CoCreate

Building Creative Training Systems with Co-Design

Jordan Aiko Deja

You can find me as @jrdndj everywhere

UXPH

UXPH

UXPH (User Experience Philippines) is the largest and most established non-profit experience design organization in the Philippines. UXPH is an inclusive hub for design professionals, enthusiasts, career-shifters, and lifelong learners.

We shape the Filipino design landscape by organizing events, educational programs, and mentorship opportunities that foster innovation, collaboration, resource sharing, and continuous learning.

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ROADSHOW
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The Company Cebu, IT Park

ROADSHOW
Davao
September 28, 2019
8AM - 5PM
Ateneo de Davao University

ROADSHOW
Manila
October 26, 2018
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A conference for a better user experienc

UXPH
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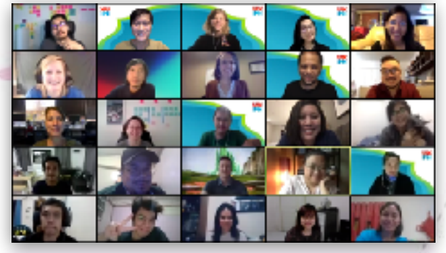


UXPH | maya
FROM PUSHBACK TO PROGRESS:
The Power of Design Storytelling
September 26, 2024 | Thursday | 6pm-9pm
7th Floor, Launchpad Building, Sheridan St., Mandaluyong City
UXPH.HELIXPAY.PH

CBD FURNITURE
Embracing
Web Accessibility
thru Learning by Doing
Presented by:
Cati Perez-Juan

🔭 Vision

A society empowered to create mindful, sustainable, and effective products and services across all levels and sectors of The Philippines.

💼 Mission

To collaborate with individuals, communities, educational institutions, and organizations to elevate the adoption and standards of intentional design practices across The Philippines.

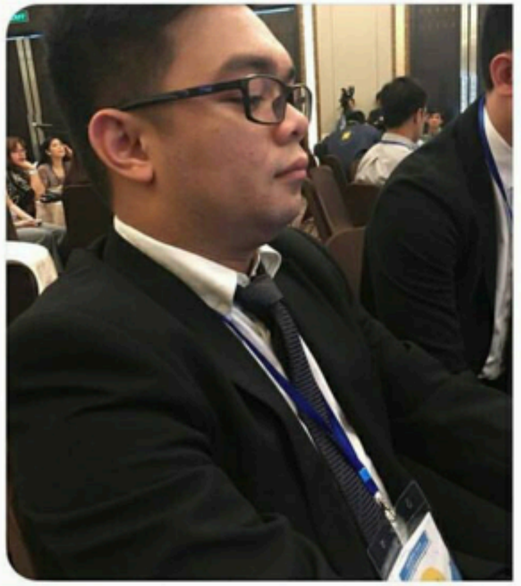
We are a community of volunteers. Join us!

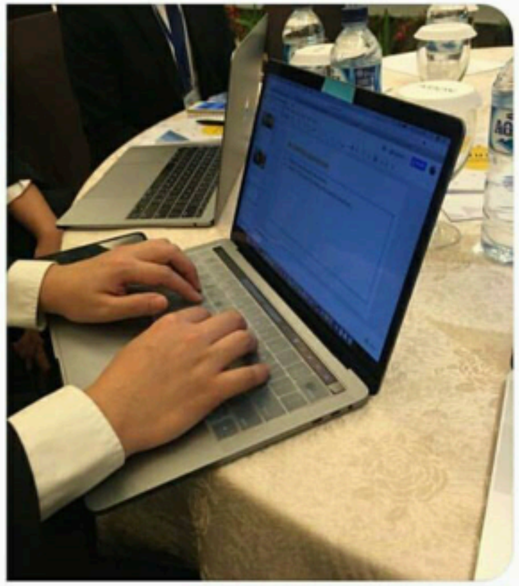
- uxph.org
- @uxphofficial
- Other soc med or CTAs

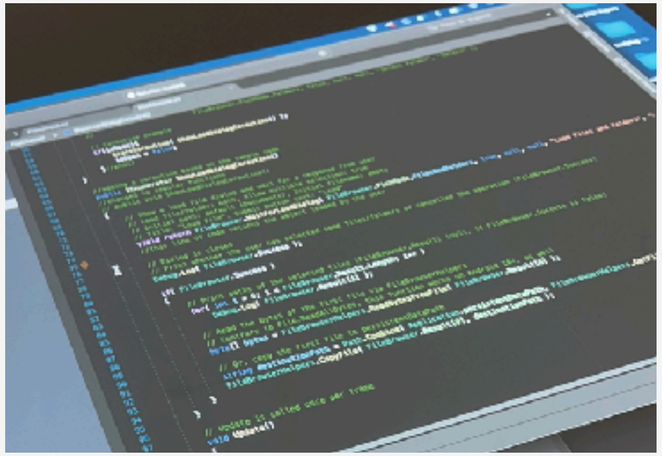
Google
cramming professor meme
Google Search
I'm Feeling Lucky
Google offered in: Filipino Cebuano

Blaise Cruz
@finelined_

If you think you're good at cramming, my prof makes his slides and prepares his presentation for an international conference IN THE CONFERENCE ITSELF





