

HCI – Co-design Tutorial

Instructions for Students

During this tutorial session, you will gain hands-on experience with the process of co-design.

What is co-design?: When eliciting feedback from people about design ideas they often neglect to mention small issues that come up in their everyday lives. Sometimes this is because they forget the small things and sometimes it is because they consider these things to be "obvious". For example, it is obvious to parents in Edinburgh that children get out of school early on Fridays, but that isn't obvious to people without children. Co-design is intended to get around this problem by having the participants have a conversation with you around the design itself. Asking them what you should build, not in the abstract, but in the specific.

Learning Goals: Understand the design situation. Gain insights and explore possibilities. Understand what any proposed design would mean for the people impacted.ⁱ

Procedure:

1. Form groups of 3-6 members. Each group should have at least one UG4 student and at least one MSc or Visiting student. Select one or two people who have the most experience with the ins and outs of campus life. These people will be the "design team". (3-5 minutes).
 - a. Design Team - Their role is to lead the co-design session, answer questions about campus life, make statements about what is practical to put in a book, and generally help the "participants" articulate and express the information and organization that needs to be in the book. The Design team is not allowed to draw on their own experiences of being a first year. Their job is to get other people to talk about being a new student. The design team can express factual information about campus life. They can also present alternative design suggestions, but they must use other people's reasons for doing so.
 - b. Participants – The remaining people are the "participants". They have no virtually no restrictions and are heavily encouraged to draw on their own experiences.
2. Use the provided co-design pack to re-design the Informatics Welcome book. Design team should start the session by summarizing the co-design goals for the group. (30-35 minutes)
3. Wrap-up and tour other design groups solutions. The design team needs to remain with your materials to answer any questions. (5-10 minutes)
4. The design team is finally responsible for uploading photos of the final design to Learn

Remember:

The goal of this exercise is to co-design a more useful Informatics Welcome book (a better user experience!) Listen actively and actively share your ideas.

ⁱ <http://www.smallfire.co.nz/2011/05/17/co-design-some-principles-theory-and-practice/>