

Why?

To inform onw's understanding (involve your personal values, something you can support personally and carry out professionally)

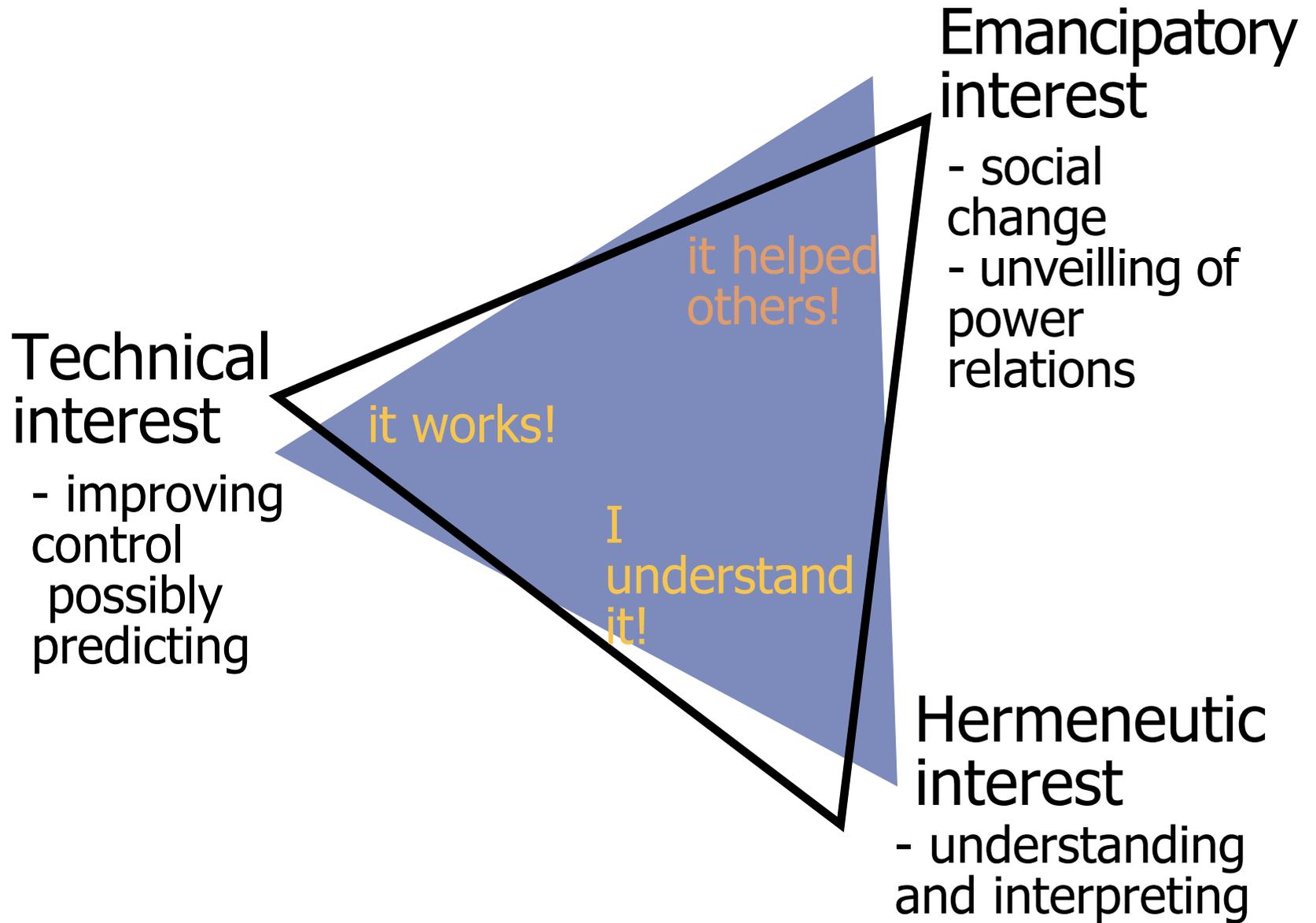
Help develop the practice, and take better, informed action
Developing own's design process

