

LOOKING AHEAD - FIELD TRIALS IN ITERATIVE AND EXPLORATORY DESIGN OF UBICOMP SYSTEMS

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MOTIVATION

A major concern is to study how use practices and context of use emerge and develop over time when we introduce new technology.

Problem:

- > A **mismatch** between how field trials are understood and practiced, and the very nature of ubicomp systems.
 - > Use situations that are not well understood and in the making.
 - > Field trials are frequently conducted in a 'design then study' mentality.
- → Thinking of field trials as a part of an iterative design process in order to look ahead rather than back.



AGENDA

- > Motivation
- > A general model for ubicomp trial methods
- > Our openly interactive approach to field trials
- > Looking ahead rather than back

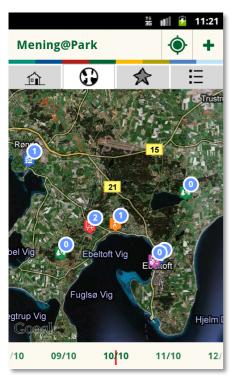


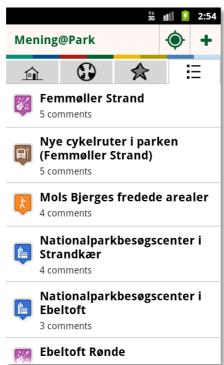


Photo: Niels Jepsen, http://da.wikipedia.org/wiki/Fil:Trehoje_i_Mols_Bjerge.jpg



SYSTEM: MENING@PARK



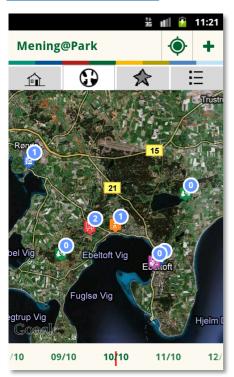


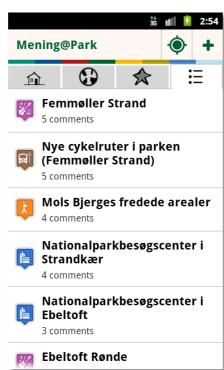




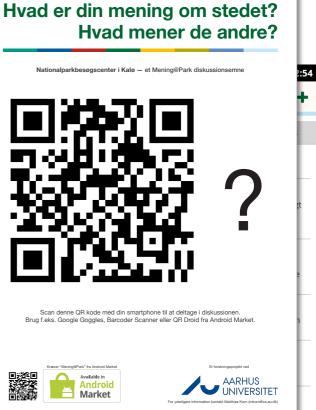


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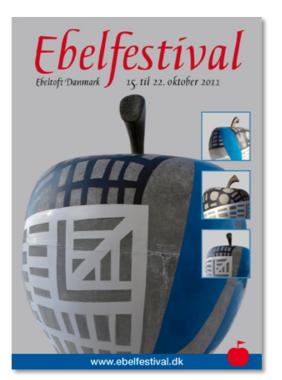






SETTING: EBELFESTIVAL



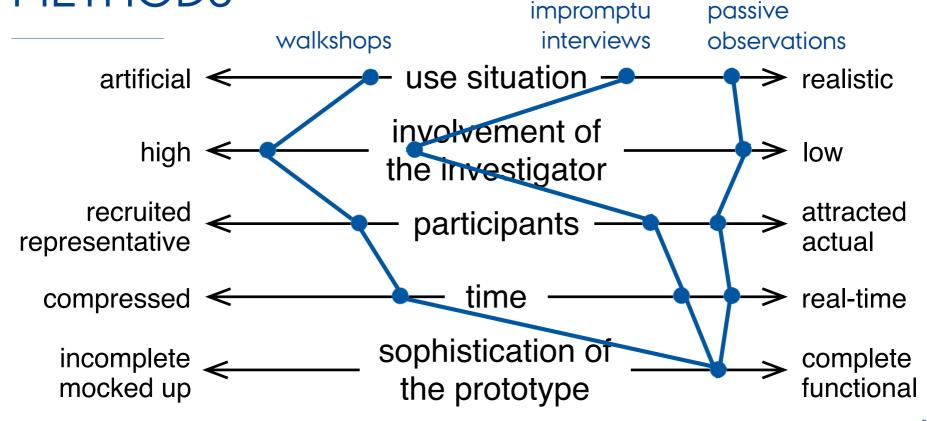




Photos (right): http://ebelfestival.dk/



GENERAL MODEL FOR UBICOMP TRIAL METHODS





OUR APPROACH: OPENLY INTERACTIVE

- > We attract, rather than recruit, actual future users to an open system.
- > We interact with (some of) them directly.
- > We take their experiences of using the system as a springboard for in-depth explorations of their perspectives and insights about
 - > the concrete system,
 - the broader concept,
 - > and potentials and tensions for future approaches in general.



LOOKING AHEAD

- > Studies based on trials that 'leave use alone' will always look back.
- > We need ways of working with fully functional prototypes to look ahead towards use practices that are still in the making.
- > Thinking of field trials as a part of an iterative design process in order to look ahead rather than back.



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