Appendices, DHT Self-Evaluation

To navigate through the appendices, use:

- The pdf-reader’s bookmark facility (Adobe Acrobat for Windows or Mac)
- The table of contents (Preview for Mac)
- Or click on the links provided below

Appendix 1 and 2 are considered crucial for the evaluation of DHT:

1. **Appendix 1: List of DHT milestone activities.** This list includes all major accomplished activities as related to the agreed upon milestones for DHT. The list has been updated on an ongoing basis since the start of DHT in 2013 and has been used to provide an updated status of DHT for the steering committee and the Rectorship.

2. **Appendix 2: 1-page description of each of the 12 projects.** The main part of DHT is the 12 projects. They are each presented in a uniform 1-page description that includes a short description, a list of participants and partners, internal and external funding, and (links to) research publications.

3. **Appendix 3: DHT-approved description 2013.** Description of DHT including milestones and budget approved by the Rectorship in February 2013.

4. **Appendix 4: List of affiliated professors (2007–2015).** List of 73 professors from Roskilde University (not including administrative staff and PhD students) who have been affiliated with DHT since the first initiatives took place in 2007. The list shows the departmental and research group affiliation, as well as the participation of individual professors in key activities.

5. **Appendix 5: Historical documents from before 2013.** This includes two important documents:
   a. Vision and strategy for Design Studies at Roskilde University (approved by CBIT in 2008)
   b. Paa vej mod en designvidenskabelig forskningsplatform på Roskilde University [Towards a Design-Oriented Research Platform at Roskilde University]. The initial document (in Danish) is from November 2007.

6. **Appendix 6: Theorizing DHT. 1-page abstract and 4-page paper outlining a vision for DHT.** Proposal for a new and more focused joint research objective discussed during 2014.

List of DHT Milestone Activities

This list of Designing Human Technologies (DHT) milestone activities documents all major accomplished activities as related to the milestones.

The activities are related to the agreed upon measurable milestones cited in the left column. This column includes the original estimated budget from 2012 along with the revised budget from November 2015. All budgets and amount of money are in DKK.

The right column lists all major activities, their current status and who is responsible with the main responsible (chair) indicated by *italics*.

<table>
<thead>
<tr>
<th>Milestone 1</th>
<th>Activities</th>
</tr>
</thead>
<tbody>
<tr>
<td>RUC Centre of Designing Human Technologies Institutionalising the research initiative to ensure its sustainability also after 2016 • The centre is organised and manned at year-end 2015</td>
<td>Initial budget 2012: 150,000 Expenditure 2015: 165,887</td>
</tr>
<tr>
<td><strong>A 1.3:</strong> Organize administrative support Status: Done: Accounting support from CBIT staff. All other administrative support is done and financed by DHT. Responsible: Jesper Simonsen, Michael Haldrup and the Reference Group.</td>
<td><strong>A 1.4:</strong> Official opening of DHT with conference and reception. Status: Opening held on June 7th 2013. Responsible: Jesper Simonsen, Michael Haldrup and Connie Svabo.</td>
</tr>
<tr>
<td><strong>A 1.5:</strong> Presentation of DHT to RUC’s Board of Directors. Status: Presentation held on September 11th, 2013. Responsible: Jesper Simonsen.</td>
<td><strong>A 1.6:</strong> Project establishment workshops. Status: Workshops held November 27th 2012 and April 19th 2013. No need for more of these workshops. Responsible: Jesper Simonsen and Michael Haldrup.</td>
</tr>
</tbody>
</table>
| A 1.9 | Organize RUC Centre of Designing Human Technologies  
Status: The reference group decided to reject establishing DHT as a ‘centre’ and continue with DHT as a strategic research initiative.  
Responsible: Jesper Simonsen and the Reference Group. |
| A 1.10 | Supporting DHT by nominating Jeanette Blomberg as adjunct professor at Roskilde University.  
Status: Inaugural lecture held September 19th 2013.  
Responsible: Jesper Simonsen |
| A 1.11 | Supporting DHT by nominating Olav Storm Jensen as adjunct professor at Roskilde University.  
Status: Inaugural lecture held May 9th 2014.  
Responsible: Jesper Simonsen |
| A 1.12 | Supporting DHT by nominating Richard Baskerville as honorary doctor at Roskilde University.  
Status: Inaugural lecture held September 19th 2014.  
Responsible: Jan Pries-Heje and Jesper Simonsen |
| A 1.13 | Proposal for new focused joint research objective for DHT.  
Status: Presented at the Mobility and Design workshop in Lancaster in May 2014, at a DHT research seminar in June 2014, at the DASTS conference in Roskilde in June 2014, and by a keynote at IRIS/SCIS in Ringsted in August 2014. Discussed on three DHT research seminars during fall 2014. Published at OZCHI’2014 in Sydney, December 2014.  
Conclusion: We are unable to identify a focused joint research objective needed for a grand application including a large group of DHT participants.  
Responsible: Jesper Simonsen. |
| A 1.14 | Supporting DHT by having Helena Karasti as visiting professor at Roskilde University.  
Status: Vising professor from August 1st 2015 until June 1st 2016 funded by Velux and DHT.  
Responsible: Jesper Simonsen and Helena Karasti. |
| A 1.15 | Hearing response from DHT in relation to new department structure at RUC.  
Status: Hearing response given on May 4th, 2015  
Responsible: Jesper Simonsen |
| A 1.16 | Evaluation of DHT.  
Status: In progress. Deadline for Self-Evaluation report: January 26th 2016. Meetings held with Pro-rector in February and August 2015 and with the Advisory Board in May and November 2015.  
Responsible: Jesper Simonsen |
### Milestone 2

**PhD programmes in Designing Human Technologies** will be generated at RUC
- Cross-departmental (RUC) PhD programme generated
- Nordic PhD network set up
- Nordic PhD design course commenced and held at RUC/“Søminestationen”