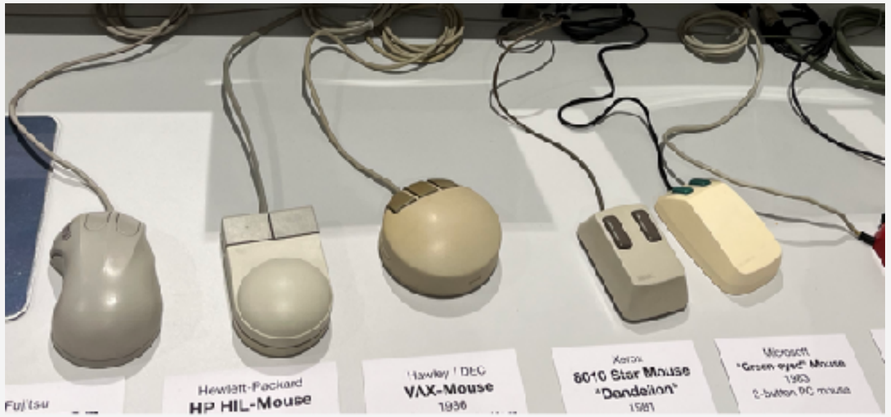


I’m a computer scientist

I code
I build stuff
I work in a field called **Human-Computer Interaction**

We investigate unexplored phenomena between humans and computers, systems, spaces, robots, drones …

I’m Jordan

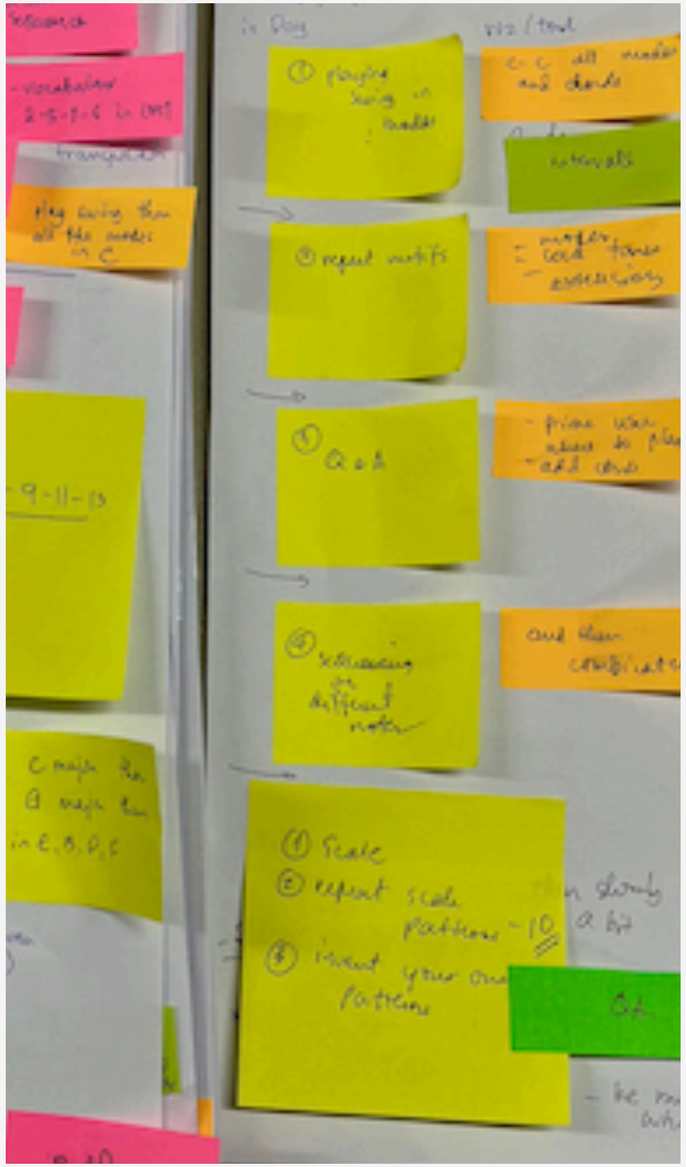


Design is part of our toolkit

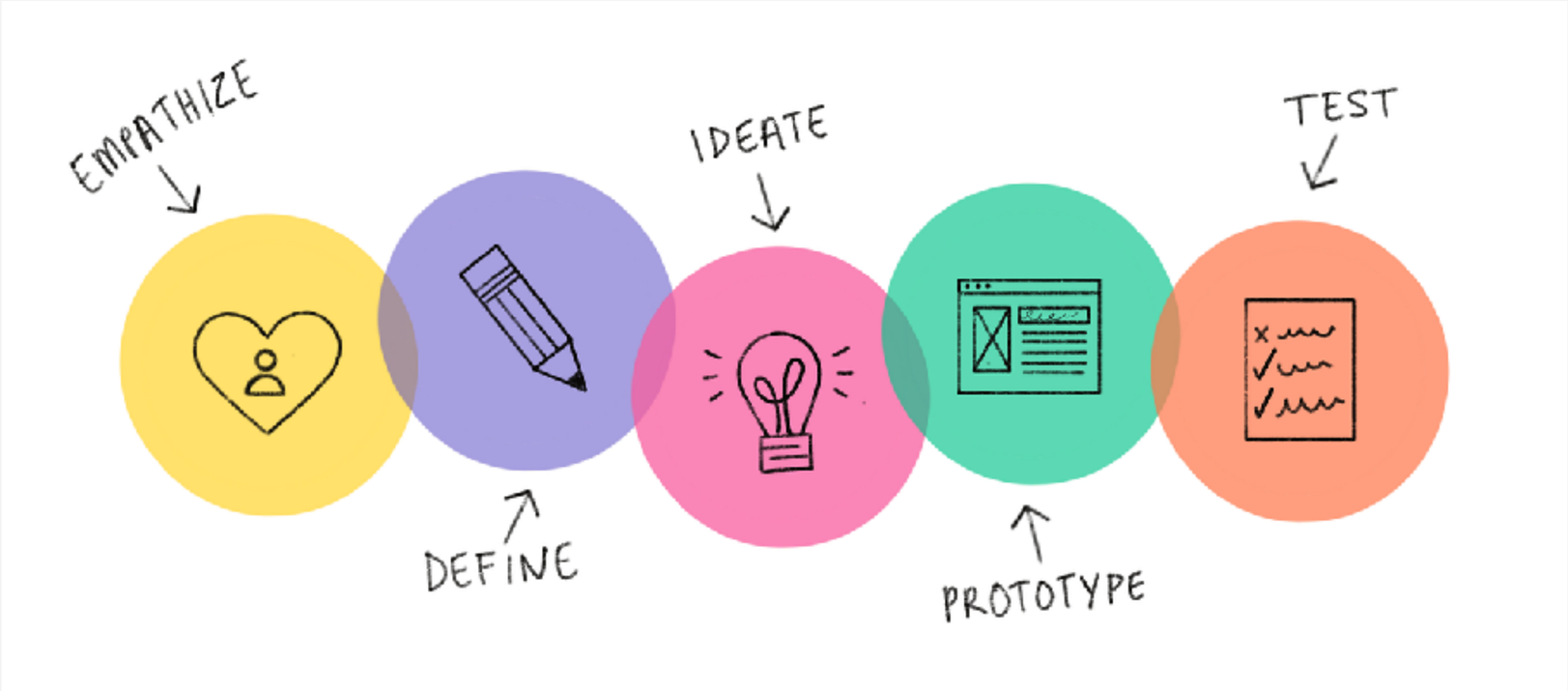
We sometimes design new systems, or improve existing ones.

