Technology has provided numerous means through which people can connect and create new networks, practices, and cultures. It has also provided new channels for people to make their voices heard and shape the future. We have seen this phenomenon accelerate over the last decade; in societies with serious political crises, local people have been able to communicate with the world and influence opinion and politics. Social technologies, crowdsourcing platforms, and digital fabrication have created new opportunities for invention, business, and manufacturing to be democratised and sharing economies to emerge. Technologies enable different communities of interest or practice to come together to share experiences, support one another, and to address some of the wicked problems faced by humanity.

The theme of CHI 2019 is ‘Weaving the threads’. In the Student Design Competition, we encourage you to contribute to this theme by considering the ways that technology might be used to strengthen our social fabric. Social fabric is a metaphor for how individuals interact with each other within a community. Frequent and positive interactions create a tight weave to create a strong ‘social fabric’ that can withstand the weight of a challenge. The looser the connections a community has, the looser the weave and the greater the likelihood that the fabric will break. The fabric can also fray if key threads are lost, or develop loose threads if some members of the society choose a different path (e.g. differing opinions on key politics, criminal actions). **We challenge you to consider how technology can enhance how people weave together within communities and wider society as a whole.**

The scope of this brief is broad: for example, you could focus on **healthcare, ageing, education, policy, public service, business development, charity, sustainable living, food, energy consumption, art, or indigenous culture**, just to name a few. You can either work with an existing community, or you could aim to create a new community. **The scale and definition of a community can vary depending on your design aim, for example, people in the same region, a group of people with the same interests, a network of people who pursue new social or economic value, communities of practice in professional fields** and so on. You may adopt design strategies that allow community engagement, including participatory design, co-creation and co-design, service design, design for social innovation,inclusive design and open innovation. You may come up with a participatory design and co-creation approach using existing technologies or you may find opportunity in contemporary developments in technology, such as 3D printing, digital fabrication, citizen sensing, the maker movement, the sharing economy, big data, social networks, IoT, gamification, new sensors and actuators, and Augmented Reality, to name just a few.

Remember, though, that sometimes the best interventions may flow from a simple yet sharp insight gleaned from research, and might require only minimal technology – what is important is that your choice of technology and design intervention should be appropriate for the particular community and context you are focusing on.

For this year’s design challenge, we particularly encourage that the following criteria be considered:

* Does the design intervention address a real population and/or situation?
* Does the intervention use technology in an appropriate and novel way?
* Was relevant prior work properly identified and cited?
* Were analysis, synthesis, design and evaluation both systematic and sufficient?
* Was the intervention developed far enough to demonstrate the key ideas?
* Were genuine stakeholders involved in the process of research, development and evaluation?
* Were the research process and the involvement of stakeholders ethically appropriate (e.g., were institutional guidelines followed)? *Please note that we will check submissions to ensure that ethics has been mentioned, and we will look for confirmation that appropriate ethical approvals have been gained where necessary (e.g. if working with children or vulnerable communities).*
* Did the team explore the entire ecosystem of stakeholders, conditions, and contexts?
* Was the intervention well-crafted and effectively presented?

Objectives for Studio 1: • Problem statement • Design of formative study #1 (instruments, protocol) • Draft of formative study #2 (what method, initial ideas)

Brainstorming for Problem statements:

* Job opportunities
* Unification of course resources
* Meeting people with common interests, if the lectures are too large
* Class participation(academic success) - accessibility students, students who are introverted
* Participate in social events

Class participation

Community - classroom

Problem statement -

Class is not engaging enough

Why?

* Large, too many people in the classes.
* Lecture based on presenting information rather than
* We don't get the opportunity to connect/ work with more people in the class
* Lectures are inherently a one way medium

Who? Stakeholders

* People who can’t come to class because of accessibility reasons or their introverted personalities
* First year students who are new to the school
* Club members who are looking for more students to attend their events

What?

How?

Problem Statement:

It can be difficult for students to get involved with the wider student community (such as societies, sports clubs, etc), especially after the beginning of the academic year. In such instances, students may feel alienated, or are just unaware of the resources available to connect with other students. In this project, we primarily aim to connect students with each other, by investigating how to make it easier to find and engage in events around their school/campus.

Main RQ for questionnaires:

We are trying to learn about whether different student groups have difficulties engaging within the student community because we want to find out how different types of students struggle with different student outreach issues in order to understand the particular aspect of student engagement that is most problemental.

Questionnaires:

* What type of student you are
  + Exchange students
  + Frosh
  + What college/ faculty/ campus
* Where did you find the questionnaire
* What clubs are you currently involved with

1. Questionnaire

First year students - first year lectures : hand out the questionnaire

First year + -> different faculty buildings throughout campus to target different faculty students

Exchange students - exchange student facebook group/chat

Class of 20\_\_ - facebook groups

1. Interview

* How to recruit? Through the questionnaire -
* How many people?
* Semi structured interview : why? Because it give the flexibility for the interviewer to further ask about details

Existing solutions:

Buns

Facebook groups

Slack

Doodle

Ideas:

Calendar thingy