**Initial budget 2012:** 225,000
**Expenditure 2015:** 258,349

#### A 2.1: Cross-departmental (CBIT/ENSPAC) Nordic/International PhD programme in Designing Human Technologies

- Status: DHT 1.0 held May 26-28 2013, DHT 2.0 held May 18-20 2014, DHT 3.0 held May 10-12 2015, DHT 4.0 announced for May 23-25 2016. DHT 5.0 (2017) and 6.0 (2018) are planned.
- Responsible: Jesper Simonsen

#### A 2.2: Establish Nordic/International PhD network

- Responsible: Jesper Simonsen

#### A 2.3: PhD-course: Field-based research and qualitative data analysis

- Status: Held in May 7-9 2012, co-funded by DHT (with CBIT-2012 grant)
- Responsible: Jeanette Blomberg

#### A 2.4: PhD-course: Ethnography and Participatory Design

- Status: Held April 29th 2013, co-funded by DHT
- Responsible: Jeanette Blomberg

#### A 2.5: PhD-course: Designing with ethnography

- Status: Held November 17-19 2015, co-funded by DHT
- Responsible: Jeanette Blomberg and Helena Karasti

### Milestone 3

**Projects across existing research groups and departments**
- Completion of a minimum of four projects

**Initial budget 2012:** 1,800,000
**Expenditure 2015:** 1,660,826

#### A 3.1: Book project ‘Situated Design Methods’

- Status: Completed. Published by MIT Press in August 2014. DHT-funding: 60,000 (2013-2014)
- Responsible: Jesper Simonsen, Connie Svabo, Sara Malou Strandvad, Kristine Samson, Morten Hertzum, and Ole Erik Hansen

#### A 3.2: Experimental Museum Exhibition Design

- Status: In progress. DHT-funding: 60,000 (CBIT/2012), 170,000 (2013), 360,000 (2014), 100,000 (2015). External funding – see A 5.9
- Responsible: Troels Andreasen and Michael Haldrup

#### A 3.3: Design of Feedback-based E-decisions

- Status: Completed. DHT-funding: 60,000 (2013), 10,000 (2014)
- Responsible: Jan Pries-Heje

#### A 3.4: Network for Design of Robust Organizational Change

- Status: In progress. DHT-funding: 239,000 (2013-2015)
- Responsible: Peter Hagedorn Rasmussen

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1 The activities for each project is not listed here. Project activities are documented through the DHT-blog site: Projects are summarized and a link for each project to the blog is given in Appendix 2: 1-page description of each of the 12 projects.

2 The sum of all projects’ initial DHT-funding (right column) is 1,987,958. The total budget for 2015 is 1,660,826 (left column) since some project have not used their budgets before they closed.
| A 3.6: Future Zone | Status: In progress. DHT-funding: 75.000 (2014) Responsible: Anita Mac |
| A 3.7: Social Interaction around Installations | Status: In progress. DHT-funding: 75.000 (2013) Responsible: Henriette Christrup, Troels Andreasen |
| A 3.8: The Robust Organizational Translation Network | Status: In progress. DHT-funding: 23.000 (2014) Responsible: John Scheuer |
| A 3.11: Design of MOOC | Status: Completed. DHT-funding: 63.257 (2014) External funding – see A 5.8 Responsible: Lisbet Frølund |

**Milestone 4**

Internal/external profiling

- Active website containing contributions from all participants on an ongoing basis

Initial budget 2012: 225,000
Expenditure 2015: 406,526
**Milestone 5**  
External fund applications  
- A minimum of DKK 1 million/year in external funding after 2013

Initial budget 2012: 100,000  
Expenditure 2015: 43,702

| A 5.1: | Applications for Nordisk Kulturfond and Clara Lachmans fond supporting milestone 2 (PhD programmes)  
Status: Declined (2012).  
Responsible: Jesper Simonsen and Keld Bødker |
|---|---|
| A 5.2: | Application for Post Nord Professionals  
Status: Approved. 28,000 (2013)  
Responsible: Jan Pries-Heje |
| A 5.3: | Application for Region Zealand, project Clinical Communication  
Status: Approved. 300,000 (2013)  
Responsible: Morten Hertzum and Jesper Simonsen |
| A 5.4: | Applications for Region Zealand-RUC joint research committee, project Clinical Communication  
Status: Approved. 3,369,590 and two PhD’s (2014)  
Responsible: Jesper Simonsen |
| A 5.5: | Application for Copenhagen University, project Clinical Communication  
Status: Approved. 62,000 (2015)  
Responsible: Morten Hertzum |
| A 5.6: | Application for Carlsberg for guest professor Helena Karasti, project Clinical Communication  
Status: Declined.  
Responsible: Jesper Simonsen and Helena Karasti |
| A 5.7: | Application for Villum for guest professor Helena Karasti, project Clinical Communication  
Approved. 419,485 (2015)  
Responsible: Jesper Simonsen and Helena Karasti |
| A 5.8: | Application, project Design of MOOC, for Erasmus.  
Status: Declined. DHT-funding: 29,000  
Responsible: Lisbeth Frølunde |
| A 5.9: | Application, project Experimental Museum Exhibition Design for Velux.  
Status: In progress  
Responsible: Michael Haldrup |
| A 5.10: | Application, project Italian Drawings for the Municipality of Roskilde  
Status: Approved, 110,000 (2015)  
Responsible: Henning Christiansen |
| A 5.11: | Application, project Clinical Communication for the Danish Council for Independent Research (DFF), 2,589,467  
Status: Declined  
Responsible: Jesper Simonsen |
<table>
<thead>
<tr>
<th>Application</th>
<th>Status</th>
<th>Responsible</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clinical Communication for Nordforsk</td>
<td>Declined</td>
<td>Jesper Simonsen</td>
</tr>
<tr>
<td>Italian Drawings for Marie Curie</td>
<td>In progress</td>
<td>Henning Christiansen</td>
</tr>
<tr>
<td>Clinical Communication for Innovation Fund Denmark</td>
<td>In progress</td>
<td>Jesper Simonsen</td>
</tr>
<tr>
<td>Region Zealand-RUC joint research committee, additional month for guest professor Helena Karasti</td>
<td>Approved</td>
<td>Jesper Simonsen</td>
</tr>
<tr>
<td>“longer lasting” funds under Erasmus+ KA2 (Capacity building in the field of higher education)</td>
<td>In progress</td>
<td>Jesper Simonsen and David Lamas, Tallinn University, Estonia</td>
</tr>
</tbody>
</table>

**Milestone 6**

Activities targeting BFI point production (Bibliometric Research Indicator point production)
- Increasing trend, min. 50 BFI points in 2016

Initial budget 2012: 450,000
Expenditure 2015: 371,123

**Milestone 7**

Support for programme development
- Presentation on research-based potential for new subject-integrated graduate programmes

Initial budget 2012: 0
Expenditure 2015: 17,903

NB: This milestone was decided not to be prioritized at the steering committee meeting in February 2013 where DHT was approved: The budget was therefore set to 0.