They're mostly qualitative.

Some of you call them "UX tools" (e.g. interviews, workshops, iterative prototyping)



Design Thinking Process
c/o Rain Lieberman



UX part

We build stuff based from the findings of our iterative process.

HCI part

Then we run experiments based on some hypothesis following some experiment design.

design

Much like how art asks questions, design gives us answers
(solutions to problems)

Lets have a look at one specific problem …

THIS MACHINE
KILLS FASCISTS

MIKE
TIPS

What do they have in common?

they improvise!

improvisation

/ˌɪmprəvʌɪˈzeɪʃn/
noun

something that is improvised, in particular a piece of music, drama, etc. created spontaneously or without preparation

What do we know about improv?

01

IMPROV IS A CORE SKILL

While part of the curriculum, it is not widely-taught.

02

TOO SUBJECTIVE

Due to its subjective nature it is hard to assess people’s skills in improvisation.

03

LIKE A LANGUAGE

There are rules and grammar behind it.

04

HOW TO TEACH?

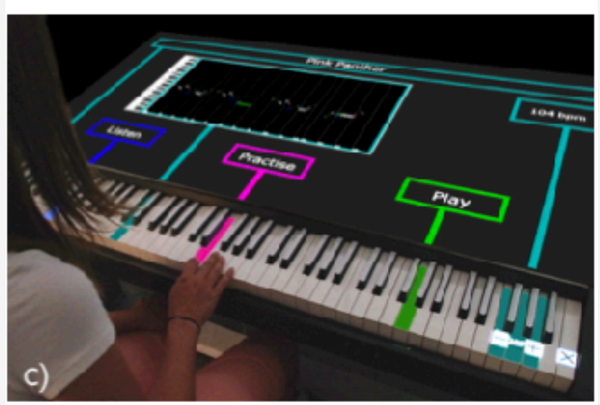
Because of these complexities, it is also very hard to teach.

so we ask ourselves..

If it’s hard to teach improvisation, then how do we even design systems that support teachers?

before you get started
building stuff

Deja, J. A., Mayer, S., Čopič Pucihar, K., & Kljun, M. (2022). **A survey of augmented piano prototypes: Has augmentation improved learning experiences?**. *Proceedings of the ACM on Human-Computer Interaction*, *6*(ISS), 226-253.

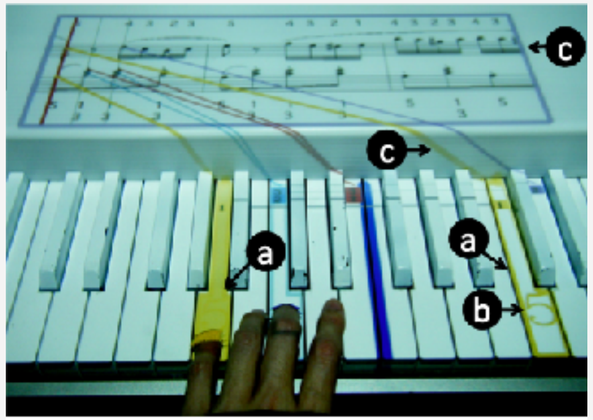


do your research!

In fact, I looked at most of the recent systems out there both from academia and industry.

We learned that there are many systems out there that teach piano. But not about piano improv as well.

Posture and Synchronization



Sight-reading and key-pressing

there was one method we haven’t tried yet

codesign

/ˌkoʊ.dɪˈzaɪn/
noun

is when you convene a group of people you are designing for to bring them into the design process.

simply, we design with users.

what do we know about us?

A

We, Designers

We can code and build stuff.
We know how to use UX

B

We are not Musicians

And we don’t want to replace them but rather we want to support them.

