Overview of master

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1 Introduction

This document contains the current plan for my master thesis.

2 Chapter 1. Introduction

1. **Kulu**

2. **Motivation**

3. **Reseach questions**

3 Chapter 2. Literature review

1 Criteria

What literature have i included

2 Theoretical Framework

    1 Time

    2 Visualization

    3 Mastery

4 Chapter 3. Ethics

1 Research with younger teens and patients

KULU, raised ethical concerns

2 Wicked Problems

How can we frame problem situations

3 Ethical framework

Reworked framework.

4 Designers / Researcher role

Framing and forming futures

5 Teenagers and patients

Concerns directly linked to working with underrepresented groups. Extra legal rules and guidelines. Research ethics.

5 Chapter 4. Conceptual framework

1 Time

Time and culture

Classifying time

Timelines as mental models

Monochronicity/Polychronicity

Personal relation to time. Benefit of being framed towards future-positive. Future-positive as an inclination towards the future. Not making decision entirely based on past or present experiences and needs.

2 Design for mastery

What is the theory of mastery

Design for mastery

3 Visualization

1 Timelines

How is time visualized, alternatives and implications.

2 Art and design

What is the relation for visualization between art, data representation and presenting realities.

3 Narratives

Can timelines be narrative tools. What type of narratives can they tell.

Social media, facebook timeline.

Can timelines be diaries.

4 Cool

What visualizations speak to the user group. Should *cool* be a factor.

5 Meaningful data

What is not meaningful.

What data-types are there: quantified - qualitative - other

Rules and standards

Application

Actionable data: For whom.

6 False realities

Problems with visualization and false narratives.

De-constructing and restructing data.

Seeing patterns in noise versus seeing only noise in patterns.

6 Chapter 5. Methodological framework

1 Research paradigm

Short about qualitive research. If neccessary.

2 Participatory design

Short introduction about participatory design

1 Why use PD

2 Ethical considerations

3 Scope for this project

Explain the limitations and why this cannot be considered a PD-project. Instead that we are drawing upon PD for a more informed approach.

3 Design cycle

9   Chapter 8. Design proposal

1. **Prototyping**

10   Chapter 9.   Evaluation of design and research process

1. Methodology

2. Methods

3. Participatory design

4. Scope

5. Data collection

6. Reflection

11   Chapter 10. Conclusion

1. **Reflection**

2. **Further work**