**A 6.1:** BFI-relevant applications, e.g. participation in conferences with paper, writing retreats, visits by international guests, academic-personal supervision.
Status: 2013: 119,4 BFI achieved from 96 peer reviewed publications. 2014: 96,2 BFI achieved from 148 peer reviewed publications. BFI not yet available. 103 peer reviewed publications.
Responsible: Jesper Simonsen

**A 7.1:** Roskilde D.School. Application for a new integrated master education in design and innovation.
Status: The application was in 2013 approved by CBIT and forwarded to Roskilde University where it in 2014 was put on ‘hold’.
Responsible: Jan Pries-Heje

**Initial budget 2012:** 50,000  
**Expenditure 2015:** 75,684 |
| **A 8.2:** DASTS’14, RUC, Roskilde, 12-13 June 2014, Theme: Enacting Futures. (Danish conference with international key-notes). 80 participants. [www.dasts.dk/?p=2479](http://www.dasts.dk/?p=2479) Status: Completed. Organized by RUC/CBIT. Responsible: *Sara Malou Strandvad*

| **A 8.3:** Fluid States – Fluid Sounds, Amager, Copenhagen, 18-21 June 2015. 75 participants. [fluidsounds.ruc.dk](http://fluidsounds.ruc.dk) Status: Completed. Organized by RUC/CBIT  
Responsible: *Sanne Krogh Groth* and *Kristine Samson*

Responsible: *Jan Pries-Heje* |
Clinical Communication

Project period: 01/01/2013 – 30/06/2017. [http://dht.ruc.dk/cc/]

The Clinical Communication project focuses on developing electronic whiteboards and their associated work practices. The vision is that information infrastructures, such as integrated whiteboards, will support coordination between clinical departments, and this may drastically improve patient flow, patient treatment, and shared care. The project is based on prior research within effects-driven optimization, also known as Effects-Driven IT Development (http://www.effectsdrivenit.dk).

The project aims at supporting local clinical practices analyzed through ethnographic, participatory design, and action research approaches. Another aim is to provide clinicians with competencies to utilize the technology, and to co-construct needed local and global protocols and standards of this information infrastructure by engaging them in participatory design and effects-driven optimization. The results are planned to be scaled and disseminated to the large implementation of the Epic system that will take place during 2016-2017 in Region Zealand and the Capital Region of Copenhagen.

The project is organized in four subprojects:
- Patient transfer and competence building in effects-driven optimization
- bottlenecks and load barometer
- Outreach from intensive care to general ward
- Mobile Support of Electronic Whiteboards

Participants
- Jesper Simonsen, professor, UDI/CBIT
- Morten Hertzum, professor, University of Copenhagen
- John Damm Scheuer, associate professor, MITRAN/CBIT
- Helena Karasti, guest professor, UDI/CBIT
- Arnvør Martinsdóttir á Torkilsheyggi, phd student, UDI/CBIT
- Kija Lin Østergaard, phd student, UDI/CBIT
- Morten Brandrup, phd student, UDI/CBIT

Partners
- Region Zealand
- Nykøbing Falster Hospital
- Imatis A/S

DHT funding
280,809 DKK

External funding
4,218,989 DKK

Additional funding applications in progress
Currently preparing a large-scale application with the Danish Regions for Innovation Fund Denmark in relation to the Epic implementation in the Capital Region of Denmark and Region Zealand.

All publications (2013-2015)
[http://rucforsk.ruc.dk/site/da/projects/clinical-communication(b1815df6-d745-4efb-b7b5-fa4bcf9b17e).html]

Selected publications from 2015
Public understanding of environmental issues is critical for the active positions we need to take as individuals and societies for transforming unsustainable to green economic activities. Museums have the potential to contribute significantly to this by communicating scientific knowledge on environmental issues. The study examines the scale and character of environmental exhibitions and collections in Denmark and surrounding countries. The study finds that the scale far from exhausts the potential. Exhibitions predominantly focus on natural science dimensions with limited coverage of the social science aspects of environmental problems and their solutions. Interdisciplinary museum activities including social science aspects on institutions and values are recommended. Moreover, it is argued that the emotions and the scientific and political controversies involved in environmental issues should not be seen as obstacles to museum engagement in the environmental field, but rather as important ingredients in creating valuable museum experiences.

**Participants**
- Anders Christian Hansen, Associate professor, ENVDYN/ENSPAC
- Connie Svabo, Associate professor, VISPER/CBIT

**Partners**
- Lerke Arentoft Johansen
- Katrine Bergkvist Hansen

**DHT funding**
40,000 DKK

**External funding**
0 DKK

**Additional funding applications in progress**
The university has applied many private foundations for funding of a project with the aim of founding the Environmental Museum of Denmark at Roskilde University by the end of 2017. Until now (Nov. 1. 2015) the applications have not been successful.

**All publications (2013-2015)**

**Selected publications from 2015**
- Hansen, AC, Andersen, HL & Bærenholdt, JO Danmarks Miljømuseum - et visionsoplæg.
**Design of Feedback-based E-decisions**


Based on preliminary findings from a case study, new ways of analyzing feedback from social media will be explored through design experimentation. We focus on how feedback, such as Word-of-Mouth (WoM), can be used to design better e-decisions.

