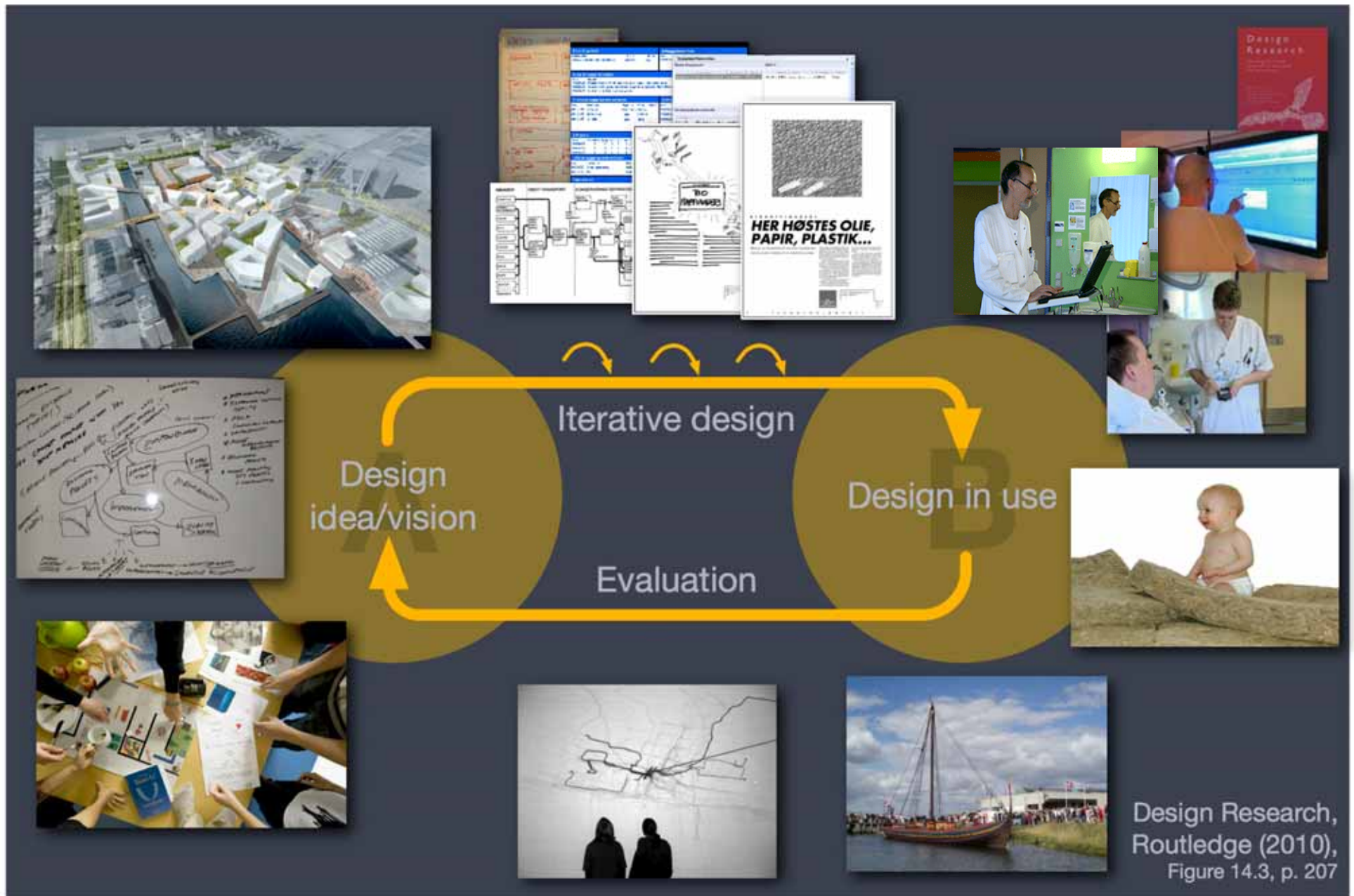
- ▶ New main subject area initiated in 2008 as new bachelor program
- ▶ Researchers gather and initiate 'grass root' community
- ▶ Designing (constructive), Human (participation), Technologies (ICT, experiences, urban planning, climate adaption, etc.)
- ▶ Design Research, Routledge (2010)
- ▶ Situated Design Methods, MIT Press (2014)
- ▶ 46 researchers reflections on 33 design projects



Design as 'emerging' change



Design Research,
Routledge (2010),
Figure 14.3, p. 207



An alternative “framework” - i.e. a coordination mechanism

Change

- ▶ Planned
- ▶ Emergent
- ▶ Opportunity-based
- ▶ Sustainable

Participation

- ▶ Different knowledges
- ▶ Mutual learning
- ▶ Joint goal negotiation
- ▶ Infrastructuring

Situatedness

- ▶ Situated knowledges
- ▶ Situated learning
- ▶ Situated action
- ▶ Situating contexts

Scope

- ▶ Personal
- ▶ Collaborative
- ▶ Organizational
- ▶ Societal



Collective reflections, shared theory building

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Reflect on the experiences from a given project:

- ▶ What are the conditions and context of the theme/dimension?
- ▶ How did it 'unfold', how would you describe it?
- ▶ How did you strive to respond appropriately to it?
- ▶ What were the challenges and opportunities involved?
- ▶ How have you (or others) tried to remedy these challenges and make use of the opportunities?

Summing up

Design as a science where reflections on aesthetics, ethics, values, connections to politics, and strategies for enabling a better future should be recognized as legitimate

- ▶ Need for theorizing *our* design practice - to establish 'Design' as main subject at universities
- ▶ Call for coordinating our collective reflections
- ▶ Presented our experiences so far - synthesized into 'coordination mechanism' for collective reflections
- ▶ Eager to hear you opinion and thoughts on this