Designing an Immersive Environment for Public Use
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ABSTRACT
Bystander is a multi-user, immersive, interactive environment intended for public display in a museum or art gallery. It is designed to make available heritage collections in novel and culturally responsible ways. We use its development as a case study to examine the role played in that process by a range of tools and techniques from participatory design traditions. We describe how different tools were used within the design process, specifically: the ways in which the potential audience members were both included and represented; the prototypes that have been constructed as a way of envisioning how the final work might be experienced; and how these tools have been brought together in ongoing designing and evaluation. We close the paper with some reflections on the extension of participatory commitments into still-emerging areas of technology design that prioritise the design of spaces for human experience and reflective interaction.

Embodying Design: the lived relationship between artefact, user and the lived experience of design
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ABSTRACT
This paper will discuss through a discussion of fashion product, what it is to inhabit design. Drawing on a broad body of literature and the reflective practice of making this paper proposes that the lived relationship between user and object is an evolving participatory act that is both temporal and located. The intimate relationship between wearer and clothing will be the focus of the discussion, and it is hoped that colleagues from a broader range of design fields will connect to the ideas as they relate to your fields of expertise and design outcomes.

UbiComp in Opportunity Spaces: Challenges for Participatory Design
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ABSTRACT
The rise of ubiquitous computing (UbiComp), where pervasive, wireless and disappearing technologies offer hitherto unavailable means of supporting activity, increasingly opens up ‘opportunity spaces’. These are spaces where there is no urgent problem to be solved, but much potential to augment and enhance practice in new ways. Based on our experience of co-designing novel user experiences for visitors to an English country estate, we discuss challenges for PD in such an opportunity space. Key amongst these are how to build a working relationship of value when there are no urgent requirements; how to understand and scope the space of opportunities; and how to leave users with new resources of value to them.