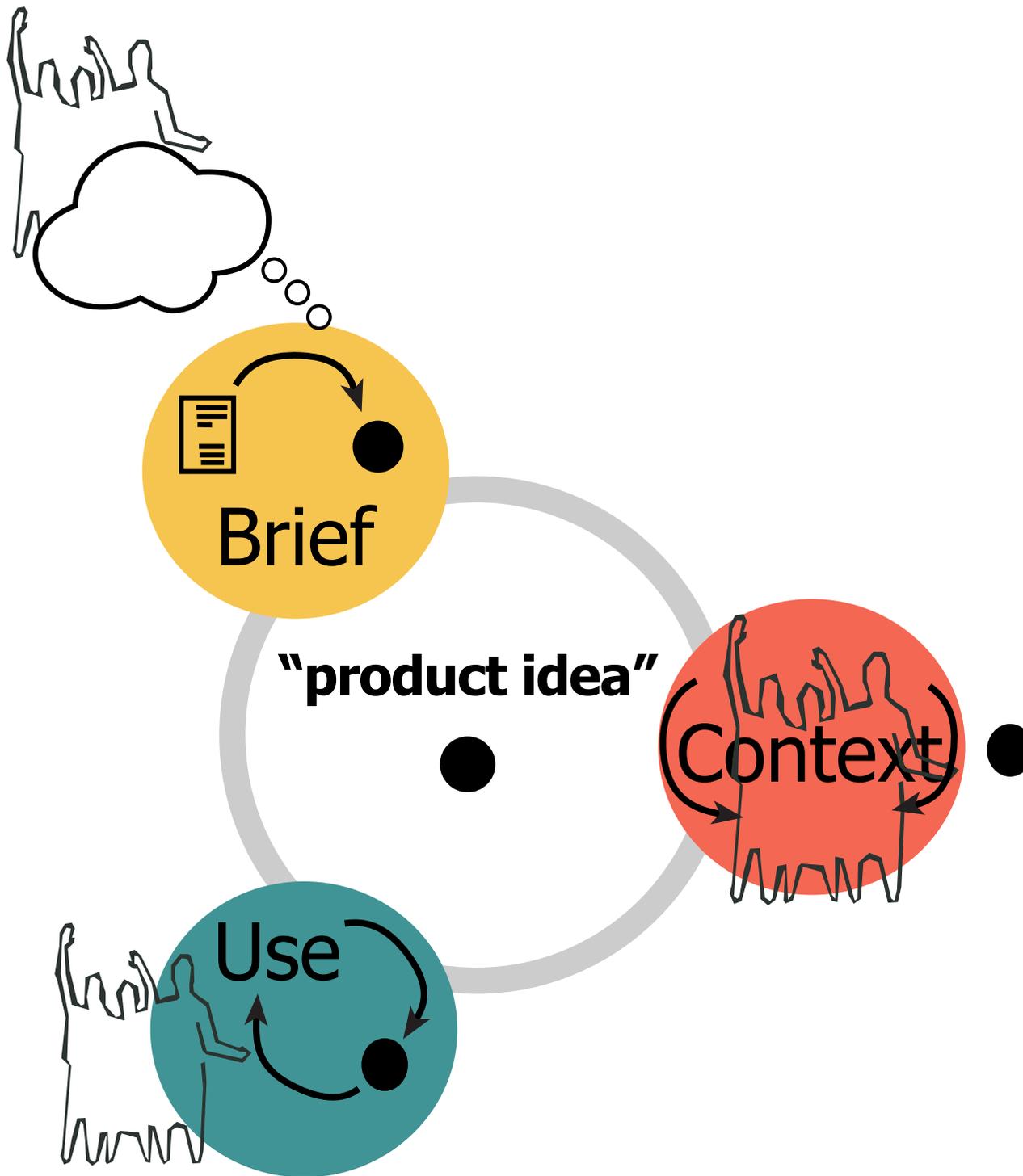
Designers will be (constantly and even more) required to make explicit their ideas using different kinds of strategies because "design" is not an isollated effort of an individual but more and more the result of the efforts of a community

Helps to clarify your standpoint as a "designer" and what you understand as "design"

3 "Knowledge interests"

