

A Framework Theorizing Design of Human Technologies

Simonsen, Jesper; Hertzum, Morten; Nielsen, Jørgen Lerche; Riis, Søren

Publication date:
2014

Document Version
Peer reviewed version

Citation for published version (APA):
Simonsen, J., Hertzum, M., Nielsen, J. L., & Riis, S. (2014). *A Framework Theorizing Design of Human Technologies*. Abstract from DASTS 2014, Roskilde, Denmark.
http://iva.ku.dk/ansatte/?pure=files%2F113881857%2FDesignTheorizing_DASTS2014.pdf

General rights

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain.
- You may freely distribute the URL identifying the publication in the public portal.

Take down policy

If you believe that this document breaches copyright please contact rucforsk@kb.dk providing details, and we will remove access to the work immediately and investigate your claim.



A Framework Theorizing Design of Human Technologies

Simonsen, Jesper; Hertzum, Morten; Nielsen, Jørgen Lerche; Riis, Søren

Publication date:
2014

Citation for published version (APA):
Simonsen, J., Hertzum, M., Nielsen, J. L., & Riis, S. (2014). A Framework Theorizing Design of Human Technologies.

A Framework Theorizing Design of Human Technologies

Jesper Simonsen

User-driven IT innovation
Dept. of Communication, Business and IT
Roskilde University
Simonsen@ruc.dk

Jørgen Lerche Nielsen

Dialogic Communication
Dept. of Communication, Business and IT
Roskilde University
jln@ruc.dk

Morten Hertzum

Royal School of Library and Inf. Science
Faculty of Humanities
University of Copenhagen
vnj274@iva.ku.dk

Søren Riis

Science Studies
Dept. of Culture and Identity
Roskilde University
soerenr@ruc.dk

ABSTRACT

Design is increasingly becoming a part of the university curriculum and research agenda. A theory about the process and practice of design might be important to establish design as a main subject at universities. We believe it is in the interest of many design communities – also the DASTS community – to engage in theorizing design, on the basis of our understanding of design and design practices. This theory could be positioned as an alternative to other attempts to theorize design, for example the influential efforts of the Information Systems (IS) community [1]. We urge the DASTS community to engage in collective theory building, and we present a framework (Figure 1) intended to stimulate discussion across different perspectives, knowledges, and ontologies [2], and to shed light on design as it is practiced in different contexts.

At Roskilde University, we have since 2008 strived to establish a new main subject area – Designing Human Technologies [3] – alongside the three longstanding main subject areas: Natural Science, the Humanities, and Social Science. We approach design as “a process of investigating, understanding, reflecting upon, establishing, developing, and supporting mutual learning between multiple participants in collective ‘reflection-in-action’” [4, p. 2], and acknowledge that “everyone designs who devises courses of action aimed at turning existing situations into preferred ones” [5, p. 111].

A key activity has been engaging in collectively discussing and reflecting upon our different design project experiences. This has led to two recent anthologies in which a total of 46 researchers reflect on 33 different design projects. In spite of diverse backgrounds, our reflections have uncovered a shared understanding of the design process depicted in a general process model that emphasizes the emergent properties of design [6] and in a collection of 18 situated methods for design [7]. The framework (Figure 1) is based on our experiences so far and intended to evolve gradually over the coming years.

Change <ul style="list-style-type: none">• Planned• Emergent• Opportunity-based• Sustainable	Participation <ul style="list-style-type: none">• Different knowledges• Mutual learning• Joint goal negotiation• Infrastructuring
Situatedness <ul style="list-style-type: none">• Situated knowledges• Situated learning• Situated action• Situating contexts	Scope <ul style="list-style-type: none">• Personal• Collaborative• Organizational• Societal

Figure 1: A framework intended for supporting collective reflections theorizing the design of human technologies.

REFERENCES

- [1] Hevner, A.R., March, S.T., Park, J. and Ram, S. Design science in information systems research. *MIS Quarterly*, 2004, 28(1): 75-105.
- [2] *The AIME project: An Inquiry into Modes of Existence*. <http://www.modesofexistence.org>
- [3] *Designing Human Technologies: A design-oriented strategic research initiative supporting Roskilde University's Humanities and Technology programme*. <http://dht.ruc.dk>
- [4] Simonsen, J. and Robertson, T. (eds) *Routledge international handbook of participatory design*, Routledge, London, UK. 2012.
- [5] Simon, H.A. *The sciences of the artificial*. Third edition. MIT Press, Boston, MA, USA. 1996.
- [6] Simonsen, J., Bærenholdt, J.O., Büscher, M. and Scheuer, J.D. (eds) *Design research: Synergies from interdisciplinary perspectives*, Routledge, London, UK. 2010.
- [7] Simonsen, J., Svabo, C., Strandvad, S.M., Samson, K., Hertzum, M. and Hansen, O.E. (eds) *Situated design methods*, MIT Press, Boston, USA. 2014.