

Designers' Values; Organizational and Public Participation

INSC 543/CSE 599P
Value Sensitive Design

Email Discussion Question: 5 PM Tuesday, October 27
For Class: Wednesday, October 28

On Wednesday, October 28 we'll take up two topics: Designers' Values, and Organizational and Public Participation. This week there will be an unusually large amount of reading – but please bear with. The long paper by Floyd et al. is excellent and worth the time to read carefully.

TOPIC I: DESIGNERS' VALUES

Last week, we explored how to investigate users' views and values. But designers also bring their own views and values to the design process. How then to account for these? Should designers put their perspectives aside and design entirely in response to users' views and values? Is this even possible? Or are there meaningful ways in which designers might approach integrating their own values and perspectives into the design process? We take up these questions in the first part of our class discussion.

To prepare for this discussion, please read the following two articles that have taken different approaches to the question of designer values. For each, please pay particular attention to how the authors have handled the question of designer values and their rationale for doing so.

Flanagan, M., Howe, D., and Nissenbaum, H. (2005). Values at play: Design tradeoffs in socially-oriented game design. *Proceedings of CHI 2005* (pp. 751-760). New York, NY: ACM Press.

Borning, A., Friedman, B., Davis, J., & Lin, P. (2005). Informing public deliberation: Value sensitive design of indicators for a large-scale urban simulation. *Proceedings of ECSCW 2005* (pp. 449-468). Dordrecht, The Netherlands: Springer.

TOPIC II: ORGANIZATIONAL AND PUBLIC PARTICIPATION

Participatory Design is a design methodology and philosophy that seeks to allow users to be full co-designers in the design of technical artifacts. It substantively builds in the values of participation and workplace democracy. Further, a number of the techniques originally developed in PD, such as paper prototyping, are now in widespread use in user-centered design. During the class session, we'll talk about two papers on Participatory Design: a general one, and a discussion of a specific PD method (futures workshops).

Floyd, C., Mehl, W., Reisin, F., Schmidt, G., & Wolf, G. (1989). Out of Scandinavia: Alternative approaches to software design and system development. *Human-Computer Interaction*, 4(4), 253-349.

Kensing, F., & Madsen, K. H. (1991). Generating visions: Future workshops and metaphorical design. In J. Greenbaum and M. Kyng (Eds.), *Design at work: Cooperative design of computer systems* (pp. 155 - 168). Hillsdale, NJ: Lawrence Erlbaum.

WRITE a question that you would be interested in discussing, either on the issue of designer values, or organizational and public participation. If you would like to situate your question about designer values or participation in the context of your own work, please feel free to do so. Then provide an initial discussion of your own question. As before, your writing should be concise, grammatically correct, and, as appropriate, draw on (and at times quote from) the reading.

Please EMAIL your question to Alan at bornig@cs.washington.edu and Batya at batya@u.washington.edu in the BODY OF AN EMAIL MESSAGE no later than 5 PM Tuesday afternoon, October 27. We will use your questions to structure some of the discussion on Wednesday.

No late questions will be accepted.