Habermas, J (1971)
Knowledge and Human Interest





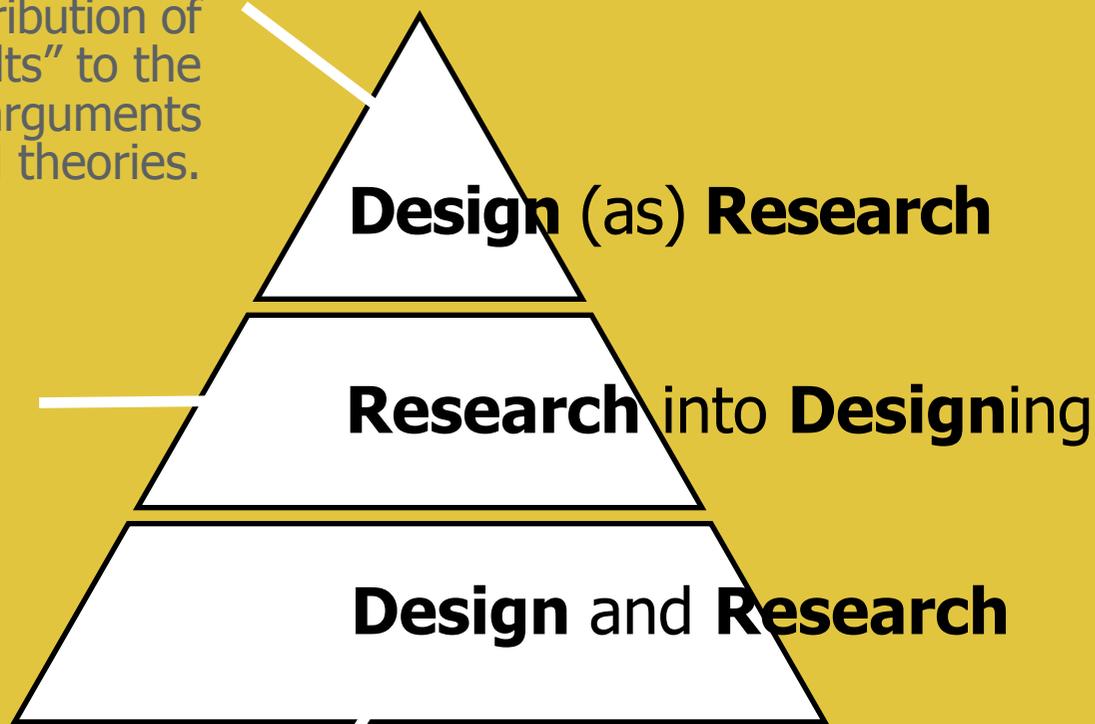
Design - 3 positions from
where to direct a strategy
Andrea Botero / 2003

