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…or "provocatypes" (his word, I *promise*)

for example:
what if we rationed electricity according to your
social status, as reported by your ID?
doctors would get to cut ahead; ex–convicts
would always be at the back of the line (and
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figures/powerthingy.png

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DESIGN FICTIONS ARE NOT GOOD ARTEFACTS TO LET LOOSE UNSUPERVISED:

THE RESULTING CONVERSATION, NOT THE ARTEFACT, IS THE POINT OF THE EXERCISE.

- redefining stakeholders? (e.g. to include values?)
- Make design principles meaningful and not dumb
  "'Make it easy for users' is a platitude, not a design principle"

Coercion, experimentation, and more

- What's the difference between coercion and nudging?
- Don't get caught up in the is–ought fallacy

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figures/speedcamera.jpg