PARTICIPATORY WORKSHOP

PORT MOODY ECOLOGICAL SOCIETY - WATER QUALITY TEAM

WORKSHOP

Common Lounge at Suter Brook Residences

June 28, 2014, Saturday

11:30am - 12:15pm

Christie Wong, Clarissa Ishak, Tina Lin

PARTICIPANTS

Due to time constraints, only two members were able to attend.

Committed members of Water Quality Team.

17-23
YEARS OLD

PROCEDURE

Inviting and discussing with the participants. → Go to common lounge area for workshop. → Workshop begin. Follow the script and give instructions. → Participants completing the activities.

- We make sure that we **had all the materials ready for the next activity** as they were completing one.
- We did our best to **stay within the planned time limits** for each activity; however for some activities we realized that they the duration was too short so we gave them more time.

1 MAD LIB (5 MINUTES)

Participants are provided with a brief story of their personal story with the hatchery and prompted to fill in the blanks. Each blank is provided with the type of word that it should be filled with.

- Gained an understanding on the team members' personalities better and their relationship to one another
- Gained an understanding on why they joined the society, their thoughts, emotions and experience coming to the hatchery every Saturday
- Learned about what they like and dislike about volunteering at the hatchery

2 COGNITIVE MAP (15 MINUTES)

Participants are provided with words and emotions regarding their laboratory workflow, which are printed and cut-out to enable the participant to rearrange them and paste them accordingly onto a big sheet of paper.

- 1 participant included the whole process of getting to the hatchery and leaving; the other only focused on the colorimeter process in the laboratory analyses
- Both participants' journey began with feeling sleepy
- Slight ups and downs during the journey (eg. motivated, daydreaming, frustrated), but both participants ended feeling satisfied at the end

3 LABORATORY SPACE MODEL (12 MINUTES)

Participants are instructed to build their most ideal laboratory space in a group. They are provided with different rooms, tables, stools, equipments, and shelves which they can choose to build their ideal space.

- Participants chose the room with the largest square feet, explaining that it was the most practical
- Participants designed the waste buckets to be centralized in the middle of the room (This would be faster for members to just turn around and dump contents into the buckets instead of walking around people)
- 3 colorimeters is placed in the laboratory to make the analyses a lot faster
- Participants designed a separate table for the physical tests (eg. pH meter, conductivity meter, TDS meter, turbidity meter) to separate these analyses with the colorimeter analyses
- Participants added shelving for extra things that needed to be stored
- Participants also added a "chilling table" for social interaction, snacks, etc.

4 TOOL DESIGNER (12 MINUTES)

Participants are told that they can create any tool they want to help them in their laboratory work. They can choose from a spectrum of concrete to abstract objects.

- 1 participant used the foam blocks to build a chromatography machine, which can take water samples and do multiple tests on it; the data is then sent to a linked computer
- 1 participant designed three tools
  - Data visualization app of the data on the handmade tablet so they can see patterns of the data over different periods of time
  - A watch that makes time go faster, which would be helpful during the colorimeter analyses
  - A pair of glasses that allows you to look behind (to see if anyone is going to do any mischievous acts on you) and a laser eye in front of the glasses that is an instant chemical reader

REVISED DESIGN FOCUS

MAXIMIZING WORKFLOW IN LABORATORY

From the Laboratory Space Model activity, we realized that we would not be able to redesign their current laboratory. However, the insight we gained, such as the placement of the equipment, can help us design the experience and efficiency of their workflow in their current laboratory.

DESIGNING THE EXPERIENCE OF THE WORKFLOW

From the Cognitive Map activity, we discovered that the low points are arriving at the hatchery, waiting for colorimeter analyses and using finicky equipment. We could focus on designing specifically for these moments. We could use the knowledge gained through the Mad Lib activity to see how to design for these low points.

VISUAL ANALYTICS

From the Tool Designer activity, we saw how it is important for their team to analyze patterns and trends of their data over time. This visualization would also be helpful if they needed to discuss concerns of the water quality with the city.