

Learning to design Non-Physical Environments

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APPAM Teaching Session

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Outline

- **Design is learned by designing**
 - And talking about what was designed
- Good exercises
- Design process and vocabulary
- Course activities
- Products
- Design criteria
- Pedagogical challenges

But first, this update to the paper:

Brooks, Frederick P. Jr., *The Design of Design, Essays from a Computer Scientist*. Addison-Wesley 2010.

Theory C Teaching

- Students undertake a task somewhat beyond their capacities
- Students accomplish task, preferably with everyone watching
- Everyone talks about what happened and why, if possible comparing results

(peripherals: lectures, vocabulary, examples as solutions to problems the students know they have, not new problems they probably don't want)

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Good Exercises

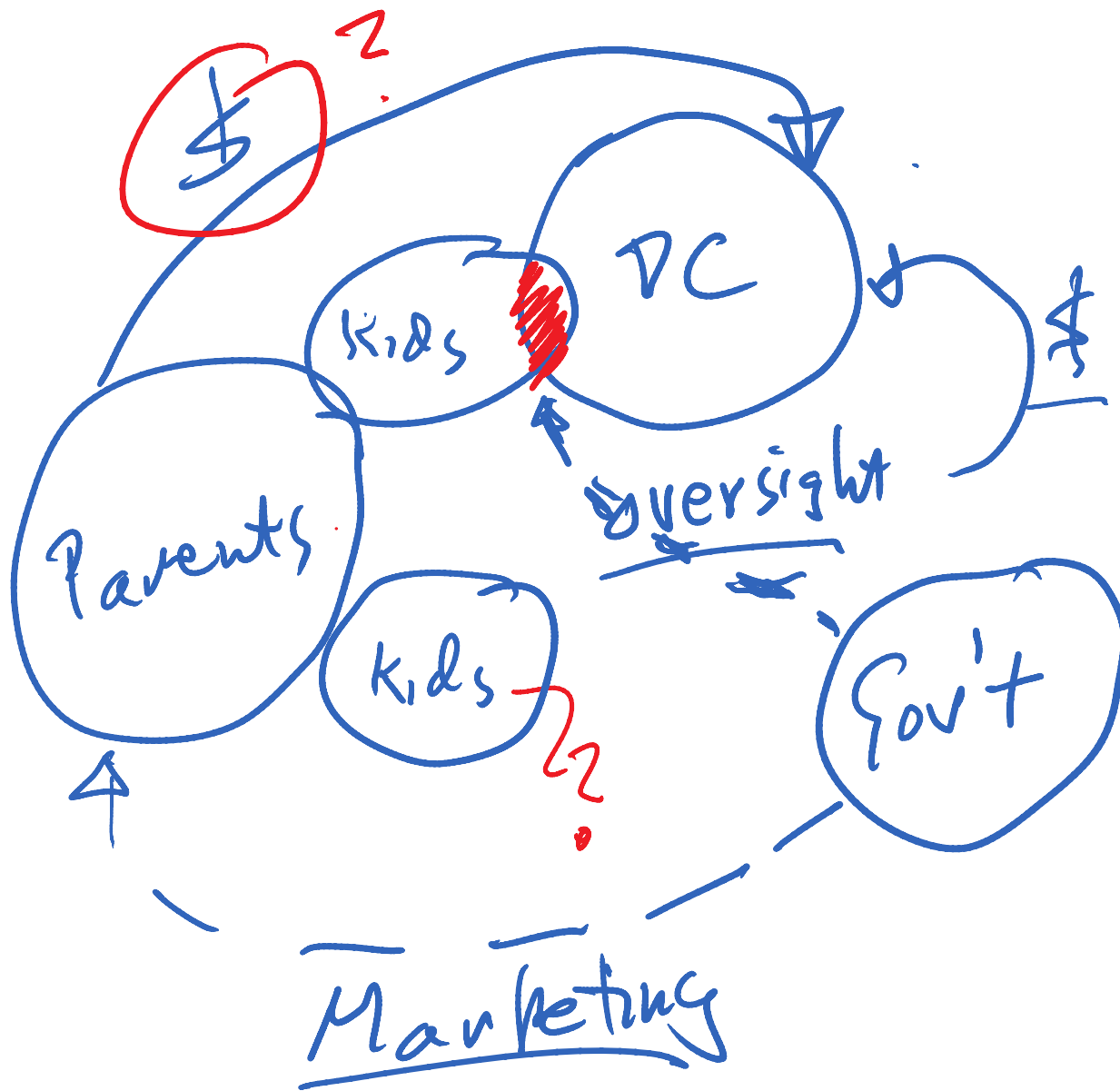
- Each:
 - Tight-loose
 - Open-ended but endable
 - Feasible but challenging
 - “best” solution doesn’t exist [yet]
- Ensemble:
 - Generate a useful *set* of responses to compare
 - Support a variety of deliverables