C

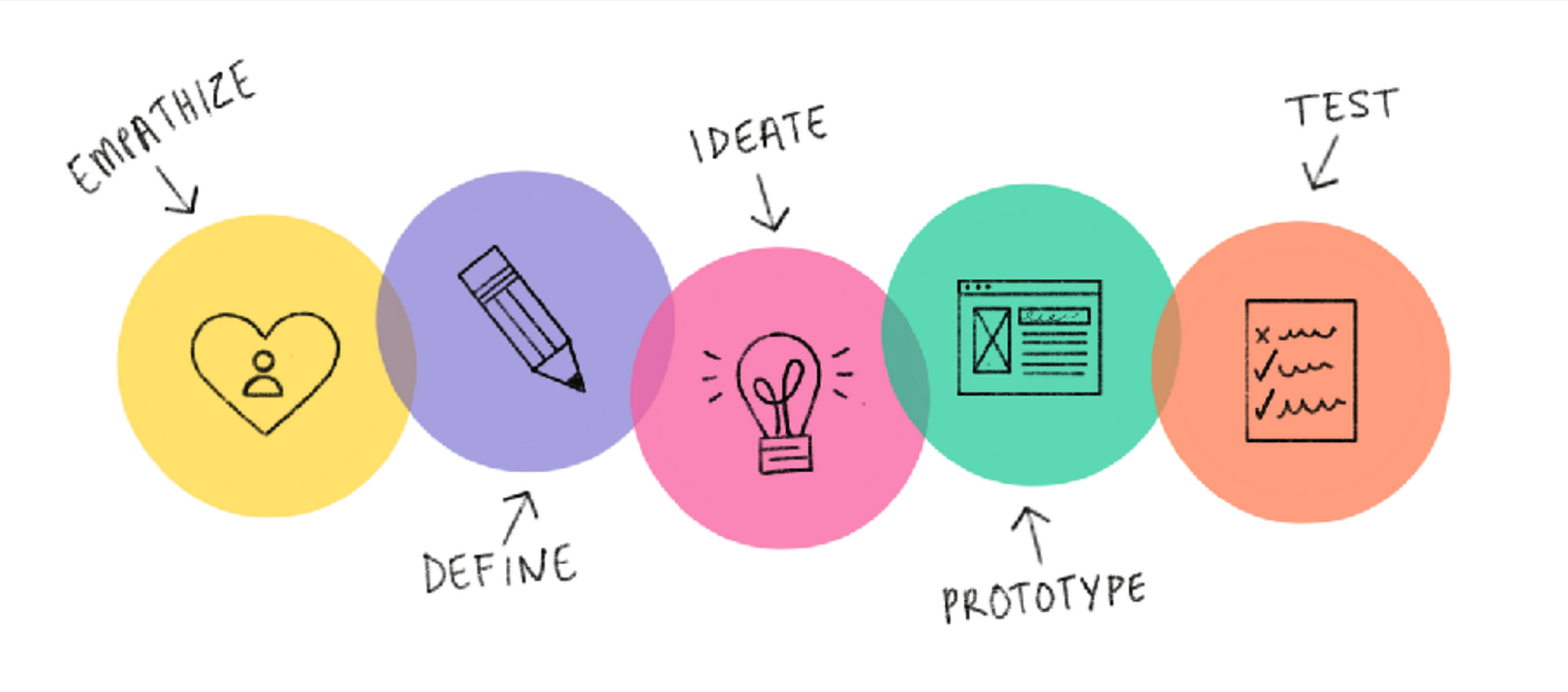
They are Experts

Knows music, pedagogy and theory

D

They’ve used some tools

But they dont speak our language, neither do we speak theirs.



ez, UX-ify it!

user stories?

personas?

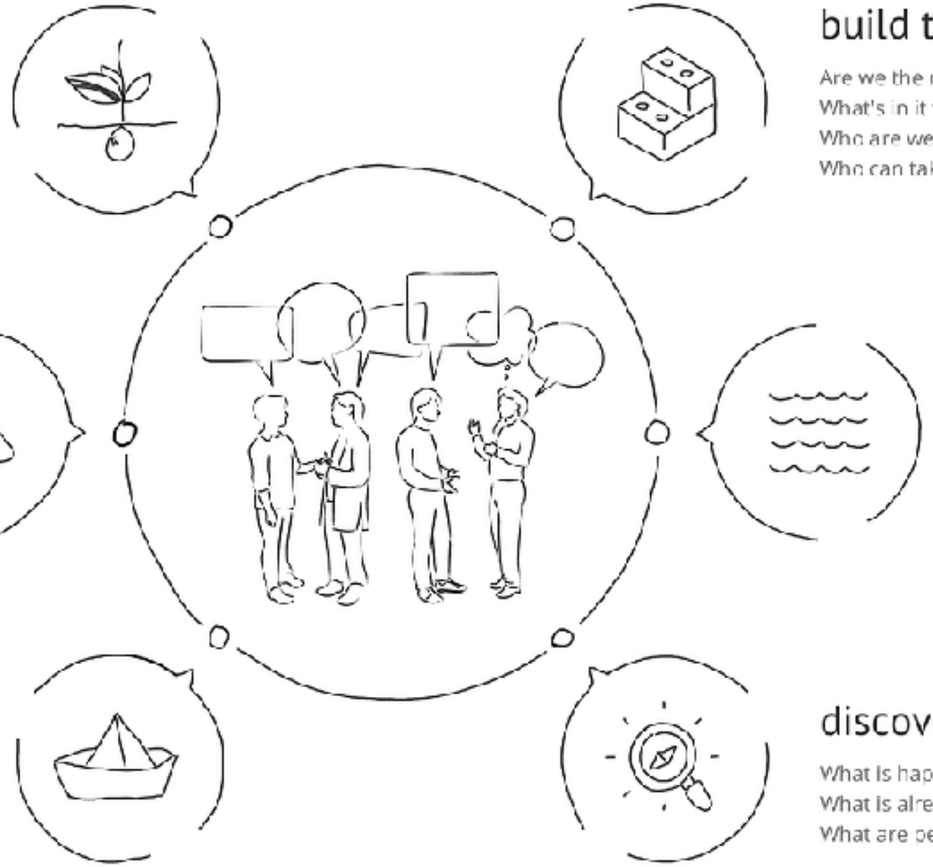
empathy maps?

value prop canvas?

journey maps?

co-design process

BEYOND STICKY NOTES



implement and learn

Are we 'biodegrading' as conveners?
What messages are we getting, and how do we learn from them?

build the conditions

Are we the right people for this work? is it needed?
What's in it for others?
Who are we working with? What matters to them?
Who can take part?

test and refine

What appears promising in the context?

immerse and align

Should we be doing this?
What do we already know?
Who should we partner with?
Where are the gaps?

design

How do we build on what is already strong?

discover

What is happening in the context?
What is already strong?
What are people longing for?

Harmonize.

You are the expert of the process of designing, but they are the expert of the content. Use that to your advantage.

Why?

