U-CrAc 2019

Agile koncept-development in a designer-research perspective

Developing innovation-tracks through

Object Theatre

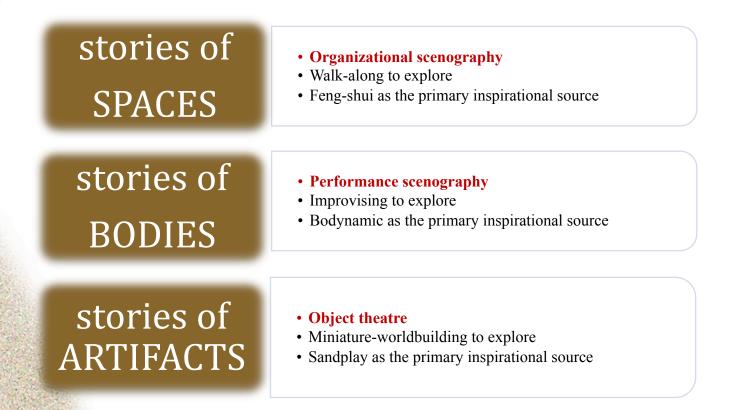
Transforming field-observations and other data in to relevant inputs

anete-strand.com

Object theatre...what the heck??



The methodology of Material Storytelling (Strand 2012, 2014, 2018, 2019)



Programme (approximately)

9.00 - 10.00: presenting the object theatre method

Break

- 10.15 10.35: choosing & placing artifacts in the sandboxes
- 10.35 11.10: dialogue and idea-generation

Short break

- 11.20 11.50: identifying important points/aspects about the case problematic and possible innovation tracks to pursue
- 11.50 12.00: Clearing the room before lunch break

Making meaning out of Figures

"Figures collect the people through their invitation to inhabit the corporeal story told in their lineaments". (Haraway, 2008: 4)

Corporeal story = bodily memory of experiences Lineaments = contours of shape, colour, size, material

What corporeal stories does the figure in front of you bring out in you?

Drawing on 4 'ways of knowing' (Heron & Reason, 2006)

An 'extended' epistemology based on a wide pallette of four ways of knowing:

Experiential knowing (lived experience from field-work)

Presentational knowing (expressed experiences through various genre and forms; drama, dance, storytelling, artwork, etc.) NB: Object theatre

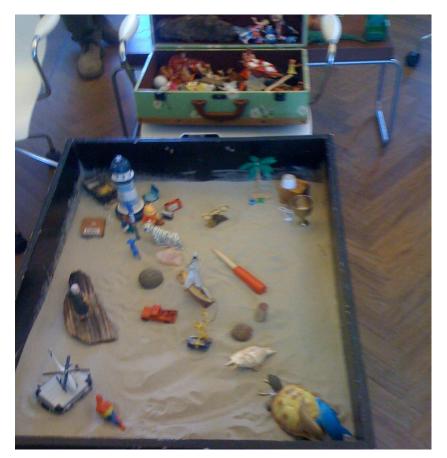
Propositional knowing (conceptualized, theorized, analyzed knowledge) Affinity Diagramming

Practical knowing (knowing 'how to' procede)

Building the 'terrain-board'

(Thomassen, Jørgensen & Klee, 2014)





Students elaborating ideas on paper





Handling ideas as configurations rather than 'just talking' (Poul Taylor)

.... how to attack ideas rather than people.... https://www.facebook.com/HandlingIdeas/vi deos/1163106907057143/

Object-based speculation

A performative research practice

"Speculative design is an emerging practice-based research methodology that promotes designed **objects as tools for critical reflection** through provoking questions and stimulating discussions" (Mitter, 2006)

3 sources of inspiration for speculative design:

- Play as a fundamental design characteristic
- Emergence and open-endedness (re-authoring), unpredictability and the power of the unexpected
- The use of something tangible to enhance a conceptuel meaning

Object-based speculation

Implementing all the resources of the material objects: image (colour, form), tactility (material), sound, feedback, inter-action, duration or behaviour

Utilizing the enormous amount of information that the physical world consists of to convey ideas and cultural understanding

Direct sensing through the body vs. indirect through aesthetics and metaphors