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Stages

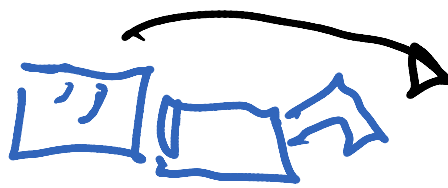
- Problem definition (and limitation)
- Blob diagramming
- Parti identification
- Sketching
- Design development
- Design revision
- Working drawings



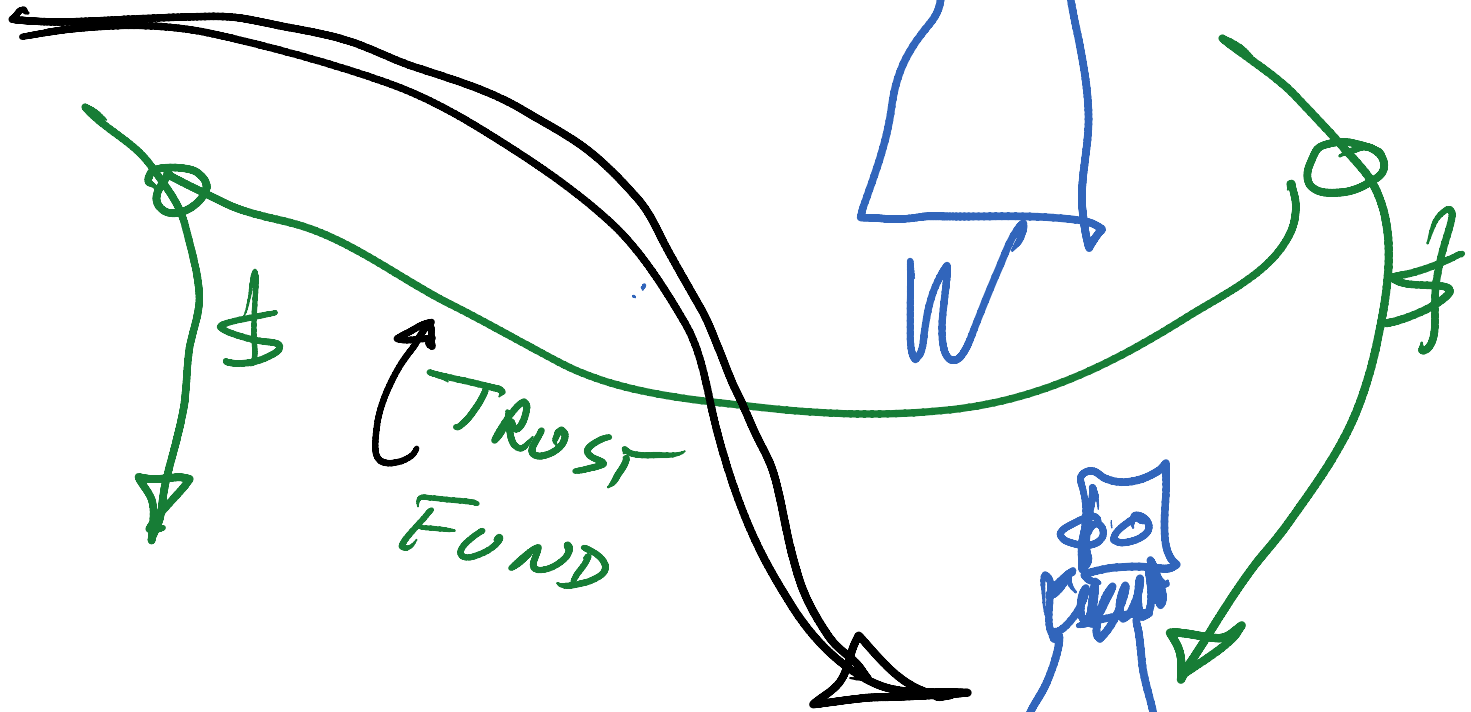
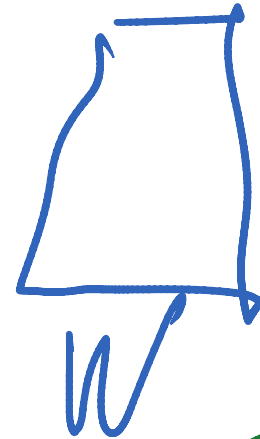
Generic partis