- Insights from start-ups and established companies
- Value based online communication
- Research focus on social media
- Design and electronic Word-of-Mouth (WoM) as a tool in online communication
- Design in decision making to establish a business
- Design ‘thinking’ in online markets to make a better world

**Participants**

- Jan Pries-Heje, professor; UDI, CBIT/RUC
- Markus Holzweber, assistant professor, MIT/CBIT,
- Jan Mattson, professor, MIT/CBIT

**Partners**

- Case Company
- People People (Sweden)

**DHT funding**

70,000 DKK

**External funding**

0 DKK.

**Additional funding applications in progress**

None

**All publications (2013-2015)**

[http://rucforsk.ruc.dk/site/da/projects/design-of-feedbackbased-edecisions(9501f87a-96fb-43b7-85a3-d0b3a4ae5850).html](http://rucforsk.ruc.dk/site/da/projects/design-of-feedbackbased-edecisions(9501f87a-96fb-43b7-85a3-d0b3a4ae5850).html)

**Selected publications from 2015**

Holzweber, Markus; Mattsson, Jan; Standing, Craig (2015): "Entrepreneurial Business Development Through Building Tribes". *Journal of Strategic Marketing*
Design of MOOC

Project period: 01/10/2014-28/02/2015, http://dht.ruc.dk/mooc/

Lisbeth Frølunde and Bojana Romic identified the need to perform a small-scale feasibility study in order to map out and determine how a MOOC (Massive Open Online Course) could be designed specifically for a project entitled Narrative Seeds. The primary goal was to make an overview of available MOOCs as input into further design process with four European youth media partners in Narrative Seeds (in spring 2015), and a subsequent reapplication in 2016. Recommendations about MOOCs are in line with traditions of critically exploring the pedagogical use of a variety of technologies, materials and approaches at RUC.

The objectives of the feasibility study on MOOCs are:
- Locating RUC’s position, roles and needs in regard to producing and hosting a MOOC.
- Determining the most suitable MOOC for RUC (and Narrative Seeds partners) (e.g. Coursera, edX, Udacity…)
- Considering the practical challenges (such as hosting, cost, producing instructional content, copyright, type of contracts, etc.)

Frølunde and Romic conducted interviews in 2015 with representatives from institutions that have made MOOCs (Copenhagen University, UC Zealand) and experts at RUC. We found that a MOOC is not optimal for this European project and network of partners. A MOOC is not a feasible solution now because of: the high production cost, the coordination required in this kind of centralized effort (for instance, run by an online learning team within a university), and the need for sustained interaction by instructors. As a start toward a MOOC, a bottom up approach to co-creating a site or wiki with contents (books, articles and videos) is more relevant in order to develop and share contents. Other platforms offer affordances suitable to partners, such as: wikispaces, ISSUU (online books), affiliation with other sites (such as Everyday Stories, CPH:DOX, and the new Open Media Lab at RUC: openmedialab.dk), and YouTube.

Participants
- Lisbeth Frølunde, Associate professor, DK/CBIT
- Jørgen Lerche Nielsen, Associate professor, DK/CBIT
- Mette Wichman, PhD Student / Part-time Lecturer, DK/CBIT
- Sanne de Fine Lich Raith, PhD Student / Part-time Lecturer, CBIT

Partners
- Bojana Romic, Ph.D. Independent researcher, Denmark (on maternity leave)
- Karen Siercke, Librarian, CEO at Hygge Factory, Denmark (on maternity leave)
- Irene White, Lecturer, Dublin City University, Ireland
- Mikkel Hvidtfelt Andersen, Librarian, Denmark (prev. RUB, now at ITU)
- Charles Autheman, CEO at Labo des Histories Paris, France
- Sean Love, CEO at Fighting Words, Dublin, Ireland
- Francesca Frediani, CEO at La Grande Fabbrica delle Parole, Milano, Italy

DHT funding
63.257 DKK

External funding
None

Additional funding applications in progress
Planned external funding to Erasmus+ in 2016, incl. unknown amount applied for by RUC. Partners and coordination is in process. (The application to Erasmus+ in 2015 was turned down.)

All publications (2013-2015) none

http://rucforsk.ruc.dk/site/da/projects/design-of-mooc(4e9420d0-3eda-44a5-a76d-ed7e88540f7e).html

Selected publications from 2015 - 16
- conference http://www.designsforlearning2016.aau.dk/
# Design of Working Life in Temporary Projects

**Project period:** 01/01/2015-30/06/2016, [http://dht.ruc.dk/design-of-working-life-in-project-work/](http://dht.ruc.dk/design-of-working-life-in-project-work/)

The group will develop an interdisciplinary research that examines the interaction between physical space, technology solutions and social relations with the project work’s time environment as the focal point. Research questions are:

- How can projects be organized so that it support a better time environment?
- What processes, activities and actors promotes the development of better time environments in project work?

## Participants

- Helge Hvid, professor, ALIV/ENSPAC
- Jan Pries-Heje, professor, UDI/CBIT
- Kristine Scheller, scientific assistant, ALIV/ENSPAC

## Partners

- Keld Bødker, UDI/CBIT
- Sidsel Grosen, ALIV/ENSPAC
- Peter Hagedorn Rasmussen, MITRAN/CBIT
- Henrik Lund, ALIV/ENSPAC

## DHT funding

112,411 DKK

## External funding

0 DKK.

**Additional funding applications in progress**

The group mentioned above has started a research collaboration focusing on the research questions of the project. The group will submit a research application to ‘The Danish Working Environment Research Fund’, February 2016.

**All publications (2013-2015)**


**Selected publications from 2015**

**Experimental Museum Exhibition Design**


The project develops a generic digital/spatial framework which facilitates the design of interactive installations. The framework provides possibilities for visualization, sound and animation, as well as the interaction by user-tracking, position-aware image and sound. Based on the concept of the experience cylinder, the project implements semiotic resources, narratives and expressions in an immersive 360 degrees environment. The goal is to create a generic tool for non-technical designers. The project is related to the main focus area Aesthetics, Experience and Learning, and involves computer science, art, aesthetics and museum studies as well as ethnography.

