

Co-Design Readiness



Readiness takes many forms....

Emotional Readiness

**Build Trust... Don't just
write about it**

Some things I tried...

Always had lunch with my participants and just chatted

Spoke about my family, my kids, and things that mattered to me.

Kept reiterating that their power in this study, was possibly more than mine *

Decided to take a journey with my participants

- + Stopped preparing the electronics; we worked together, problem solved together, it was important for them to also see me struggle with a sensor ... it made it easier for them to struggle and try



Cultural understanding and readiness



COMACH workshops

One set of methods will translate differently across different provinces in SA

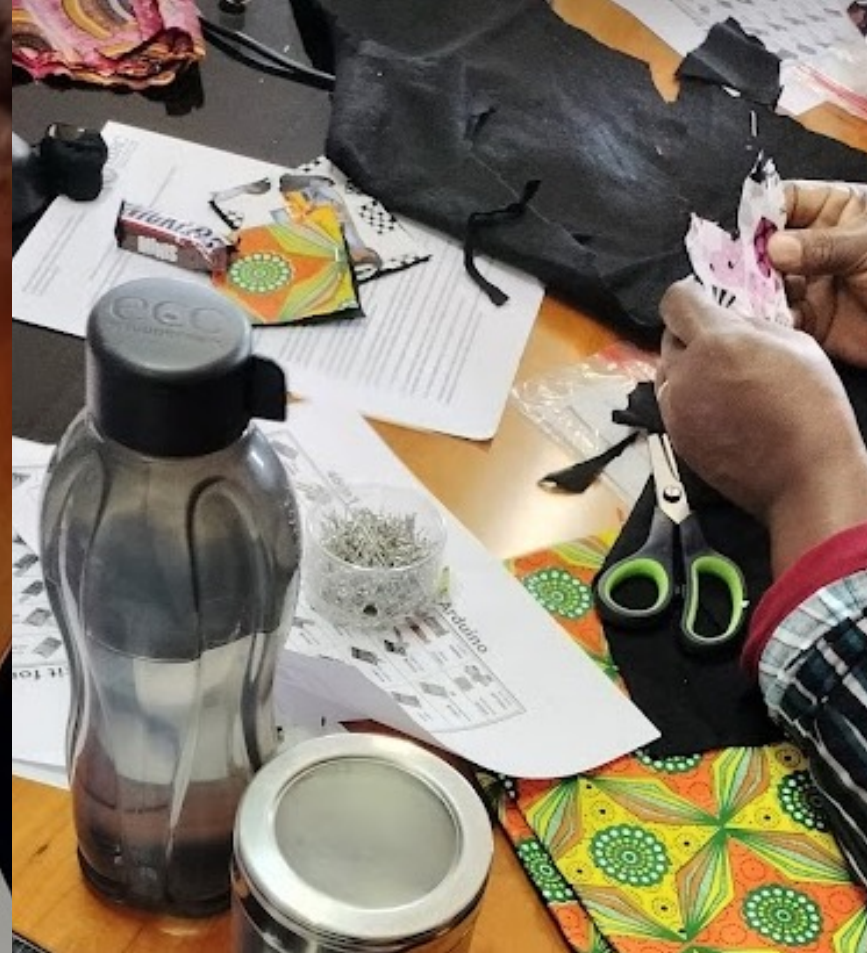
Cultural Nuances are important and need to be understood if you hope to really design with a particular community.

Intermediaries are valuable and important when researchers and participants are from different cultures

What did this do ?

- + Included researchers/research assistants in the study who were part of the different cultures who knew how to not only act culturally appropriate but also when and how to pivot methods.