	<i>Coercive</i>	<i>Incentives</i>
<i>Market</i>	Tax Make	Subsidize Buy
<i>Information</i>	[Oblige] Prohibit	Inform Implore

NOW



LATER



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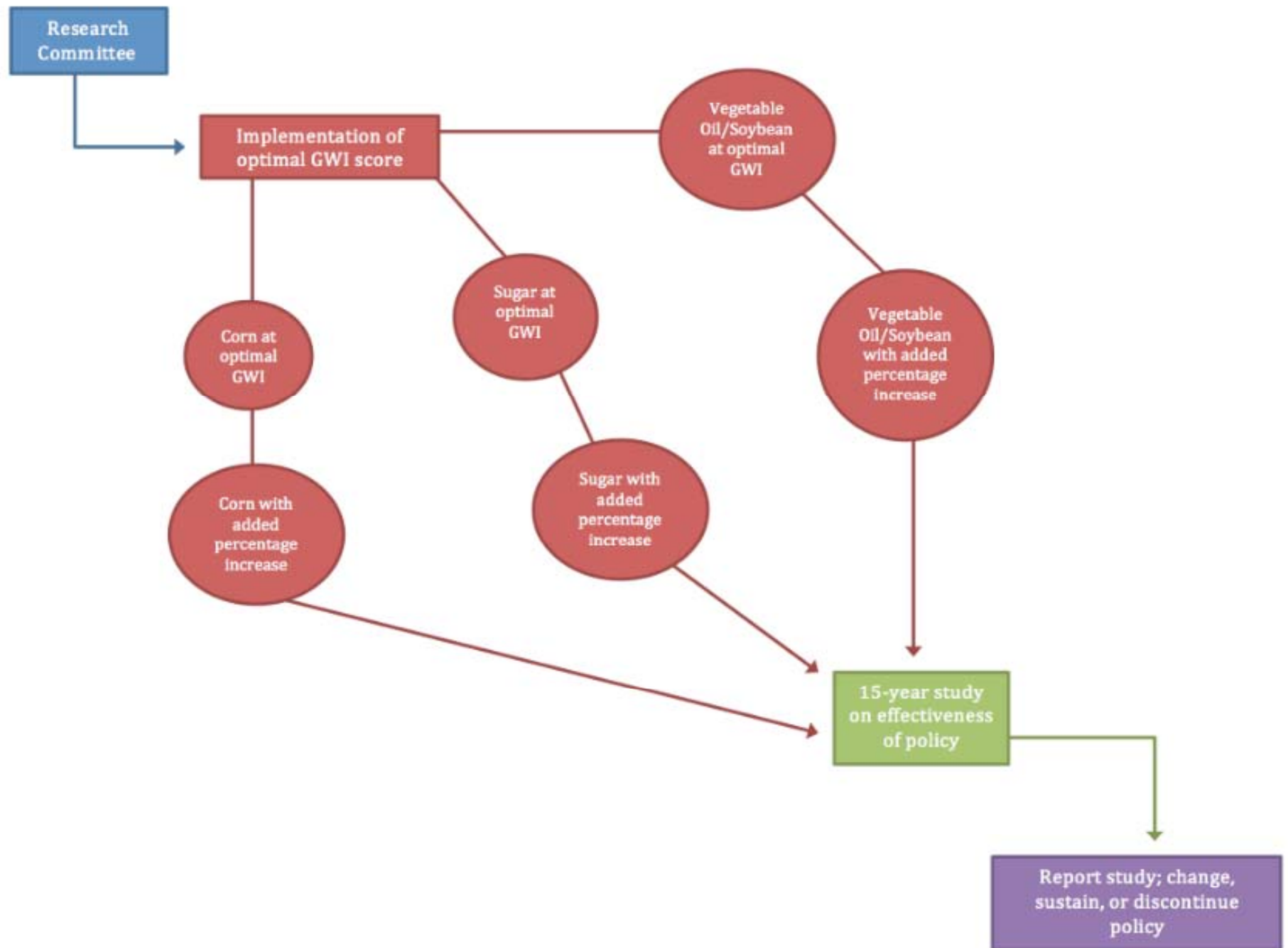