When co-designers design new features, don’t just understand the feature described but rather ask yourselves, why they suggested them?

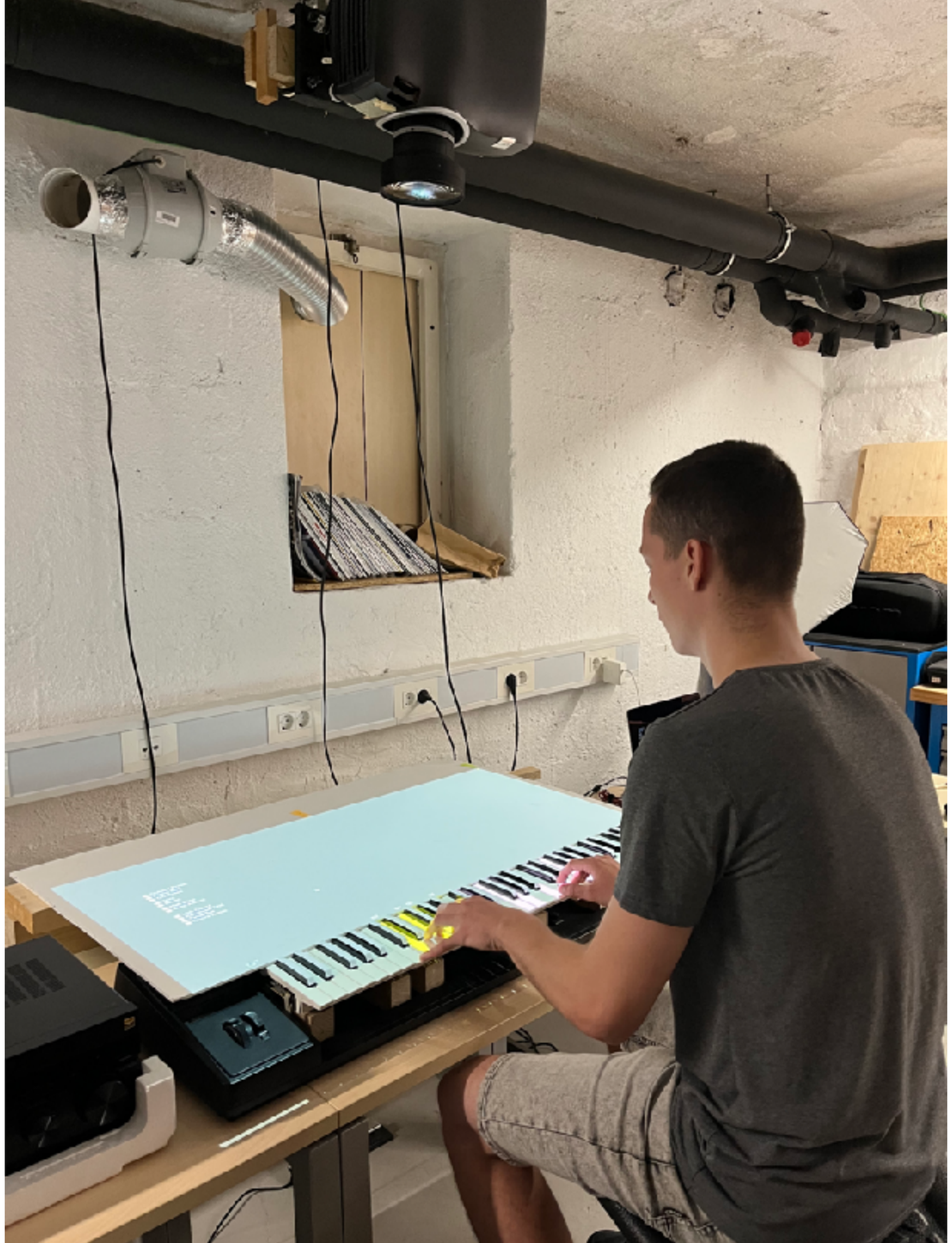
Need to a problem.

What needs are they trying to solve and discuss with them if there are better ways to solve them.

I DID IT!

