Design in the real world

October 11, 2017

Today

Housekeeping

Good / Bad Design Examples

Discussion of readings

Break

Design Project

Housekeeping

Mapping an Emotional Experience: Due Oct 18

Design Examples

I LOVE YOU FOUEVER
RELISH THE MOMENT

Readings

Week 7 (10/11): Design & Users

1. Cooper, A. (1999). *The inmates are running the asylum*. Indianapolis, Indiana: SAMS. Chapter 7: Homo Logicus
2. Shapin, S. (2007). What else is new? *The New Yorker*.
3. *[Optional]* Cooper, A. (1999). *The inmates are running the asylum*. Indianapolis, Indiana: SAMS. Chapter 8: An Obsolete Culture

Questions/Comments

Assistive technology to a large degree still lives in this category—the most popular screen reading program worldwide, JAWS was created in the '80s and, despite critical updates over the years, still operates the same as it always has....The W3C has rightly issued accessibility standards for web designers, but due to the numerous constraints, most designers ignore them, and there is little to no repercussion for doing so. It has not proved successful to put the onus entirely on web/app designers, which suggests it's (long past) time to rethink how screen readers are programmed. Unfortunately, we live in a time when the software industry has massively consolidated. The BVI community is a blip on the radar. How can someone challenge the long established way of accomplishing a task in the current atmosphere?
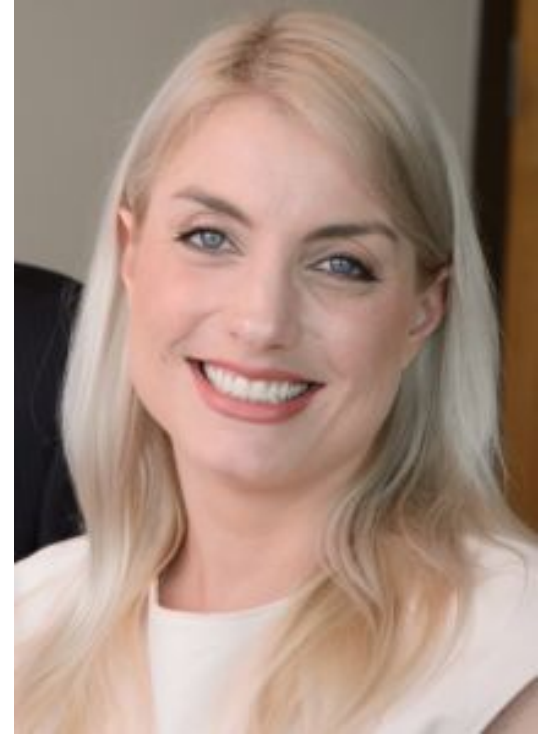
What are the implications of this thinking to teaching? Surely this says something about the way we design lessons and learning experiences for students? Teachers are the 'programmers' of the lesson. We totally understand how all these things tie together, so we present that material as if it is self-evident, giving little or no attention to the 'user' (student) experience.

I wonder what implications this line of thought has for the design of videogames. Surely videogame programmers think and behave the same way... Why do good games lack this disconnect between designer and user experience?

That said, I really don't like the idea that engineers are different people. I know the article is tongue-in-cheek, but it still seems to be a bit broad and even a bit outdated. I think the industry as a whole it trying to hire and train workers who do not act as the article states. There is a big push to get engineering programs and computer science programs to incorporate aspects of other disciples (e.g., business, art, medicine, etc.). Some of the big firms purposively hire non-programmers for programming jobs.

So back to the author's tone of the technology, I agree that we should sometimes view technology as just things. As simple as that, I also want to add that we should at the same time appreciate the makers for making our life more interesting so that we won't abuse technology.
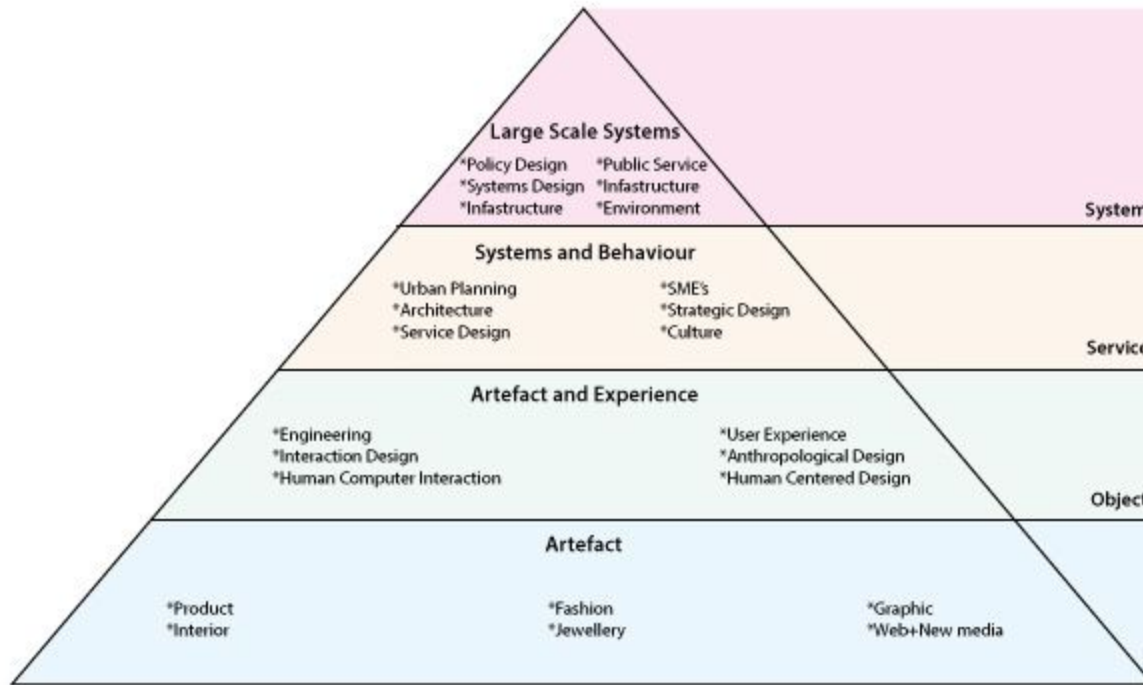
Level of Complexity

STRATIFICATION OF DESIGN THINKING

HIGH

LOW

Large Scale Systems

*Policy Design   *Public Service
*Systems Design   *Infastructure
*Infastructure   *Environment

System

Systems and Behaviour

*Urban Planning   *SME's
*Architecture   *Strategic Design
*Service Design   *Culture

Service

Artefact and Experience

*Engineering   *User Experience
*Interaction Design   *Anthropological Design
*Human Computer Interaction   *Human Centered Design

Object

Artefact

*Product   *Fashion   *Graphic
*Interior   *Jewellery   *Web+New media

STUDIO**680**

Teachers' Academy v.2

Coming up

Week 8 (10/18): Aesthetics, Emotion, and Design

1. Norman, D. (2002). Emotion & design: Attractive things work better. *Interactions*.
2. Csikszentmihalyi, M., & Robinson, R. E. (1990). *The art of seeing: An interpretation of the aesthetic encounter*. Los Angelos: J. Paul Getty Museum and Getty Education Institute for the Arts. Chapter 2: The Major Dimensions of the Aesthetic Experience

Remember

- Share your google doc notes with Melissa and me