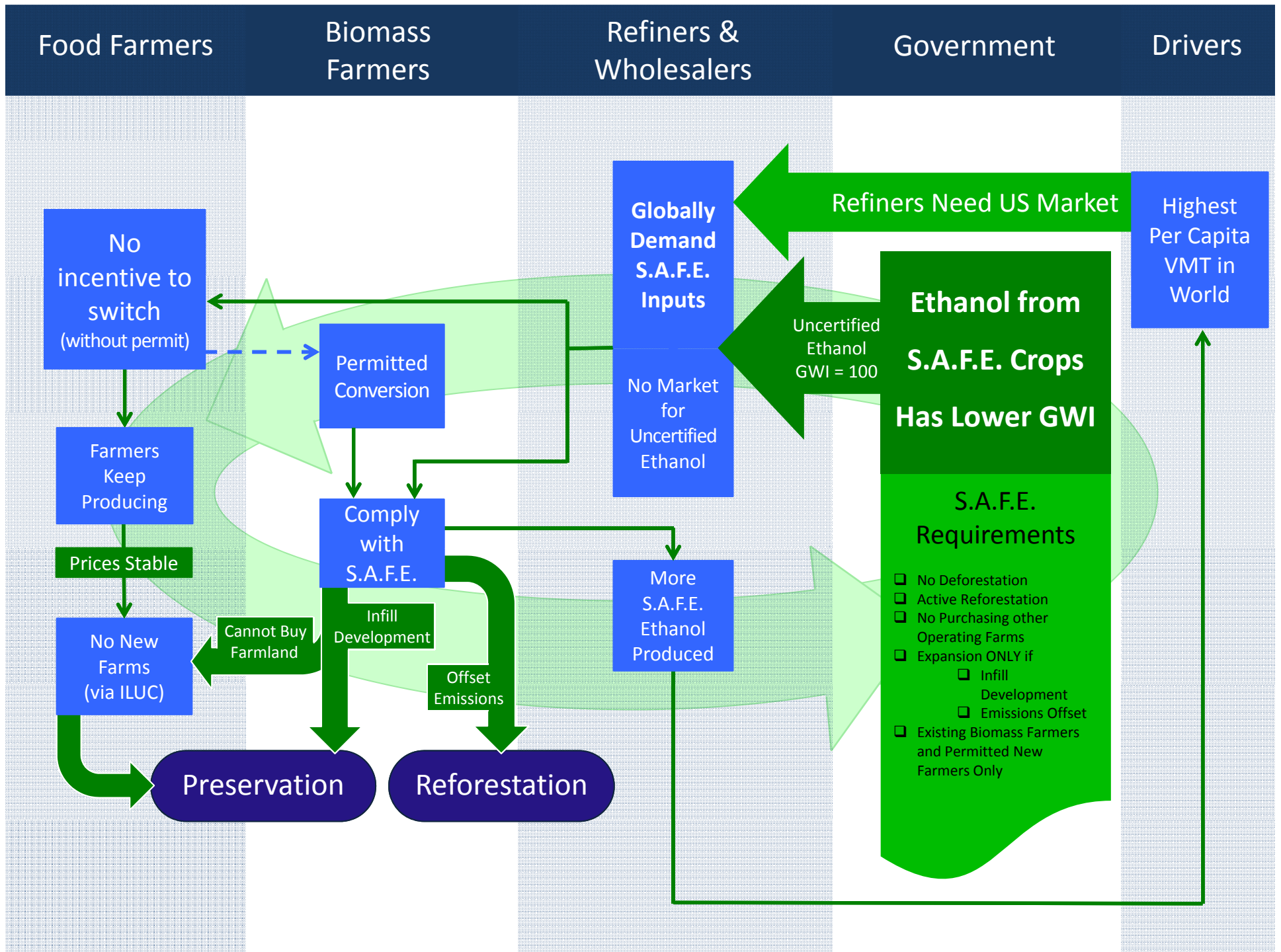
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What is design embodied in?