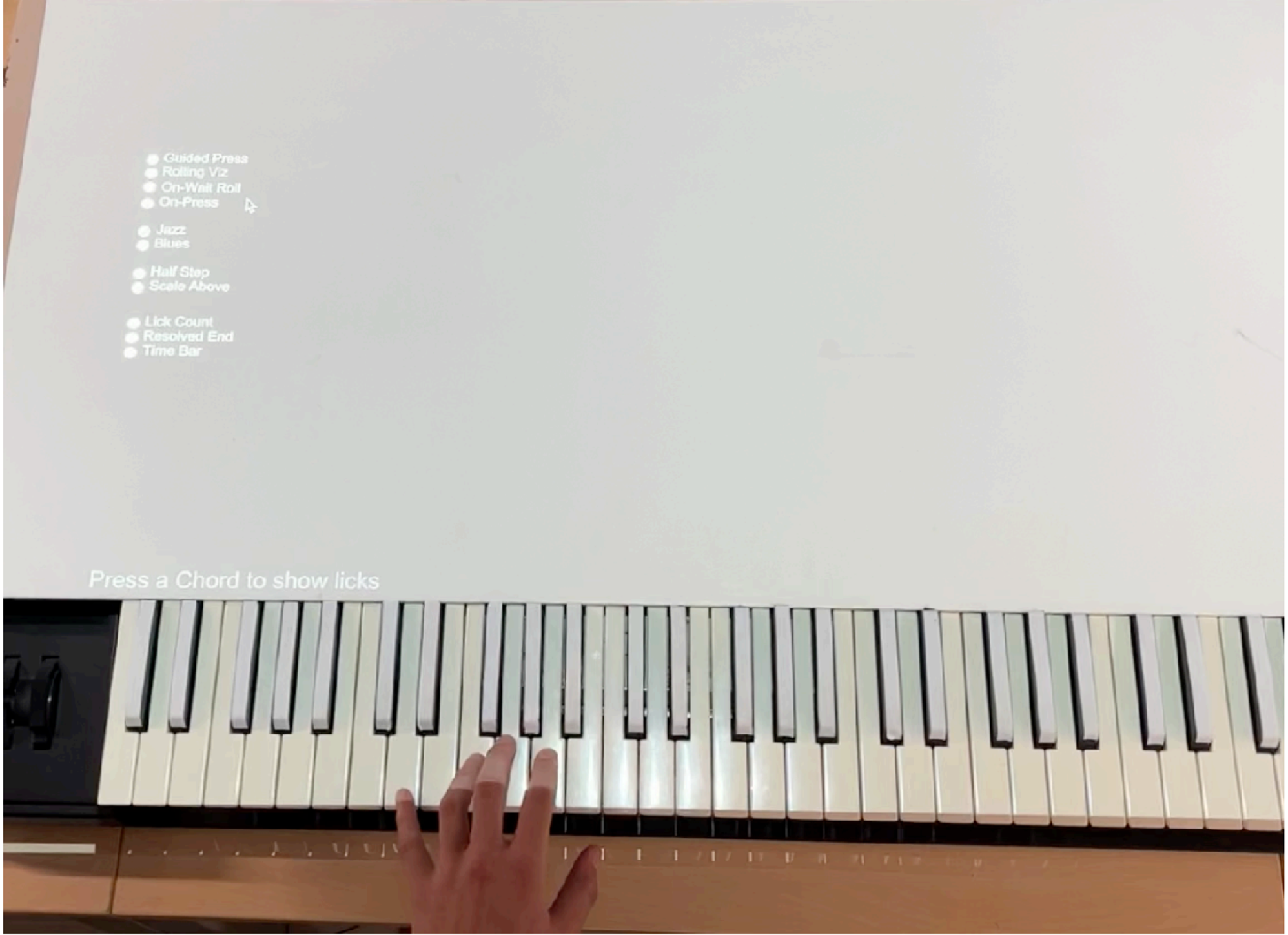
Demo, **I**nteract, **D**esign

Dm7
G7
Cmaj7
A7
3
3
C2
C3
C4
C5
C6



Guided Press
Piano Roll
On-Press
Jazz
Blues
Half Step
Step Above
Lick Count
Resolved End
Time Bar
Chord name
Dm7
Dm7
Dm7
Dm7
Dm7

Guided Press
Rolling Viz
On-Wait Roll
On-Press
Jazz
Blues
Half Step
Scale Above
Lick Count
Resolved End
Time Bar
Dm7


Guided Press
Rolling Viz
On-Wait Roll
On-Press
Jazz
Blues
Half Step
Scale Above
Lick Count
Resolved End
Time Bar
Press a Chord to show licks

BEND-IT!

We learned

We learned so many things that we didn't know or we're obvious from before despite all the numerous resources you can find.

TIMING IS KEY!

Anywhere in music, proper timing is very important. This should always be present in the rhythm, the metronome, beats and visuals.

1-2-3 GO!

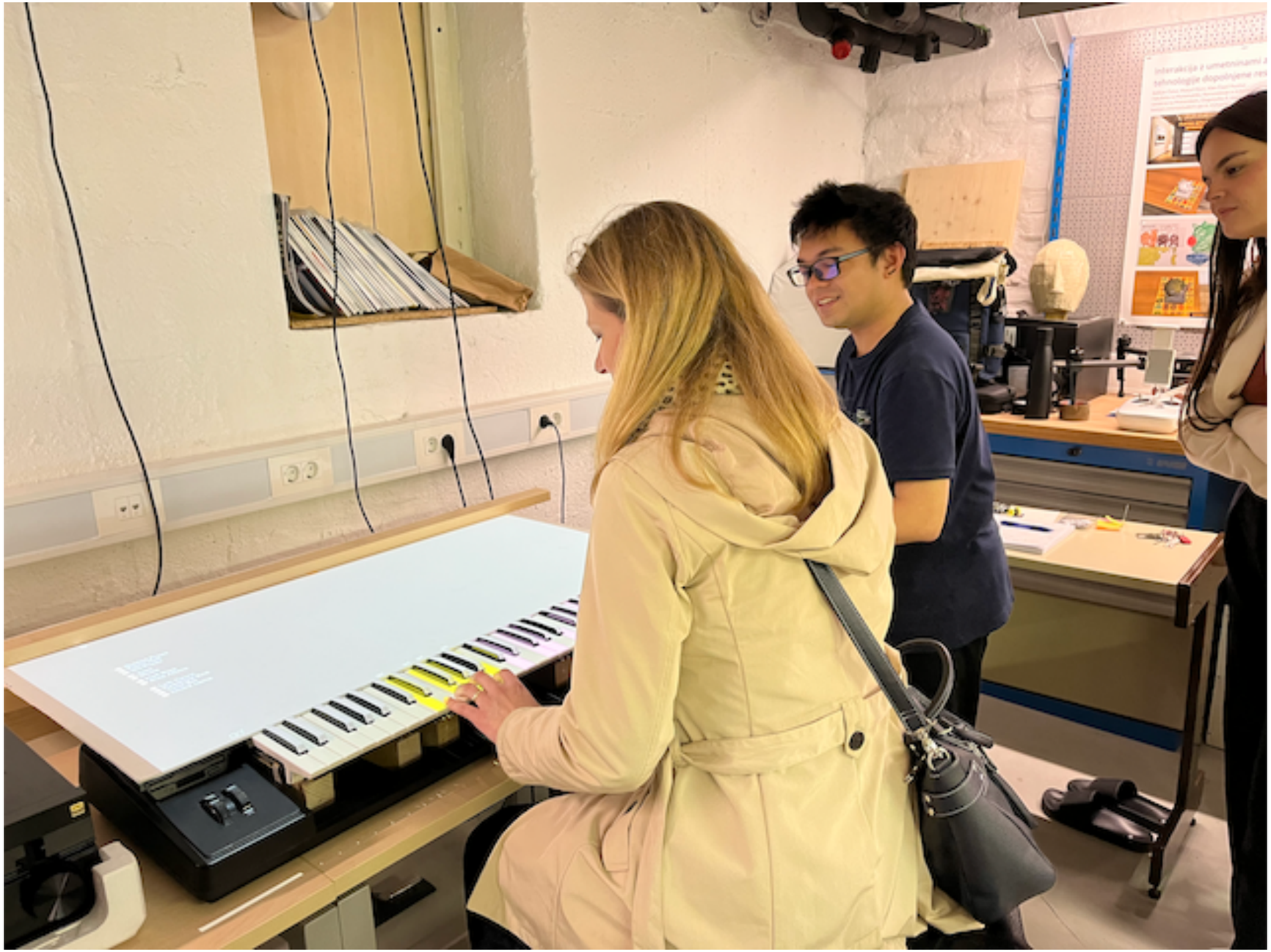
1 - You gotta watch how it's done first.
2 - Try copying the improv next.
3 - Then compose on your own last.