A close collaboration with the Viking Ship Museum (VM) has developed during the project period. As part of the museums aim to disseminate knowledge about marine archaeology and marine archaeological heritage, the museum will open a new exhibition area in 2016 (the Marine Archaeological Experimentarium) dominated by interactive installations to let visitors study underwater archaeological spots and experience how marine archaeologists work. The main installation in the new exhibition is a copy of the experience cylinder developed in this DHT project. A related activity resulting from the close RUC/VM museum exhibition collaboration is a fall 2015 Interaction Design Course at RUC, where 62 students as the main practical assignment will develop ideas and implement prototypes of installations for the Experimentarium area at VM. As an evaluation activity the students will exhibit their results at the museum for the public and the media during a special VM exhibition day in November 2015.

Being the main activity in Experience Lab(ExLab)/RUC 2013-2015, this DHT project has had a crucial influence on the development of ExLab as active experimental research lab.

Three papers are in the pipeline for publication early 2016 based on the first experiments in the exhibition environment.

**Participants**
- Troels Andreasen, associate professor, PLIS/CBIT
- Michael Haldrup, associate professor, VISPER/CBIT
- Connie Svabo, associate professor, VISPER/CBIT
- Anita Schou Kjølbæk, academic staff, ENSPAC
- Steffen Thorlund, IT consultant / Main Programmer, CBIT and VM
- Nikolai Møbius, IT consultant, FABLAB/RUC

**Partners**
- The Viking Ship Museum, Roskilde

**DHT funding**
600,000 DKK

**External funding**
The Marine Archaeological Experimentarium at VM has received a 200,000 DKK in external founding (and expects more to come) and will use this in part to “borrow” the main programmer in this DHT project.

**Additional funding applications in progress**
In collaboration with the Viking Ship Museum we plan to apply for a joint funding in 2016.

**All publications (2013-2015)**
[http://rucforsk.ruc.dk/site/da/projects/experimental-museum-exhibition-design(e2c0085f-884c-4159-86c8-6d102bbee60e).html](http://rucforsk.ruc.dk/site/da/projects/experimental-museum-exhibition-design(e2c0085f-884c-4159-86c8-6d102bbee60e).html)

**Selected publications from 2015**
# Future Zone

**Project period:** 1.9.2013 – 1.3.2016, [http://dht.ruc.dk/fz/](http://dht.ruc.dk/fz/)

The design of a theoretical model regarding change, certainty and complexity. The model includes framing the usual opposite notions: change/static, certainty/uncertainty and complexity/simplicity. 

The development of methods for the facilitation of change. We focus on the use of visual artefacts to enrich communication in organizations and methods that capture different scenarios of the future.

**Participants**
- Anita Mac, Associate professor, MITRAN/CBIT
- Sabine Madsen, Associate professor, UDI/CBIT (1.9.2014-30/6/2014)
- Lisbeth Frølunde CBIT (1.9.2014 – 30/6- 2014)

**DHT funding**
75,000 DKK.

**External funding**
0 DKK.

**Additional funding applications in progress**
None

**All publications (2013-2015)**
[http://rucforsk.ruc.dk/site/da/projects/future-zone(4c089d70-6cdd-41d6-b871-7e267117994d).html](http://rucforsk.ruc.dk/site/da/projects/future-zone(4c089d70-6cdd-41d6-b871-7e267117994d).html)

**Selected publications from 2015**
- Mac, (eds) Forandringsforståelse. Work in progress. Udgives på Samfunds litteratur forår 2016. Sammen med: Schlamovitz, J; Madsen, S; Nielsen, T; Ejlskov, M & Sørensen, S.
Italian Drawings

Project period: 1/2-2014 – 30/6-2016, http://dht.ruc.dk/id/

The project investigates new ways of disseminating art based on interactive installations. We have set the focus on the artist's sketchbooks and its inherent qualities. The virtual sketchbook is a recurring metaphor and appearence in our installations. Two types of installations have been developed and studied: a four-book version in the Experience Cylinder (of RUC's experience Lab), and a single-book installation based on two projectors shooting into a corner of, say, an exhibition room in a museum, and a sensor with simple gesture recognition. The latter version is the most successful one, being a "clean" book that is loyal to an existing book and the task of making that book available to the museum visitor (i.e., no "smart" computer effects allowed, which would destroy the illusion of a book); however, the installations provides an enhanced experience due to the oversize, the direct interaction and (not least) that fact that the content of a fragile and irreplaceable becomes available for the visitor. The last part of the project concentrates on evaluation and perfectioning of the design.

Participants
- Henning Christiansen; Professor, PLIS/CBIT
- Bjørn Laursen, Associate Professor, VISPER/CBIT
- Magnus R.P. Hansen, Assistant professor, UDI/CBIT

Partners
- Nivaagaards Malerisamling, Øregaard Museum, Ribe Kunstmuseum

DHT funding
259,481 DKK

External funding
110,000 DKK — in a spin-off project "Kulturportalen" (involving also non-DHT researchers); installations in the urban space, Roskilde

Additional funding applications in progress
An application to EU's Marie-Curie calls is being planned, with a contribution which is a continuation of the Italian Drawings project with more weight on interactive theater; expected part about 2,000,000 DKK

All publications (2013-2015)
http://rucforsk.ruc.dk/site/da/projects/italian-drawings(46061db6-40b0-44a1-a3cc-b0b8ffed3e7d).html

Selected publications from 2015
- Website: http://viskbook.com "VISKBOOK by Laursen and Christiansen: Virtual sketchbooks, what and why"
- Two scientific articles are under development; 1: One describing the overall approach: the interactive book in oversize as new way of presenting art (for a journal on dissemination of art); 2: An evaluation evaluation of the quality of the experience obtained by the interactive book in oversize (for an HCI conf. or journal)
- Main external attention to the project has been created through installations integrated in art exhibitions in prestigious Danish art museums, in 2015 Ribe Kunstmuseum. An installation is planned for BogForum 2015, which is a big fair at Bella Center.
Network for Design of Robust Organizational Change

Project period: 15/08/2013-30/06/2016 [http://dht.ruc.dk/ndro/]

This project intended, and has succeeded, in creating a network of researches and practitioners who explore the design of robust organizational change. Key questions have been: What do researchers and practitioners know about designing robust organizational change? What does robustness actually mean? To be resilient? To be agile and flexible? How do we create more robust organizational change processes? In November the network will meet and explore the relationship between temporality, time and the design of robust organizational change. It will be the ninth time we meet. Among other we have explored design of robust organizational change, social capital and relational coordination; the role of translation in designing change processes, the role of resistance in change projects, the meaning of implementation and how measuring organizational activities contribute to robust organizational change.