**(Technology) /
whatever readiness**

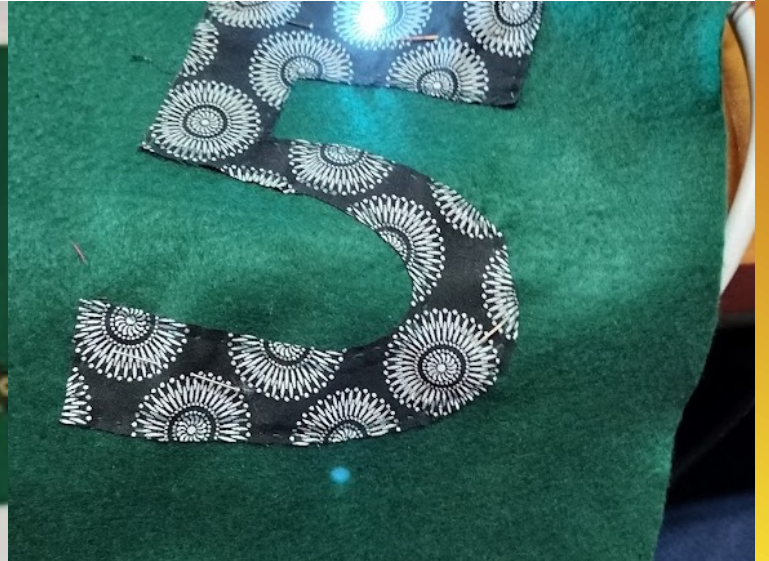


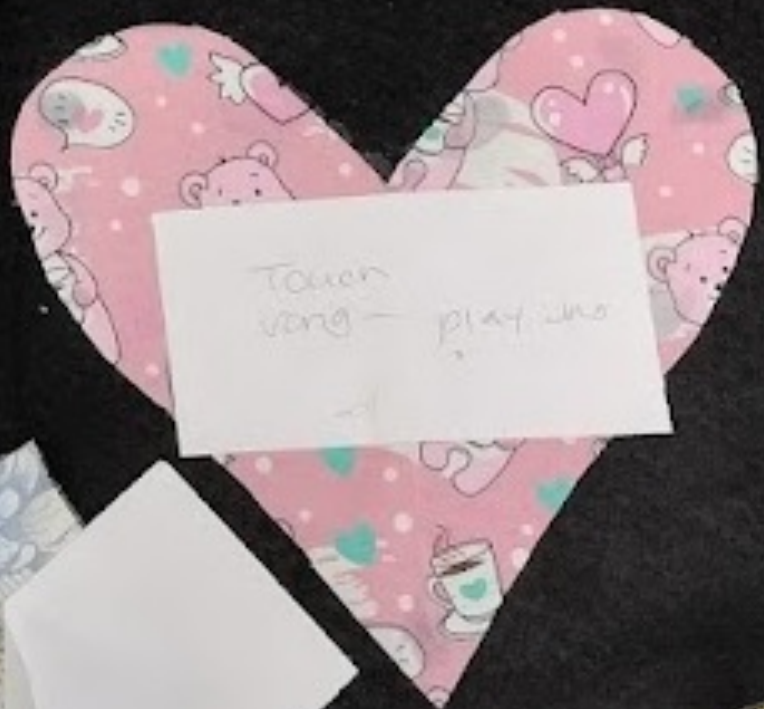
**What I have learned
through fieldwork**





Training/Exploring





Touch
vow - play who



Tap!
moo



Using
Alphabet
+
Numbers

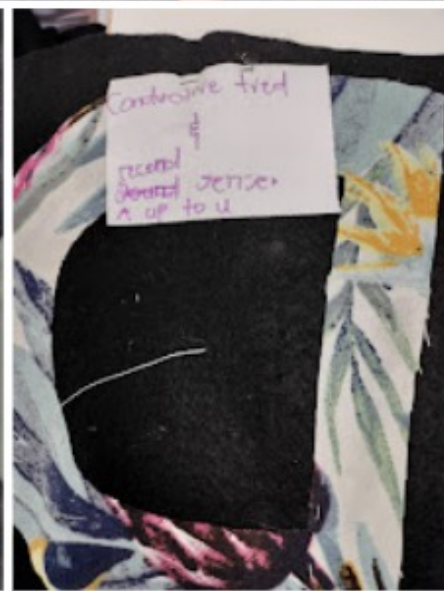
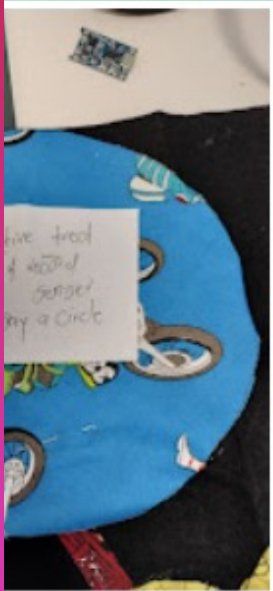
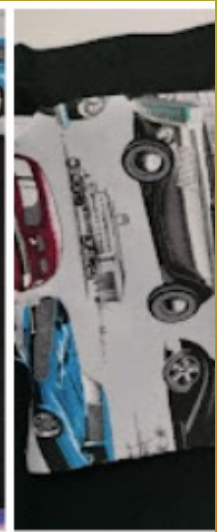
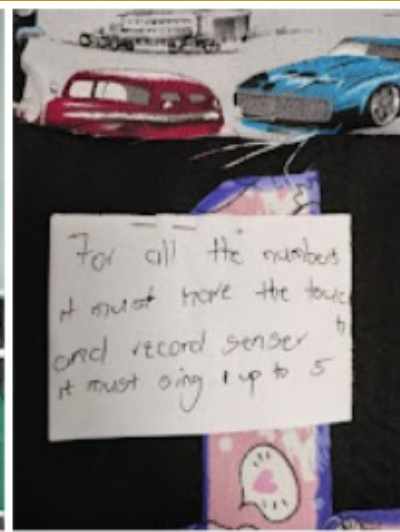
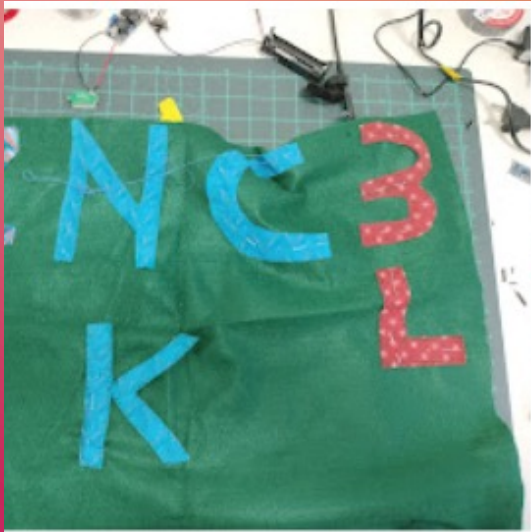


