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Artefacts for understanding
Aspects of artefacts in the design process
Artefacts to inform about the users
Artefacts to get a shared understanding

interLiving
Designing Interactive, Long-term Environments
Interfaces for Living Together. Pilot causal oncology
http://interliving.lid.se

The aims of the interLiving project:
• together with families, develop and design new technologies and artefacts for communication between generations within a family.
• investigate and develop methods for conducting co-operative design with families.

Design approach
Work closely with the families during the whole project.
Mixture of methods; interviews, workshops, probes...
Multidisciplinary research. Researchers from at least two different scientific backgrounds participate in all work done together with the families.
No predefined technology.

Cultural probes
Technology probes
(Technology probe, a simple technology open to diverse interpretations by the users.)

Prototyping (paper & pen and software)

Workshop (scenarios)

Workshop (simple prototypes)

Workshop (video scenarios)

“A nice kitchen” (probe photos)
Asymmetries (workshop)

Understanding use

Shared surface (probe photo)

Involving children

"Ugly technology" (probe photo)
Artefacts in cooperative design

What is the relation between artefacts and other "facts"? (spoken word, text, sound, ?), power relation,

How do we make sense out of artefacts?

How do we define artefact? Everything created by humans? Everything artificial?