Results of the project

The project has established an ongoing network, which continues. In 2016 we have planned three seminars including a 12-12 seminar with new themes to explore. Researchers and practitioners from the network are in the midst of writing a research based book on the subject intended for the reflective practitioner and students within the area.

Participants

- Peter Hagedorn Rasmussen, Associate professor, MITRAN/CBIT
- John Damm Scheuer, Associate professor; MITRAN/CBIT
- Jan Pries-Heje, Professor; UDI/CBIT
- Keld Badker, Associate professor, UDI/CBIT
- Katia Dupret, Associate professor, PAES

Partners

- Steen Elsborg, Partner in the firm ”LDI - Læringsdrevet Innovation”
- Practitioners who work within the area – a little more than 30 active members are associated

DHT funding

239.000 DKK.

External funding

There have been no external funding – however participants pay a smaller fee covering some of the costs at the network-meetings. Overall this has financed around 54.000,- kr

Additional funding applications in progress

In the future the network will be financed by the participants and in part by Master of Project management and Process improvement in so far as it will also serve as an alumni network

All publications (2013-2015)
[http://rucforsk.ruc.dk/site/da/projects/netvaerk-for-design-af-robust-organisationsforandring(d648912d-6618-4ed5-81e6-f4a88a9947d1).html]

Selected publications from 2015

- Hagedorn-Rasmussen, Peter. 2015. Weaving with text. Managers who create context through authorship. 2015. Paper presented at Organizational Learning, Knowledge and Capabilities (OLKC), Milano
Situated Design Methods

Project period: 01/01/2013-01/10/2014, [http://dht.ruc.dk/SDM/](http://dht.ruc.dk/SDM/)

‘Situated Design Methods’ is a book that many of our design-oriented students has asked for – they asked for a good, research based book about how to make design-oriented projects in their humanistic-technological field. 24 researchers from Designing Human Technologies took the challenge of this demand and wrote the book. The book – along with the previous book, Design Research (Routledge, 2010) – has been of utmost importance for the strategic research initiative in establishing a shared ‘language’ and platform for establishing and strengthen a common design-oriented research identity at Roskilde University.

The book introduces design methods across disciplines and fields, has a transdisciplinary approach and argues that situatedness is a premise for design. The book contains a collection of 18 different methods for participatory and design-oriented projects with the aim of supporting processes of collaboration, for creation of aesthetic experiences and for improving increased sustainability.

MIT Press’ senior editor wrote about the book:

- “This is going to be a superb book and I fully expect it to have lasting impact.”
- “It’s a perfect fit for the Press and the Design Thinking series.”

The anonymous international reviewers wrote about the book:

- “I have been aware of and appreciated the work of the people at Roskilde University […] for a long time. Their unique experimental attitude both toward curricula and how to construct successful interdisciplinary activities has an international reputation, one justified in my view.”
- “I particularly trust the basing of such views in the tradition of Participatory Design, a form of design in relation to which Roskilde scholars have made a substantial contribution.”
- “To the best of my knowledge, it is original.”
- “[P]roviding the breadth and coverage that have not previously been presented in the design field.”
- “Its originality and scholarship are important in the way it will offer a breadth not currently available.”

Participants

- Jesper Simonsen, Professor, UDI/CBIT
- Connie Svabo, Associate professor, VISPER/CBIT
- Sara Malou Strandvad, Associate professor, VISPER/CBIT
- Kristine Samson, Associate professor, VISPER/CBIT
- Morten Hertzum, Professor, University of Copenhagen
- Ole Erik Hansen, Associate professor, METRIK/ENSPAC
- 19 co-authors from DHT/RUC and 5 other co-authors from Denmark, USA and Australia.

Partners

- MIT Press

DHT funding

60,000 DKK.

External funding

0 DKK.

All publications (2013-2015)

[http://rucforsk.ruc.dk/site/da/projects/situated-design-methods(0eb76c68-6cc1-4e43-9a7c-4cf040d91749).html](http://rucforsk.ruc.dk/site/da/projects/situated-design-methods(0eb76c68-6cc1-4e43-9a7c-4cf040d91749).html)
Social Interaction around Installations

Project period: 01/11/2013-30/06/2016 http://dht.ruc.dk/social-interaction-around-installations/

The focus of the project is social interaction in groups working towards a common goal. The project will develop a bio-feedback-based installation using light and sound to provide stimuli as well as responses. The overall purpose of the installation is to device a tool that promotes favorable conditions for creative processes in a group – a tool that can be used for collaboration training purposes.

While using the installation each individual participant will be monitored using a heart rate monitor. Based on the signal, the system derives the individual heart rate variability of the group participants and joins the individual results into an overall measure for the group as a whole. Variability in heart rate, and the pattern that is created therein, is tightly connected to mental and emotional states and by joining individual state indicators we obtain an indicator for the group. Our hypothesis is that this indicator, when used by a group in a stimuli-response flow during training with the installation, will promote a condition that ease creative processes and collaboration in the group. Furthermore our claim is that a group, after training with the installation, will have increased ability to obtain favorable conditions without using the installation.

A first prototype providing light change feedback on a large white glass bulb has been developed. A second prototype is under development based on a redesign to improve the first with better and more relaxing lightening, synchronized sound, and better wearable heart rate monitors. The monitoring in the first prototype appeared to be imprecise due to electrical noise and difficulties with attachment of the simple earlobe clips.

Experiments to evaluate the prototype, the hypothesis and the impact the device has on the participants and their social interaction will be initiated as soon as the state of the prototype allows this – expected to be second half of November 2015.

Participants

• Troels Andreasen, associate professor, PLIS/CBIT
• Henriette Christrup, associate professor, VISPER/CBIT

DHT funding
75.000 DKK

External funding
0 DKK.

