

DESIGN

- Pervasive/mobile computing: are they the same? What is the relationship?
- Should designers design in consideration of the functionality or of the device? Or should they rather identify what behaviors to support?
- How to identify what behaviors/needs to support?
- Creating “structures” vs creating “devices”
- Design for openness: design open artifacts in order to gather inspiration from users
- Education of consumers
- Users can get hold of technology
- Designers/developers/researchers responsibilities: design with a specific goal vs design for openness and interpretation.
- How to foster innovation?
- How to cope with a value system?
- Multidisciplinary exploration for innovation
- Design of innovative behaviors
- When does pervasive become invasive?
- Privacy issues: feeling observed
- Design by accident, randomly
- Formalism and constraints, how do they affect creativity?
- Focus on efficiency vs focus on engagement
- Experience of designers

EVALUATION

- Why is evaluation so important? It belongs to the practice of natural science
- It is inherent part of design
- Design goals are essential for evaluation
- It increases the chance of success
- Evaluation drives the design process
- Measurements kill the phenomena
- Physiological measurements
- Evaluation during the activity
- Thinking aloud protocol?
- Filming the user
- Evaluation tasks should fit in the flow of the activity
- Questionnaires?
- You should not ask directly
- Same ratings \neq same experiences
- Aesthetics of devices, aesthetics of user interfaces: how are they affected from the maturity of the market?
- Psychoanalysis, cognitive interviews
- Quantitative studies for specific target groups
- Which parts of experience can be measured?
- Technology becomes visible and part of the identity