Different understanding of the relationship between the words design / research

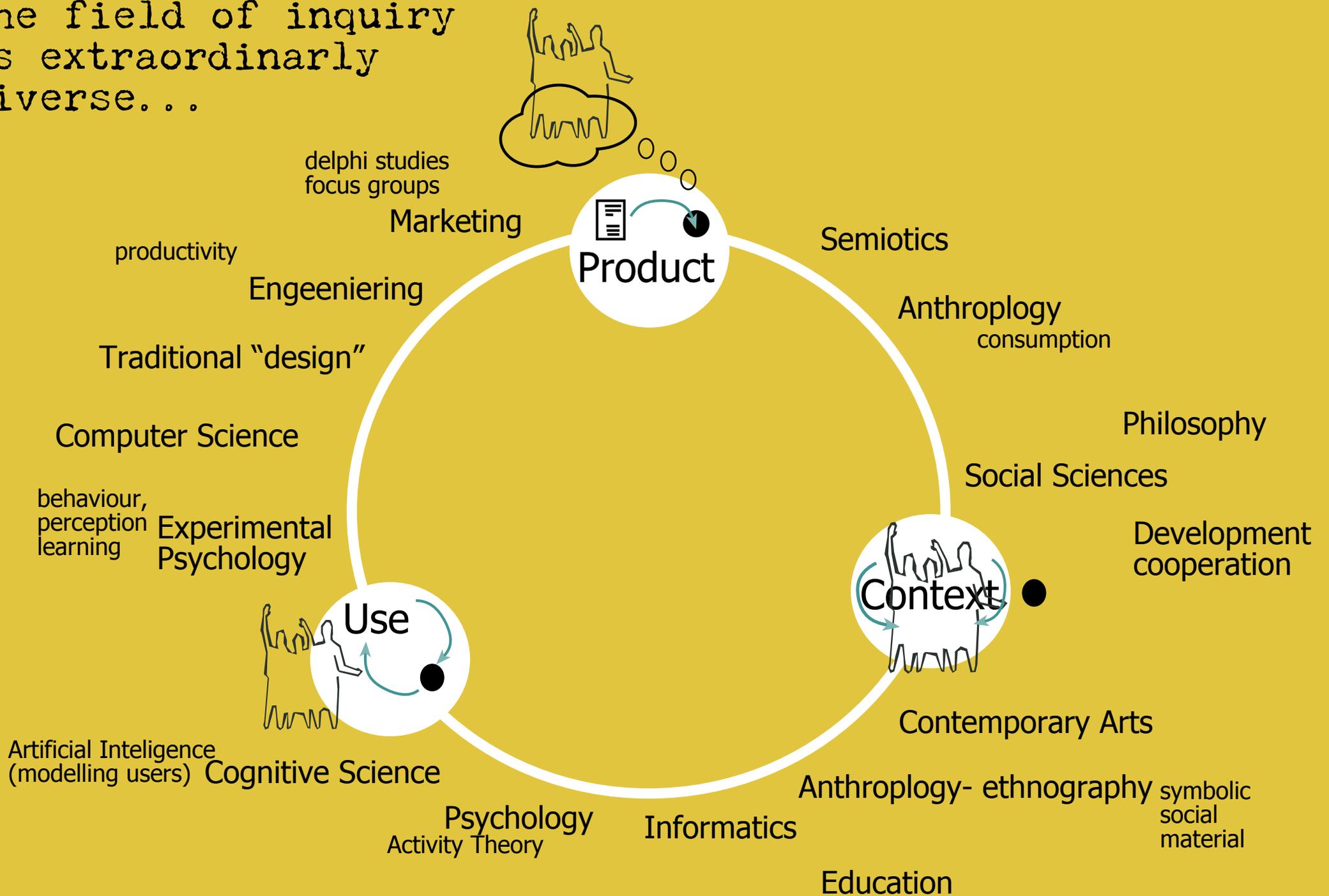
the design process as research itself (inquiry by design), the contribution of its "results" to the development of arguments and theories.

Design process as an object to be researched (process, relations, situations actors and activities in which something was designed).
- art/design history, social construction, self reflection