LIKE A LANGUAGE

Being confident when improvising is like being confident when speaking another language. A language is to improvisation as grammar is to scales and modes.

SOCRATES WAS RIGHT.

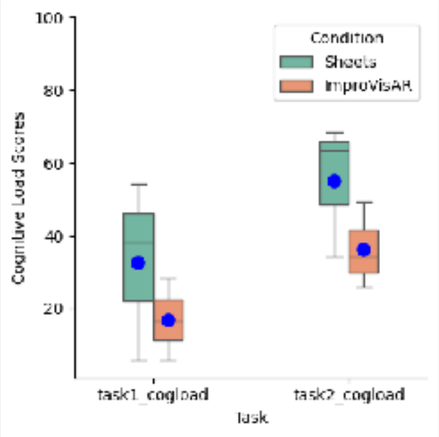
Having a Question-Answer mode is an effective technique. It encourages students to compose on their own.

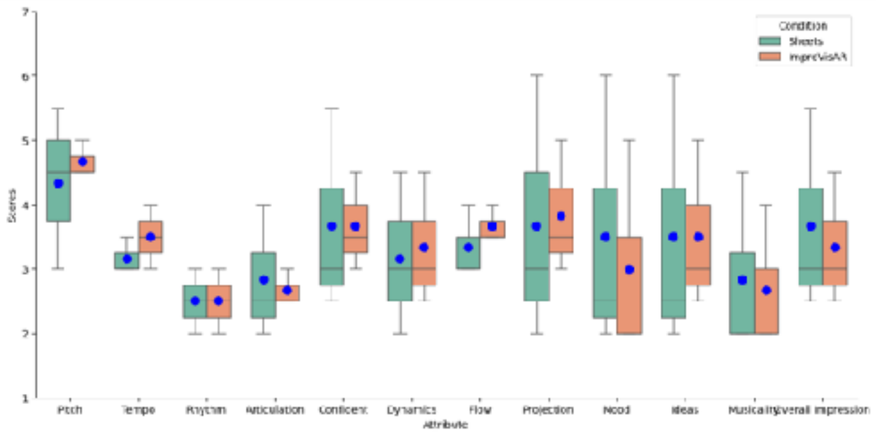


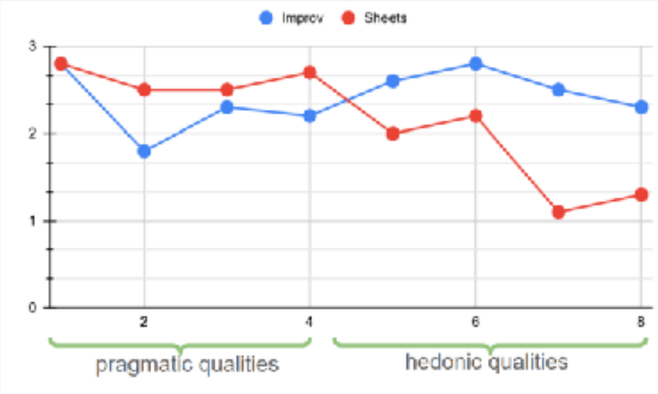
then do the science

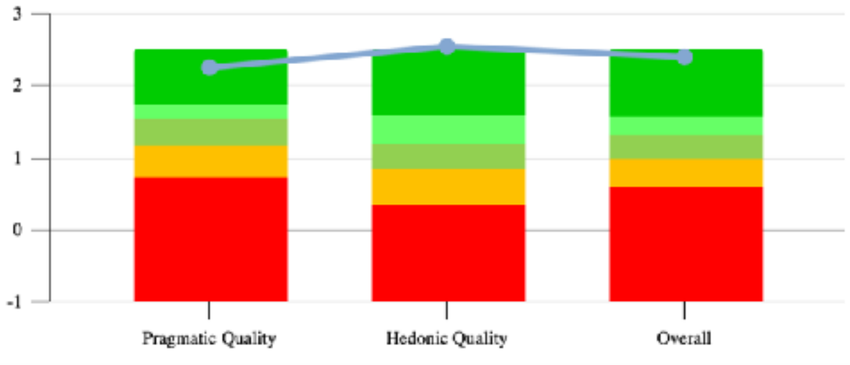
co-designers become part of the evaluation as well

