

Workshops

Supervised by:

Céline COUTRIX

Presented by:

**Nairit BANDYOPADHYAY
Jit CHATTERJEE
Theo BOYER**



What is a workshop ?



General definition

Dictionary definition

A meeting at which a group of people engage in intensive discussion and activity on a particular subject or project.

For us: Usage of workshops as a collaborative design method



Key characteristics

Primary characteristics

- Define a design project
- Define a group of people

Secondary characteristics

- Define the organisation of the workshop (Process)
- Define a physical space
- Define material



A General Framework of Design Workshop

Create groups with stakeholders

Divergent ideation

Cross pollination

Convergent ideation


Team presentation

Shuffle and repeat

Choosing some favourable solutions



How to conduct a good workshop ?



Key-Points to focus on for a collaborative design workshop

The key for a collaborative design task, stimulate creativity:

- Work in little group + Mix partners
- Physical space encourage participants to move around
- Material used as a design language proper to the group



Pros and cons



Pros

- Provide a framework for creative tasks
- Involve People directly in the process
- Synergize people
- Allow to involve diverse groups of users
- Offer a lot of possibilities



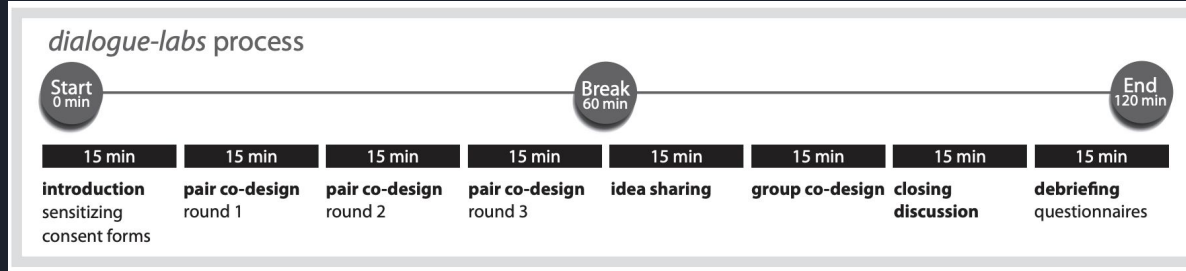
Cons

- Fights (cf. Pernille Andersen et al. [5])
- Psychological artifacts (cf. Asch conformity experiments [1])
- Don't involve objective metrics
- High variance / No reproducibility
- Difficult to scale up / Cost

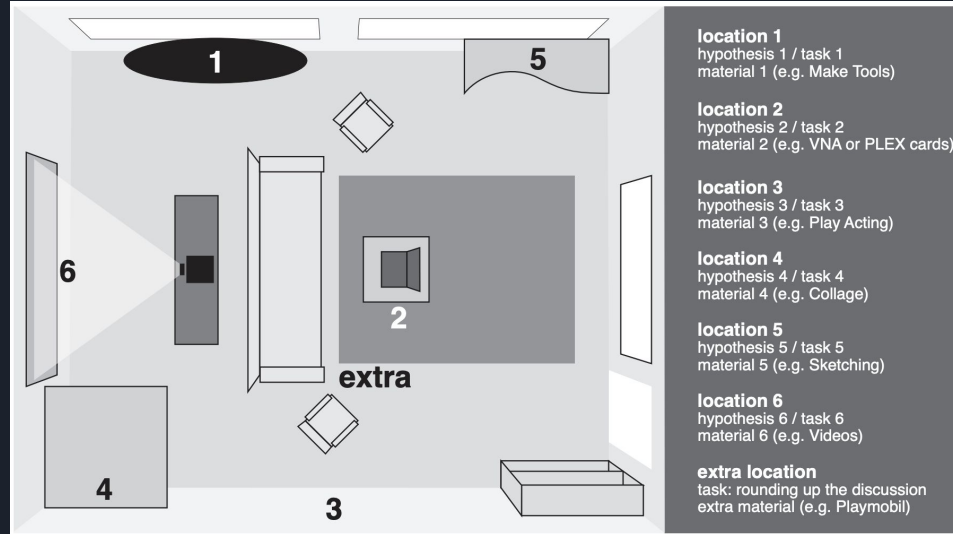


Workshop Methodologies

The dialogue-labs method [2]



Spatial Layout for Dialogue Lab Sessions [2]



The dialogue-labs provide a dynamic structure with several distinct locations that encourages participants to move about the room during the session

Materials used in dialogue-labs [2]



- Velcro-covered shapes
- Playmobil® (Left Image)
- Play Acting
- Concrete collages (Right Image)
- Videos
- Sketching
- Postcards
- Magazines
- Building Blocks
- Legos



