Participatory Design, Design Thinking and Innovation for Socio-Technical Systems, Digital Community Infrastructures and Social Change

Lecturer: Associate Professor José Abdelnour Nocera
Date: 8.11.2021 15:00 to 16.11.2021 16:30
Place: Online
Date and schedule: 8.11, 9.11, 15.11 and 16.11 every day at 15-16:30
Extent: 2 ECTS

Coordinator (University of Oulu): Dr. Mikko Rajanen Email: mikko.rajanen@oulu.fi
Moodle: https://moodle.oulu.fi/course/view.php?id=10526

Abstract
The aim of this PhD course is to raise awareness and to foster discussions around the notions of Participatory Design and Innovation for Socio-Technical Systems and Digital Community Infrastructures with implications to Social Change. The course addresses their interplay in the design, development, evaluation and deployment of interactive systems. A critical view towards mainstream design thinking is projected. Course Format The course consists of lectures, workshops and independent group work. Students are required to dedicate a substantial amount of time to independent group work. Empirical work is coordinated by the responsible teacher and conducted by PhD students. The results can be reported as a joint peer-reviewed publication. Course Project Working in teams, students will propose a plan to co-design an innovative service for Digital Infrastructures. With a team-based, hands-on approach, students will design new a digital service from initial framing to final solution proposals, using tools and methods for analysing and visualizing the forces that affect communities and innovation. To do so, students are expected to analyze their work context and environment, identify opportunities, and develop new design solutions. Students will present their results in a professional report and seminar presentation (2 ECTS). The intended audience of the student presentation is (1) community decision makers who are authorized to initiate the implementation of your proposed service, and (2) designers and engineers who will work out the details of the new service offering that you designed. To prepare for the project, students are expected to do a preliminary research on the ways in which the researchers, designers and community participants can engage, and possible outcomes and to be reflected in a Strategy and Solution Roadmap. For an additional 1 ECTS, the project report can further be developed in a manuscript to be submitted as a peer-review publication. Final presentation must touch on the following: - Case Study Summary - Innovation Context - Stakeholders and Personas - Proposed Innovation Types - Proposed Participatory Design Strategy - Value Hypothesis - Social Change - Concept Scenarios - Solution Storyboard - Strategy and Solution Roadmap - User Evaluation - Socio-Technical Systems

Planned Schedule

Day 1
45 min Introduction to the Course
Lecture:
Design and Innovation

Readings:

90 min


Introduction to Group Project:
Participatory Design and Innovation for Socio-Technical Systems and Digital Infrastructures

Readings:

45 min

Day 2

Discussion:
Update on group project. Selected Case Study Presentations.
New Deliverables:
- Case Study Summary
- Innovation Context
- Stakeholders and Personas
- Proposed Innovation Types

Readings:

Lecture:
Participatory Design and Infrastructuring

Readings:

Day 3

**Discussion:**
Update on group project. Selected Case Study Presentations

**New Deliverables:**
- Proposed Participatory Design Strategy
- Value Hypothesis
- Concept Scenarios
- Solution Storyboard

**Readings:**

**Lecture:**
Ethical value exchange, critical design thinking and social change

Readings and learning materials:
ITI Talk Video: "Sociotechnical HCI and Service Design for Ethical Value Exchange"
https://www.youtube.com/watch?v=HPO30d4pL4I

Day 4

**Discussion:**
Final Presentations and feedback

**New Deliverables:**
- Strategy and Solution Roadmap
- User Evaluation

**Readings:**