

User-centered design

- Usability
- Participatory design
- User-centered and user driven
- co-design
- co-creation



Participatory design

- 60ies, general ideal of participation
- Better design
- Product realized in usage



To human beings things are meaningful



- Meanings are not properties of objects or things
- Meanings are cultural and shared

Co-design: lähestymistapa

1. Clear focus, flexible realization
2. Grounding to a concrete social context
3. Iterative and interactive process
4. Implementation and adaptation – appropriation

Aktiviset Seniorit ry

- Founded in 2000: "Loppukiri"
- Sc "Creative Community": an alternative mode of living for the elderly, support for everyday



Clear focus:

- webpages
- Loppukiri construction and planning project
- Construction of the community
- Digitalizing everyday life, study of tools



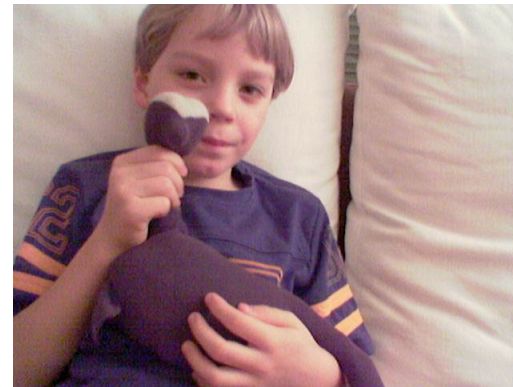
Concrete social context

- Interviews of key-persons
- History of Aktiiviset Seniorit ry.
- Examples for Loppukiri-project
- Research of needs pertaining to e.g. "probes": "What would you want to share" "What things need rules" etc.
- Mapping present practices e.g. probe "Who do you communicate with and how" for a day

Iterative and interactive co-design process

Example 1. "Voice Notes"

1. Workshop "Remembering and reminding"
2. "Voice Notes" trial
3. Vaakku, an audio-interface



Iterative and interactive co-design process

Example 2.:Miina

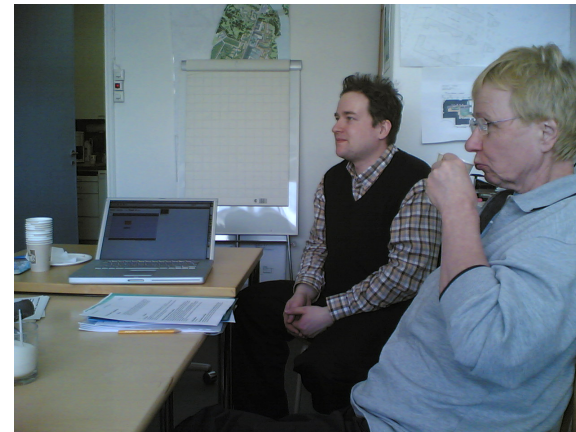
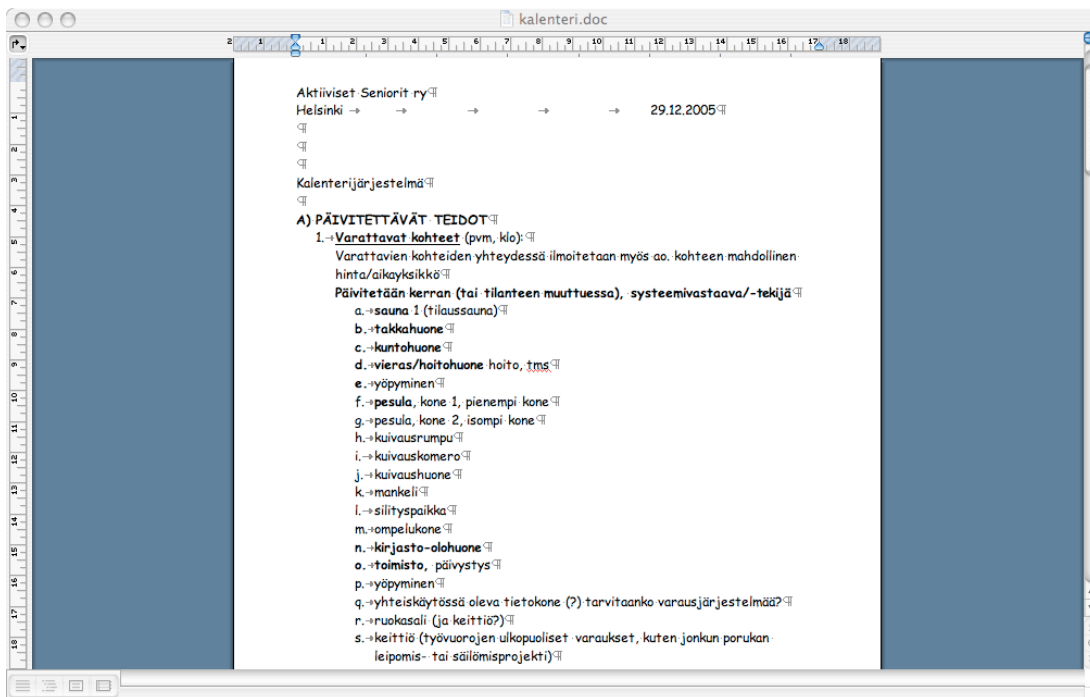
1. Workshop "Safety"
2. Concept "Footprints in snow"
3. Community calendar



