

Invited Talk

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During the discussion, many concepts were mentioned, but I want to focus on "Participatory Design," which, as mentioned, involves active user participation in the product design process. In other words, it is the design process that involves the users of a product, service, or organization as protagonists, so that they, through a guided search instance, generate their own solutions (Participatory Design or Co-design - Institute of Urban and Territorial Studies UC, 2021).

The guest gave the example of the design of a park that was initially intended for the elderly. However, after conducting user research, they realized it was actually for children. They applied participatory design, and in the end, the children were able to create a model of the park. This illustrates another concept, "inclusion," as the children also considered the presence of children with different abilities or on the autism spectrum.

In the case of our project, I believe we can apply participatory design by generating a prototype involving both types of users we have (primary and secondary users). Specifically, this could be applied to the component that displays the statement of account for each card and the due date. We could consider primary users who have previously used a similar application, such as Wallet, Monefy, Mint, and Buddy, to ensure the prototype is as consistent as possible. For the concept of inclusion, we could use colors that are easily distinguishable by colorblind individuals or those with visual impairments.

References

Diseño participativo o co-diseño - Instituto de estudios Urbanos y Territoriales

UC. (2021, 29 enero). Instituto de Estudios Urbanos y Territoriales UC.

<https://estudiosurbanos.uc.cl/guia-temas/disenio-participativo-o-co-disenio/>