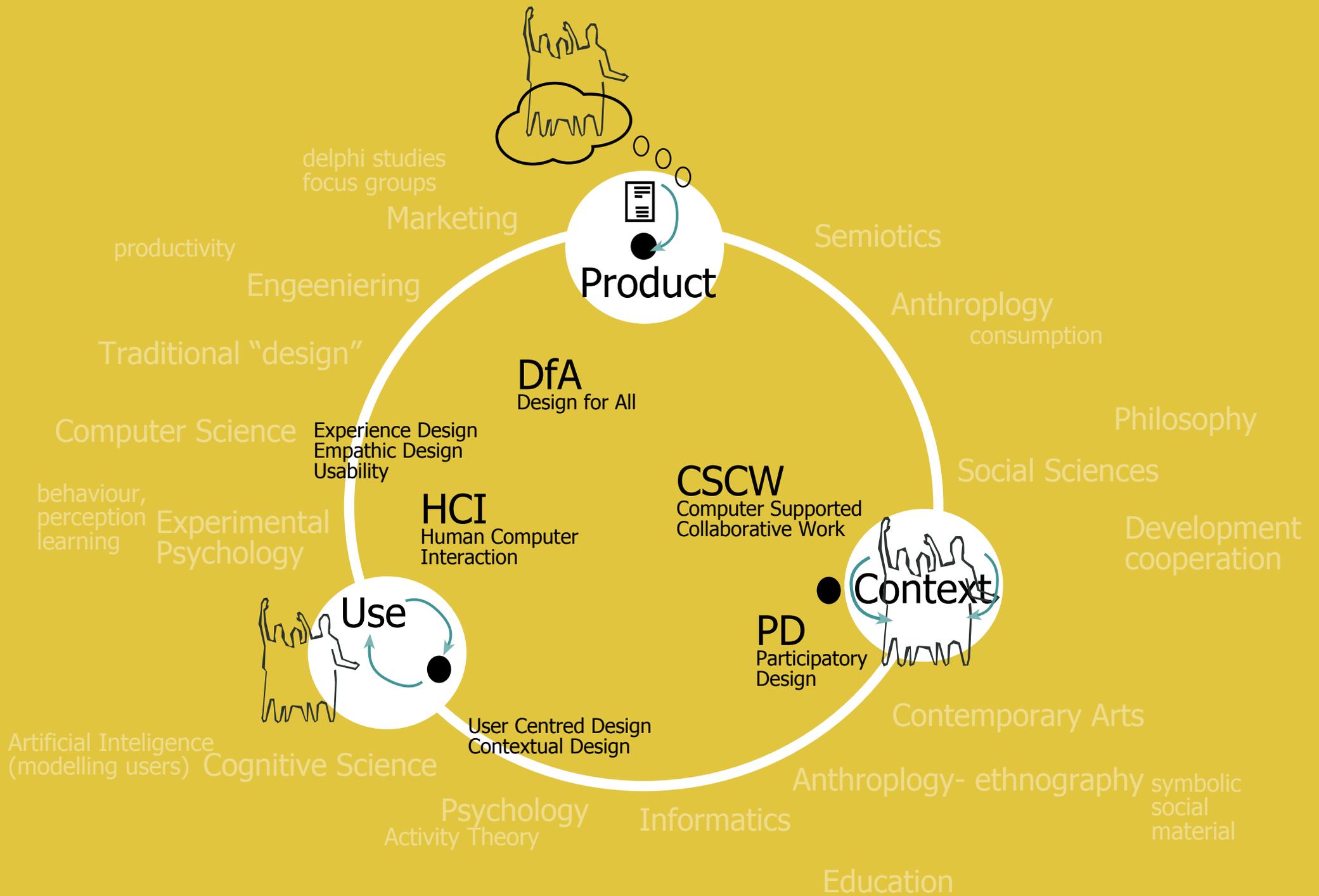
- research to be able to design (literature review, product survey, user studies, technologies, etc)
- research to validate, understand, develop designs



The field of inquiry is extraordinarily diverse...



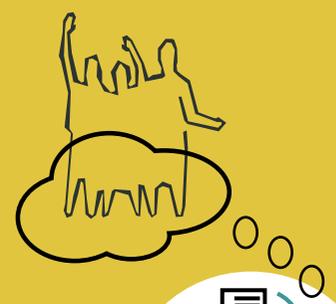
Influences, aproaches, methods and perspectives in the RD&D of computer based software-hardware products and services /ABC



Influences, approaches, methods and perspectives in the RD&D of computer based software-hardware products and services /ABC

Bricollage

"Make your own tool"



Introspection

delphi studies
focus groups

Marketing

Semiotics

productivity

Requirements
Engineering

Engineering



Product

Anthropology
consumption

Traditional "design"

Task / Goal
Analysis
DFA
Design for All

Discourse Analysis

Philosophy

Computer Science

Experience Design
Empathic Design
Usability

User/Field studies

Social Sciences

behaviour,
perception
learning

Experimental
Psychology

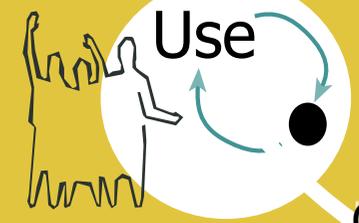
Usability
Testing

Interviewing

Computer Supported
Collaborative Work

Conversation Analysis

Development
cooperation



Use

Human Computer
Interaction

Observation



Context

Probing Workshops

Iterative Prototyping
Scenarios

PD
Participatory
Design

Storyboarding - script

User Models
Artificial Intelligence
(modelling users)

Cognitive Science

Contextual Inquiry

Contextual Design

Contemporary Arts

Ethnography

Anthropology- ethnography

symbolic
social
material

Psychology
Activity Theory

Informatics

Education

Discovering? Decision Making? Implementation? Testing? Argumentation?