Additional funding applications in progress
None

All publications (2013-2015)
http://rucforsk.ruc.dk/site/da/projects/social-interaction-around-installations(b2dae971-6fd1-4dd7-9310-48ba53ec781c).html

Selected publications from 2015
None
The Robust Organizational Translation Network

The network consists of researchers interested in researching and developing the translation perspective on organizational change processes. The perspective represents a promising alternative to how organizational change processes are theorized in implementation science, strategy - and policy-implementation, IT-implementation, diffusion of innovations and design theory. The translation perspective is highly relevant in relation to understanding change processes and/or solving "high impact" problems related to socio-technical change of organizations.

The network has studied how innovative ideas travel and are translated as they are implemented in organizations. Focusing on how concepts like LEAN, BPR, clinical pathways and risk-management systems are implemented in practice, as well as on how management work might be seen as a design process characterized by ongoing translation processes. Outcomes of the collaboration are a research seminar in “translation studies” held at RUC in april 2015, acceptance of a translation track at The European Academy of Management (EURAM) conference in Paris 2016 (labelled “Next Management Theory) and acceptance of track about translation at the yearly Norwegian Conference for Organizational Researchers (NEON) November 2016. The future plans of the network include publishing a special issue as well as a book.

**Participants**
- John Damm Scheuer, associate professor, MIT/CBIT
- Peter Hagedorn Rasmussen, associate professor, MIT/CBIT
- Birgit Jæger, associate professor, DN/ISG

**Partners**
- Kjell Arne Røvik, professor, The Arctic University of Norway
- Dimitri Spyridonidis, Lecturer in leadership, Henley Business School/Imperial College Business School
- Jostein Langstrand, Senior Lecturer, Linköping University

(These are the most important partners. The network however have 12 other members who are participants but have not been involved in the planning of the networks activities. The total number of participants/researchers in the network is 18)

**DHT funding**
23,000 DKK

**External funding**
0 DKK

**Additional funding applications in progress**
Application send in to The Norwegian Research Council in order to obtain funding for the “translation studies” track at the yearly Norwegian Conference for Organizational Researchers (NEON) in Tromsø, November 2016.

**All publications (2013-2015)**
http://rucforsk.ruc.dk/site/da/projects/projekt-robuste-organisations-translationer(a970b7eb-a6c8-49fc-b4ba-98ffdd377975).html


**Work-in-progress**
Designing Human Technologies

Designing Human Technologies is a design-oriented Strategic Research Initiative supporting Roskilde University’s new Humanities and Technology bachelor programme (‘HumTek’), and its three dimensions: Design, Humanities, and Technology. The research initiative involves many researchers from different departments and research groups at Roskilde University through a shared interdisciplinary research and educational collaboration. As a creative research initiative it focuses on change and innovative thinking. The innovativeness is a result of the strongly interdisciplinary perspective which is at the heart of Designing Human Technologies. This research field thus cuts across the four main areas of the Humanities, the Social Sciences, the Technical Sciences and the Natural Sciences and involves RUC researchers with all four perspectives.

Designing Human Technologies is a design-oriented research field, the purpose of which is to be constructive (to make designs) and solution-oriented in close dialogue with citizens and users (who identify a need or a problem). The university’s special contribution toward fulfilling this purpose is (1) to provide an analysis of the relevant issue, (2) to design solutions for particular issues through, for example, action research and (3) to reflect on how designs are used and incorporated in human lives. We have a basic human principle that users, target groups, and other central stakeholders must participate in the design and the design process, in ethical and society-related concerns, and in evaluating how designs fulfill needs and solve problems. Designing Human Technologies subscribes to a broad technology concept including information and communication, mobile, environmental/sustainable and energy technologies and technologies relating to performances and experiences, urban design, climate adaptation, etc.

The research takes a process-oriented and participatory approach and involves interaction between different user interests and designs. It is based on empirical, typical case- and action research-oriented studies undertaken in partnerships with public institutions and private-sector enterprises. A particular strength is the interdisciplinary approach facilitating intensive research of the interactions between different human technologies, and the ways in which humans and technologies are integrated. The concept of Human Technologies indicates this very integration. Designing is analytical, constructive and reflective: The research conducted questions how human technologies work, how they are understood, what knowledge can be acquired from taking part in designing human technologies and in which ways research can contribute to these processes.

Purpose

Designing Human Technologies consists of many researchers and research groups, each having well-established activities, but also having different networks, research domains, backgrounds, approaches and theoretical frameworks.

The purpose is to establish and strengthen a common research identity at RUC, comprising all academic resources with design interests. The goal is for Designing Human Technologies to become a new hallmark for RUC by 2016 and at the same time to constitute one of RUC’s beacons in interdisciplinary research.

The research initiative should create the best possible conditions for researchers to meet, exchange findings and experiences, set up collaborations and carry out joint projects across research groups and departments. The strategy is to enable the currently existing well-
established research groups representing the many different epistemological and ontological theories at RUC to enter into dialogue in order for synergies to develop.

The focal point of the research initiative should be research. There should, however, also be support for the development of new graduate and PhD programmes targeting the HumTek area.

**Focus**

The research initiative addresses three issues/themes. Common to all three themes is a concern for the ethical aspects, through which researchers can explicate their reasons for and opinions on research activities and findings. Two of the themes refer to application areas (“Development and design of socio-technical systems” and “Aesthetics, experience and learning”), the third theme cuts across application areas (“Design as a scientific method”).

**Issue/theme 1: Development and design of socio-technical systems**

Technological developments have increasingly narrowed the gap between social systems and technological systems. Today, human, social, material and technological systems are interconnected in ways that differ significantly from what characterised former societies. This trend can be seen in all areas of society: organisation and IT system development in for example the health sector, development of urban spaces, design of performances, design of museum events, development of environmentally friendly alternative technologies in the building and transport sectors, etc.

