



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)

stories of SPACES

- **Organizational scenography**
- Walk-along to explore
- Feng-shui as the primary inspirational source

stories of BODIES

- **Performance scenography**
- Improvising to explore
- Bodydynamic as the primary inspirational source

stories of ARTIFACTS

- **Object theatre**
- Miniature-worldbuilding to explore
- Sandplay as the primary inspirational source

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 palette 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)







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

.... how to attack ideas rather than people....

<https://www.facebook.com/HandlingIdeas/videos/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

Is about:

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

