Fictional HCI (Borrowed Methods)

We've been able to discern some methods to be able to design software for people, but sometime, availability of our target groups might be limited or even non-existent (if the appeal of the product is niche enough to merit the existence of an entirely new audience on its own) that's why HCI and Science in general relies on Fiction, "Through familiar tools such as personas, scenarios and role-play, fictions can support the exploration and communication of complex psychological, social and technical requirements between diverse collections of designers, developers and end-users." This is what the paper called "Playful Research Fiction: A Fictional Conference" (2018).

I think it lays out a reality of HCI, a lot of design research uses fiction to be able to stand and deliver a proper product, but as useful as it is, we have to accept that fiction is not always the end all be all of this equation, if we want to truly design for humans, we can't take them out of the process, humans have to have a lasting footprint on the design process or it more than likely won't work or be as successful as we think it should be.

But If we try to look deeper into it, we might be able to find innovation on some of these through fiction, more specifically, science fiction, as stated on "Can we look to science fiction for innovation on HCI?" (2018) design fiction could be "a promising extension of science fiction that may better serve the needs of designers as an envisionment method. However, there are important cautions to consider to prevent design from succumbing to the same issues that limit science fiction as a lens on the future." Meaning that as HCI evolves, methods that seem fantastical, if applied correctly and not through a literal lens can be exploited for gain, gain on the level of possible practices that can be applied, concepts that may seem unrealistic, might be of use, if approached through a lens of adaptation, instead of a lens of complete integration with no changes, this makes it possible for speculative practices to be put to the test and applied to reality in some form, which could be useful for the future of HCI and software products we might want to deploy or even design for in a not so distant future.

References:

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