and help you interpret certain results



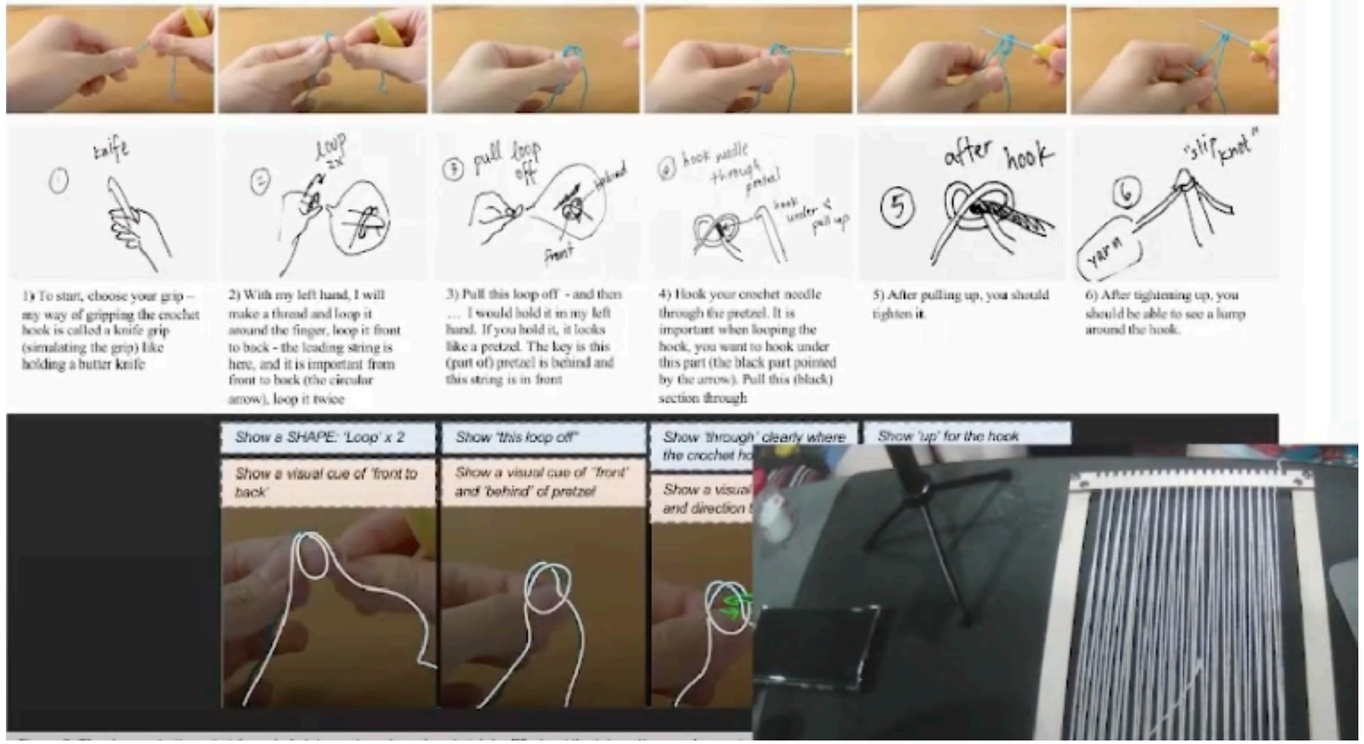


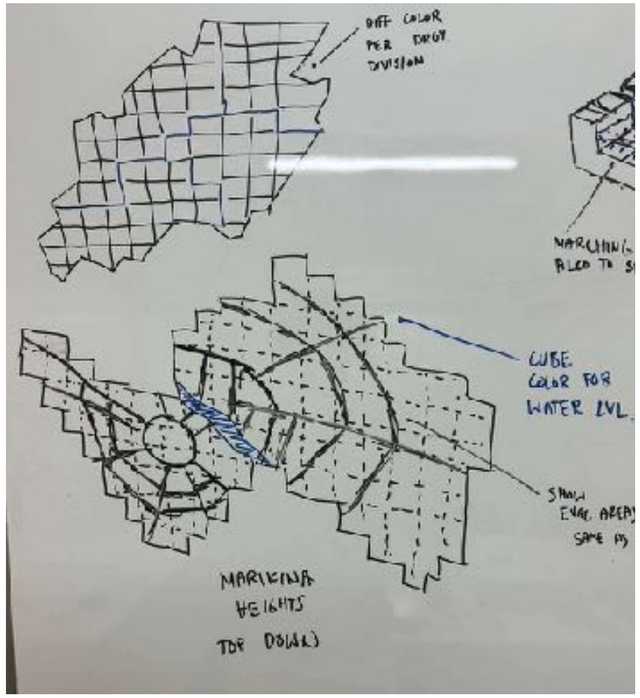




Keep
CoCreating

Codesign works on things that are hard to design but where we have access to the experts of the process or the potential users of the product.


knife
loop 2x
pull loop off
behind
front
hook needle through pretzel
hook under & pull up
after hook
"slip knot"
yarn
1) To start, choose your grip – my way of gripping the crochet hook is called a knife grip (simulating the grip) like holding a butter knife
2) With my left hand, I will make a thread and loop it around the finger, loop it front to back - the leading string is here, and it is important from front to back (the circular arrow), loop it twice
3) Pull this loop off - and then … I would hold it in my left hand. If you hold it, it looks like a pretzel. The key is this (part of) pretzel is behind and this string is in front
4) Hook your crochet needle through the pretzel. It is important when looping the hook, you want to hook under this part (the black part pointed by the arrow). Pull this (black) section through
5) After pulling up, you should tighten it.
6) After tightening up, you should be able to see a lump around the hook.
Show a SHAPE: 'Loop' x 2
Show 'this loop off'
Show 'through' clearly where the crochet ho
Show 'up' for the hook
Show a visual cue of 'front to back'
Show a visual cue of 'front' and 'behind' of pretzel
Show a visua and direction


DIFF COLOR
PER DRRM
DIVISION
CUBE
COLOR FOR
WATER LVL
MARIKINA
HEIGHTS
TOP DOWN

Back to
Overall Map
No Flood
Level 1
Level 2
Level 3
Reset

CoCreate

Building Creative Training Systems with Co-Design

Jordan Aiko Deja

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share your thoughts

Got feedback?

Feel free to drop your comments
and what you think about the topic.