This week at the beginning of the lecture we recapped what we had done in our past sessions and how we have focused on the design process from the perspective of the user. This can be useful in a lot of circumstances and can also be applied to all my modules as my work will be designed from the perspective of the marker as I am trying to achieve the best grade I can.

We also quickly summarised the user centred model which can be found in the Don Norman reading – this was mentioned in a past journal entry.

We also started thinking about possible existing services to discuss in our groups and researching basic information about them – my group decided to home in on Spotify as our service.

This week we discussed Speculative Design which focuses on future design issues and tries to design with future circumstances in mind – it achieves this by addressing big societal problems. This can be incorporated in any piece of work that has me reflect on the future; it was also have been useful to think about such issues in my last piece of coursework on the first bus app.

During the lecture we were assigned tasks by table – my table had to look into S3E1 of black mirror ‘Nosedive’. The concept of this episode was everybody had a rating system and depending on your rating you would have more chances in life. The episode was the rise and fall of our mc.

In addition to this, we looked at a social media platform called minus.social. This is a finite social network where you get 100 posts for life, however you can comment infinitely. This is a good example of speculative design as it tackles current societal problems with a decline in mental health due to social media and a lot of users comparing themselves to others, however if everyone was restricted to 100 posts each this would challenge people to ask whether what they will post is valuable enough to share.

During the lecture I found some quotes from the reading that helped my understanding of speculative design, this one was me key quote that helped me comprehend speculative design. This can be found in the reading:

Speculative everything: design, fiction, and social dreaming by Anthony Dunne and Fiona Raby

“unsettle the present rather than predict the future… design needs to decouple itself from industry” – this quote means to not think too deeply about changing the future but how our future selves could find a design useful in the present day and by “decoupling” from the industry design can be more free and aspirational