

Reflexive Learning through Visual Methods

Frølund, Lisbeth

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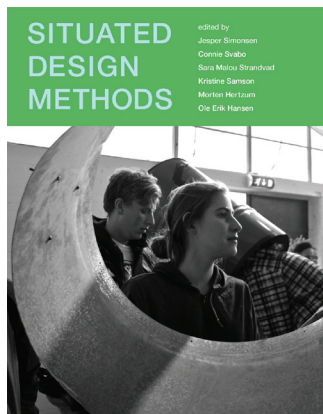
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Situated Design Methods

Edited by

**Jesper Simonsen, Connie Svabo,
Sara Malou Strandvad, Kristine Samson,
Morten Hertzum and Ole Erik Hansen**

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All design is situated—carried out from an embedded position. Design involves many participants and encompasses a range of interactions and interdependencies among designers, designs, design methods, and users. Design is also multidisciplinary, extending beyond the traditional design professions into such domains as health, culture, education, and transportation. This book presents eighteen situated design methods, offering cases and analyses of projects that range from designing interactive installations, urban spaces, and environmental systems to understanding customer experiences.

Each chapter presents a different method, combining theoretical, methodological, and empirical discussions with accounts of actual experiences. The book describes methods for defining and organizing a design project, organizing collaborative processes, creating aesthetic experiences, and incorporating sustainability into processes and projects. The diverse and multidisciplinary methods presented include a problem- and project-based approach to design studies; a “Wheel of Rituals” intended to promote creativity; a pragmatist method for situated experience design that derives from empirical studies of film production and performance design; and ways to transfer design methods in a situated manner. The book will be an important resource for researchers, students, and practitioners of interdisciplinary design.

Jesper Simonsen is Professor of Participatory Design at Roskilde University and the coauthor of *Participatory IT Design* (MIT Press). **Connie Svabo** is Assistant Professor in Performance Design at Roskilde University. **Sara Malou Strandvad** is Associate Professor in Performance Design at Roskilde University. **Kristine Samson** is Assistant Professor in Performance Design at Roskilde University. **Morten Hertzum** is Associate Professor of Computer Science at Roskilde University. **Ole Erik Hansen** is Associate Professor in International Regulation and Environmental Planning at Roskilde University.

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