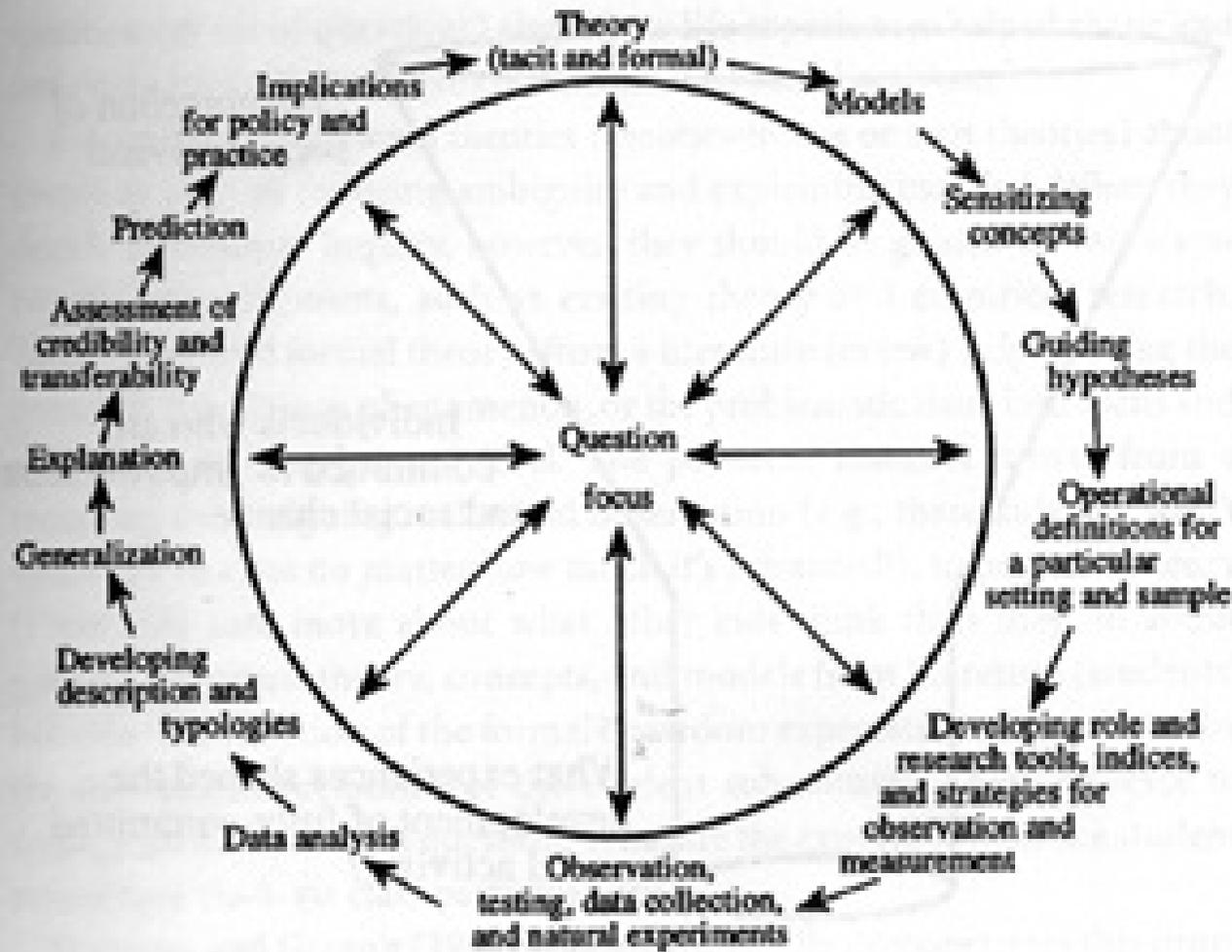


Figure 2.1. A Model of the Research Cycle