- Laws & Regulations
- Press releases and coverage
- Forms and administration
- Charts and diagrams
- User experience





Model of the user

- R. Leone, on “Elizabeth Best”:

Think about one of these guys who works for Best.

What kind of desk does he sit at?

What kind of shoes is he wearing?

What pictures are on his wall? Desk?

What books does he have?

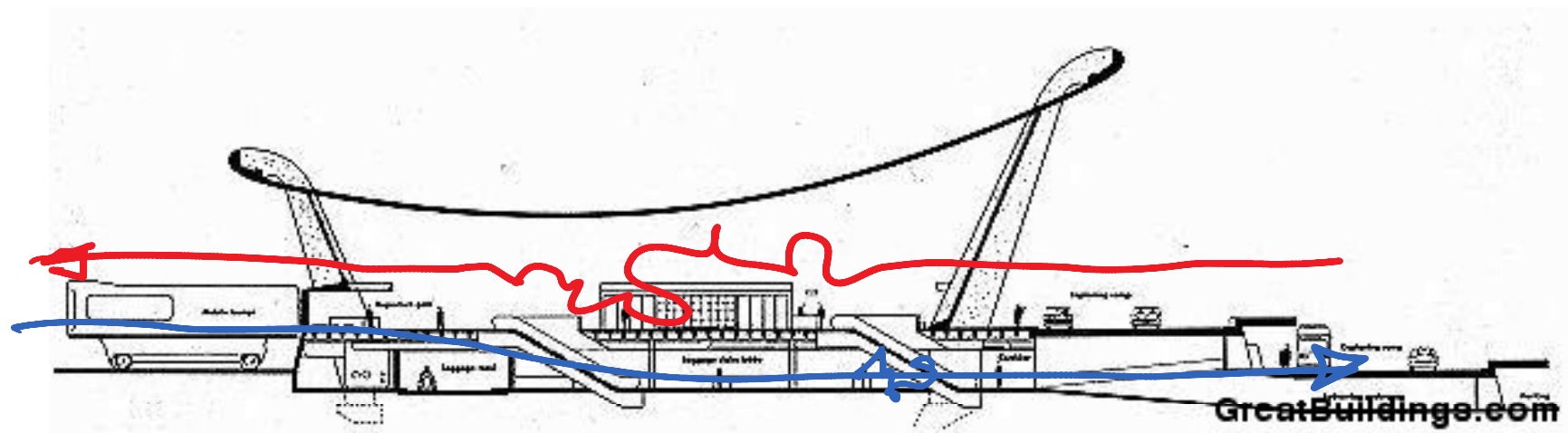
Where would he most like to be now?

