

Assignment

- 200 hours
- Written report as conference research paper
- Documentary video as supporting communication

This assignment leads toward understanding of

- Methods of Design research Communication
- The Research context for our doctoral study
- Common Standards of peer reviewed research in design
- Making evidenced, structured contributions to design knowledge

Tasks and exercises

- Choose an area of the everyday, your everyday, as an area of study using design probe methods
- Use techniques of observational research and (auto)ethnography to investigate activity
- Frame the investigation against a broad goal of research and discovery of areas associated with wellbeing and positive personal/social impact

**You are researching and observing at this stage. DO
NOT try and design a solution.**

Merely try to gain *insights* into a situation

**This is more difficult
than it sounds**

- The common instinct is to see solutions. To be a 'designer' and to solve 'problems'
- With this exercise we are trying to understand **context** and find **opportunities**.
- If we *were* to go forward we would then look at the opportunities we had discovered and investigate designs for the contexts or opportunities we had found in our observations.

try to avoid....

- Low hanging fruit
- The wrong problems
- Solutionism
- Saviourism
- Pathological altruism*
- Cultural tourism
- Grand schemes.

<https://interaction19.ixda.org/program/keynote--liz-jackson/>

- This is the beginning of grounding our design work in research, grounding it in evidence.