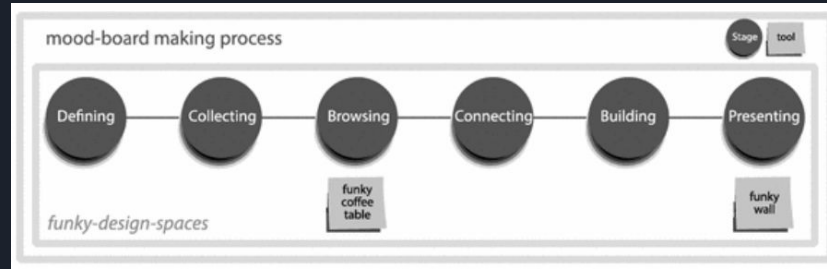


How design mood boards work [7]

Five roles that mood boards play

- **Framing**: Defining the Limits of the Design Task
- **Aligning**: Getting People on the Same Wavelength
- **Paradoxing**: Researching Conflicting Ideas
- **Abstracting**: Working on Concrete and Abstract Levels
- **Directing**: Setting a Design Trajectory

The Funky-Design-Spaces method [3]



In the Funky Coffee Table, designers use their hands to store images in layers above the table.

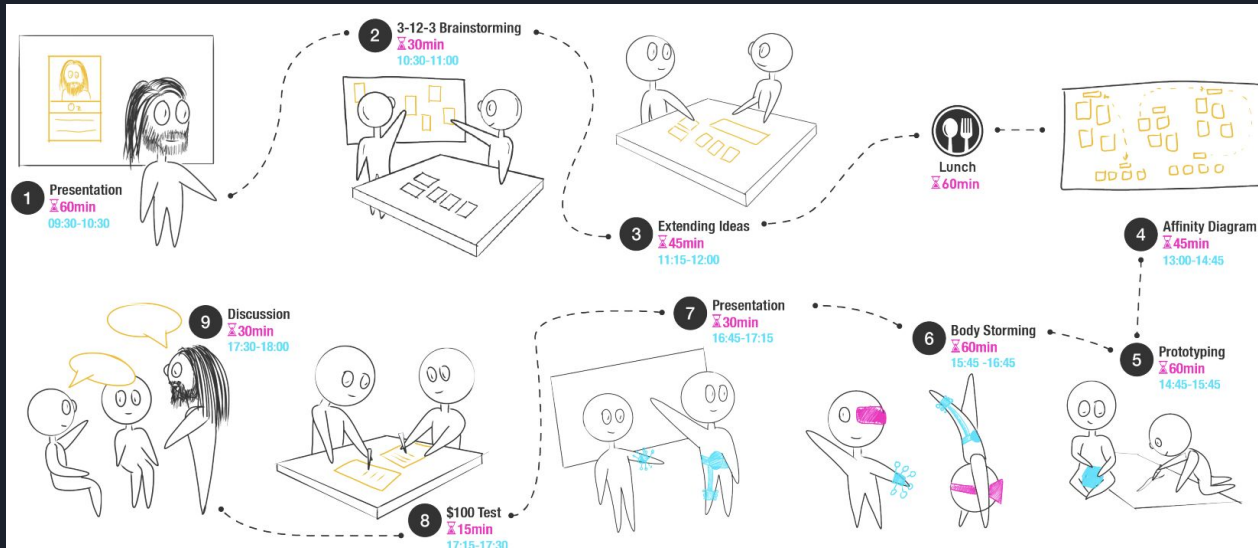


Funky Wall uses hand gestures, body position, and speech to support presentations.