What did this do ?

- + Allowed participants to become comfortable with each sensor and experience its functions (and have a lot of fun)
- + Provided the participants with the necessary knowledge and context to choose sensors without fear, or guessing

- + “We suggest that **practices of readying are constituted by personal histories, experiences, philosophies, and cultures** and demonstrate this by giving reflexive accounts of our dimensions of preparation.”

[1] Akama, Y. and Light, A., 2020. Readiness for contingency: punctuation, poise, and co-design. *CoDesign*, 16(1), pp.17-28.



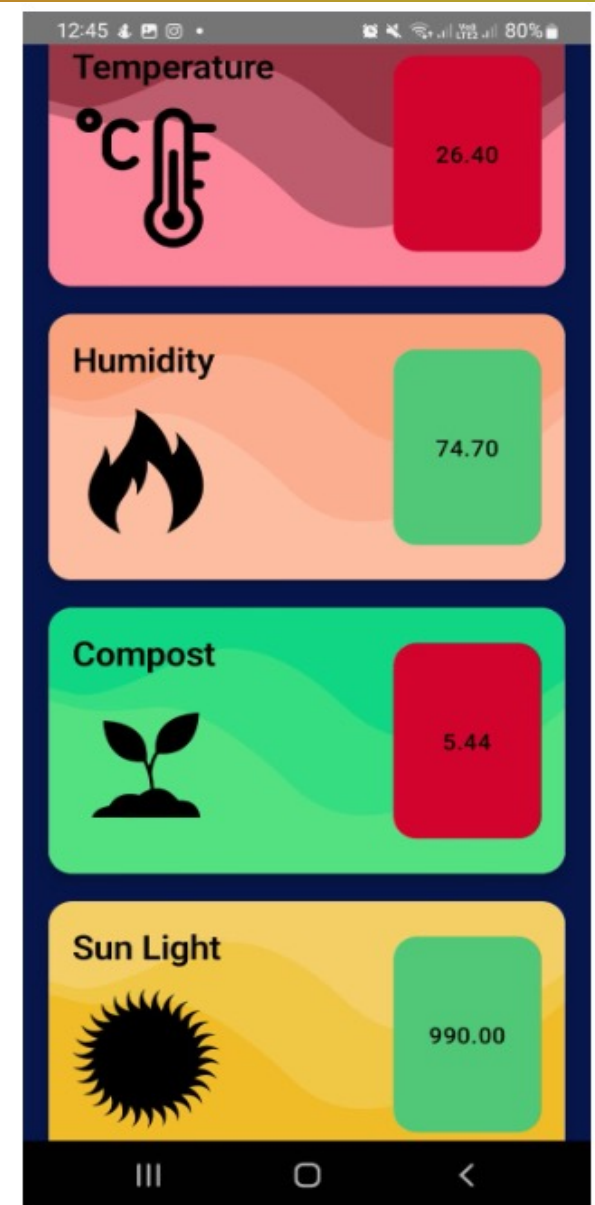
Technology/ Whatever Probes

What would you like in a mobile app ?

- + "No man Sarina, you are causing panic here.... I am still scared of this phone my kids got me... now I must say make an app this way ??????"

- + “ Technology probes are simple, flexible, adaptable technologies with three interdisciplinary goals: the social science goal of **understanding the needs and desires of users in a real-world setting**, the engineering goal of **field-testing the technology**, and the design goal of **inspiring users and researchers to think about new technologies**.





- + “Tell the students the app is much better, but it is not yet right. When they come we will talk.”

What did this do ?

- + Reduced the impact of the blank page problem
- + Gave the participants something to experience and work from.
- + In the case of the app, gave them something to REALLY dislike which allowed them to have strong opinions on how it should be changed. Etc....