Iterative and interactive co-design process/ adaptation

Example 2.: Miina

1. Workshops and prototype trials
2. Co-design: senior prepare a list of specifications! Miina is named.
3. Trial and end-product ready



Lessons learned?

- Co-design is always a process
- Importance of shared language and meanings (e.g. "radio" as a metaphore for Voice Notes killed ideation)
- Significance of existing practices
- All of four basics!

Significance of practices

- practices give continuity and meaning, and create relations
- the habitual and repeated
- everyday problem solving and innovation: change
- mediating concept between research and design

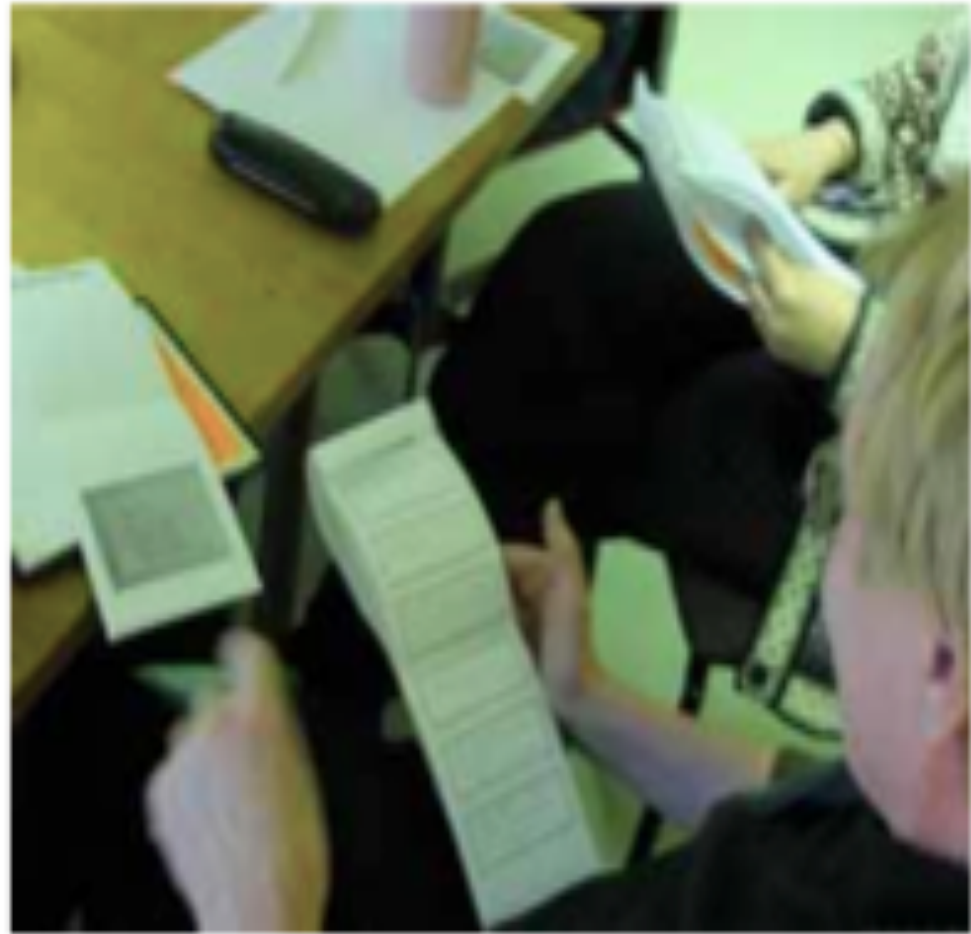
Methods

1. Target group:
 - Choice and identification
 - recruitment
 - motivation
2. Background material:
 - Books, research, benchmarking etc
 - Interviewing key persons”



Methods

- Probet I. luotaimet
- **Scenarios**
- Drama



Methods

- workshops
- mock-ups
- trials



Identifying design ideas



- Meanings!
- “Laws of robotics”
- Creative leaps!