Some Implementations

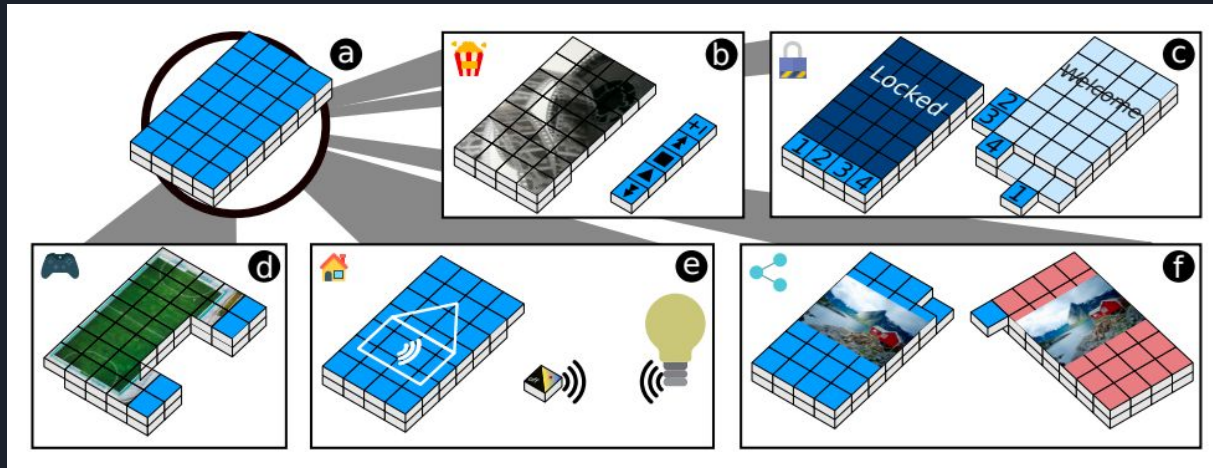
Atom Workshops for Designing Gaming Wearables [8]



Atom workshops are similar to Dialogue-Labs [2] method with an extended and modified structure for embodied interaction, by including exercises such as body storming, paper prototyping, Brainstorming, Test and Affinity Diagrams.

PickCells™_[4]

- Cubical touchscreen cells
- Cells can be connected to form devices
- Big design space





PickCells™'s workshop^[4]

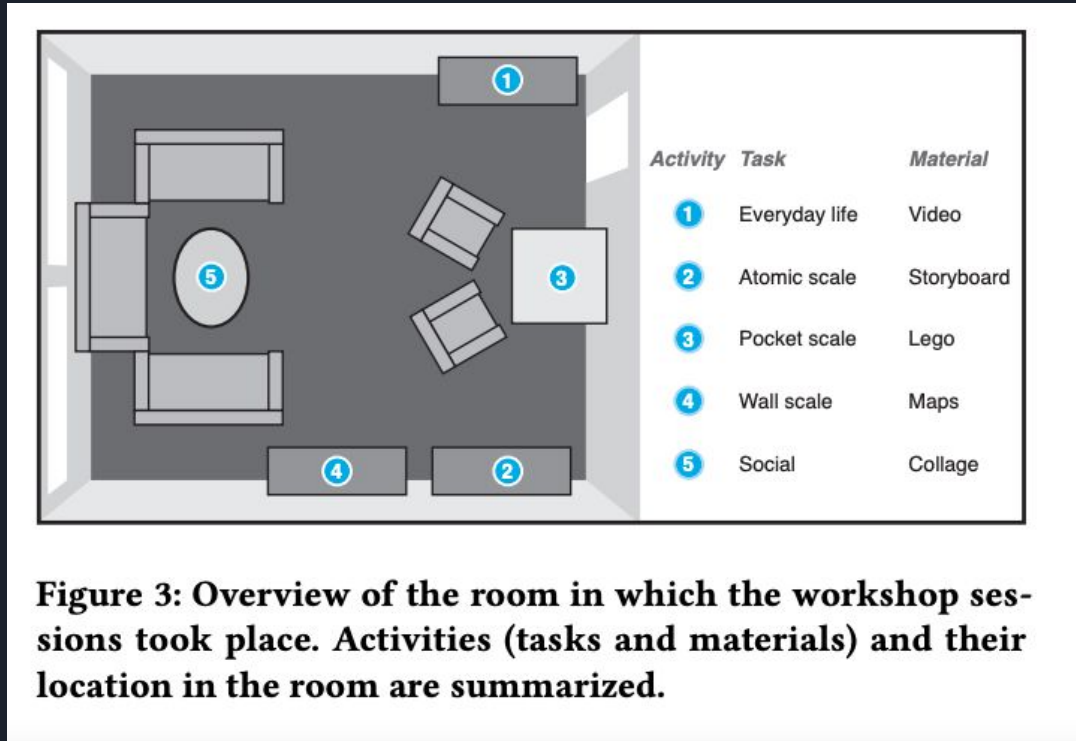
Primary characteristics

- 11 participants + 11 HCI researcher
- Goal: Explore the PickCells™ design space

Secondary characteristics

- Following the dialogue labs method

PickCells™'s workshop^[4]





The Blue Studio [6]

Focused on how people make sense of things through external expression and interaction with other people (embodied sense-making)

Social situatedness : Unfamiliar environment often forces members in group to reevaluate their role

Dialogical system : Unfamiliar environment forces members to interact more and have dialogues

Interactive imagery : Using mood boards or unfamiliar objects to design





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Thank You

Any questions ?