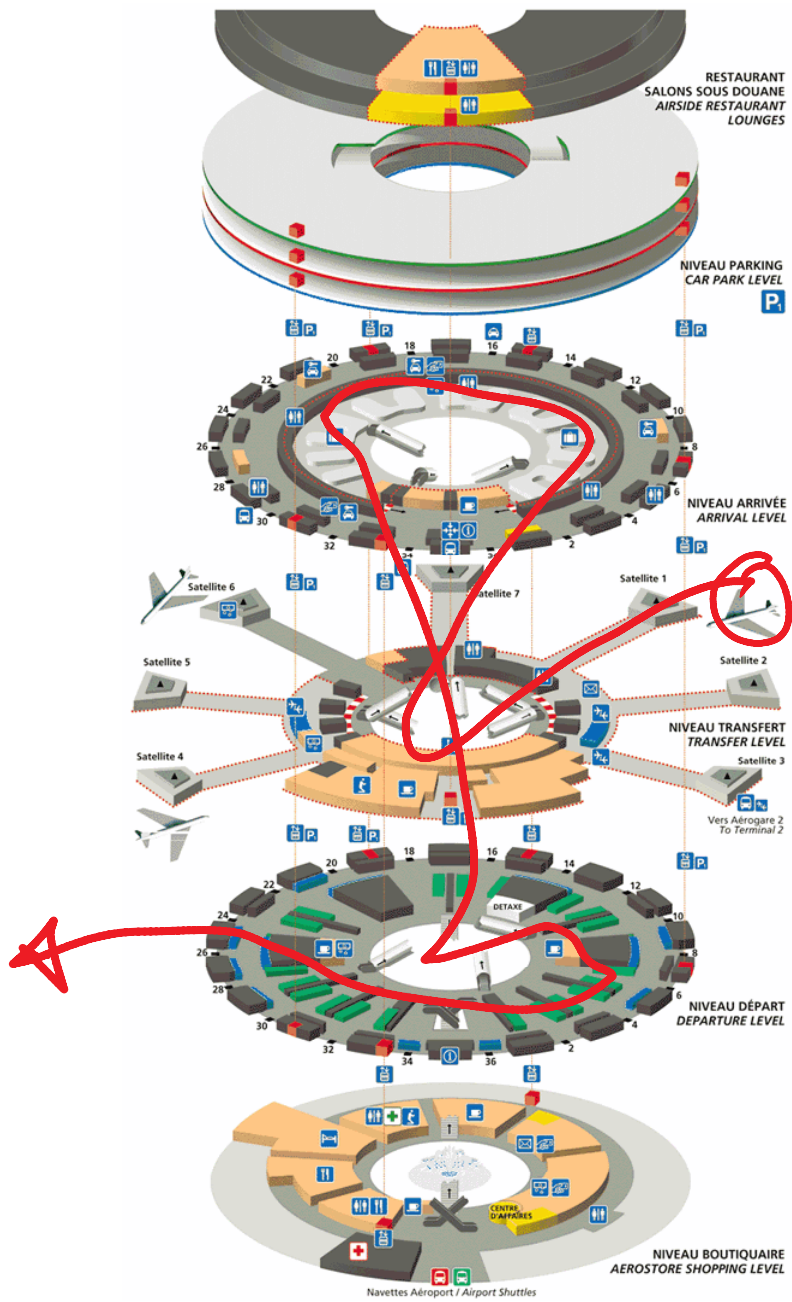
- Why do papers about learning have *teaching* in the title, and conversations about courses always switch to, or start with, what the prof does?

...but I digress.

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Challenges

- Making work in progress visible
- Lack of visual conventions for representation
- Time for studio work and presentation
- Defect-finding and defensive presentation
- Christmas tree
- Less!
- Variety of design contexts