The focal issues in this context are the development and design of socio-technical systems for social benefit. The purpose is to provide research-based knowledge about the development and design of new, innovative socio-technical systems in all those areas where RUC has special skills: health promotion, health and IT, environment/sustainable technology and renewable energy technologies, in relation to the service innovation area, business administration and network-based public sector management, museums and performances, etc. The initiative is based on the design, development and testing of prototypes and specific useful solutions in each of these areas in close collaborations among users, designers and researchers. The intention is to work pro-actively and solution-oriented and to draw on action research, knowledge on user-driven innovation and other collaboration-oriented methods, in relation to which RUC has special skills.

Apart from the above special characteristics, research in the development and design of socio-technical systems at RUC can be characterised as follows: Focus is on a solution that “works” rather than on what is “true” or “not true”. Focus is on creative, innovative new design(s) based on current and imagined technological and social opportunities rather than on how socio-technical systems have so far been built within a specified area. Focus is more on practical, interdisciplinary problem-solving and research than on mono-disciplinary problem-solving and research. The objects of research comprise design and design processes in connection with construction and re-construction of socio-technical systems, and – in its basic form – research comprises studies of humans, objects, contexts and the interaction between these elements.

Researchers and research projects representing all of RUC's main areas are invited to participate in the development of this research area. The criteria for participation are: 1. That the purpose of the research is to solve a specific and practical societal issue; 2. That the research involves the construction or attempted construction of a new and innovative socio-technical system combining technological and social elements in a new way; 3. That it takes place in close collaboration between relevant stakeholders such as users, local change agents, designers and researchers; 4. That the researcher or research group explicitly considers their project
a design project, the purpose of which is to provide general or area-/sector-specific research-based knowledge on the design of socio-technical systems.

**Issue/theme 2: Aesthetics, experience and learning**

It is possible to conduct research in many subject fields or themes under this headline. We propose an orientation toward the following three general aspects: product, process and media.

- **Product**-based and physical location-based experiences. *Experiences* comprise events (for example design, experience-based learning, concert design, festival, learning space, temporary urban space) and other forms of spatial design (for example experience design, curating and museum communication). *Product* comprises intangible products: video, games, plays, 3D interactive installations, software architecture. Product as an aspect comprises perspectives on the work/design product, its aesthetic shape and expression (the artistic mode of expression, narrativity and style of the product).

- **Process.** Learning as a process employing different types of productions (for example students, museum visitors) uses various virtual and physical technology platforms for learning games, learning space, e-learning platforms, etc. It also comprises collaborative work processes, dialogical and iterative understandings of design and design methodology and conditions for design as a *creative process* – to perform intended work (in the design process) towards unintended concept development. Experience-based learning and productive processes are considered integral elements and support the learning and design process.

- **Media.** Cross-medial means of communication and use of modality where affordances such as spatial, auditory and visual communication are explored. In this context, we invite students/researchers to consider the product-related consequences of the choice of media in design processes, (cf. McLuhan, “The Media is the Message”), for example, the meaning inherent in the modality we choose. Thus, the media is considered a methodical tool used in the process of creation.

A common feature of the three aspects is that we can raise a number of ethical questions in connection with the use of aesthetics, experiences and learning design. Ethics also forms part of the researcher's rationale and opinions on his/her academic field. Creating experiences and aesthetics is increasingly used in areas such as welfare services and processes in society, for example in marketing, user and citizen involvement, political campaigns, etc. Ethical questions arise, for example, in respect of the limits of designing sensory experiences and products. From a critical perspective, it will be explored where the line is drawn for promoting aesthetics and the experience society. From a more affirmative perspective, it will be considered in which way aesthetic design can improve society, for example, by opening and being
open to sensory and creative aspects of everyday life or by extensively humanising communication, processes and the welfare system.

**Issue/theme 3: Design as a scientific method**

Everybody is capable of making design, but how do we make design scientifically? Basically, design as a scientific method is about creating design for the purpose of learning and providing new knowledge. What guidelines, directions or examples are required for us to be able to consider design a scientific method in line with other scientific methods? Do the repeating, predicting, tracing and measuring of elements carry the same weight and meaning when we are designing for the future than if we were studying the present? This research initiative will study and develop design as a scientific method:

- **Exploratively** by providing a description of and by comparing a number of different scientific methods within the area. In this context, the book project *Situated Design Methods* plays a key role (see below).

- **Analytically** through studies of how designers (and professionals, i.e. professional designers, artists/artist craftsmen, performers of experimental methods such as historians/archaeologists working “to create design”) may provide knowledge on systematics in relation to the design process and its central moments of iteration, abstraction and evaluation.

- **Proactively** where projects within the research initiative through action research develop and test methodical approaches, thus focusing on “research-through-design” within different domains. Projects stated under issue/theme 1 will typically help to contribute in this context.

What we intend to achieve is not a specific cookbook type of method, but rather a methodology, i.e. the science of all the specific methods and approaches falling within the framework of design as a scientific method. Such methodology will undoubtedly have some of the following meta-characteristics: Iteration, because you seldom or never (?) succeed in creating a design in the first attempt. Abstraction, because the specific design artefact seldom is of interest to others than those directly involved. Evaluation, because it is not until a design is evaluated that you note whether the solution of a problem or the fulfilment of a need is associated with it.

Studying “Design as a scientific method” can be approached in many ways. One of them is to study how design research is conducted – what methods or what specific techniques are applied? In this context, this issue/theme can easily be linked with the two other themes, for example, the method used in socio-technical design.

A different way of studying design research is by describing a method and then testing it and evaluating the result. Such evaluation could take place in the laboratory, for example by letting two groups solve the same problem, with only one group having access to the new method, or it could be done by taking a naturalistic approach involving the right users and the right problems in the right context.

Context, is, in other words, a key concept relating to design as a scientific method. Many have claimed that it is hardly possible to use the same method in all situations. There is a need for something situated, i.e. something that appropriately takes the situation into consideration either by rendering the method situation-specific or by allowing the user to stop during the process to consider the situation and set a “course” (application of the method) accordingly.
In addition, RUC researchers are capable of designing things in a scientific manner, such as a new “experience cylinder installation” for a museum. This is a third form of research in design as a scientific method.

**Status of plans and activities (January 2013)**

The research initiative will formally commence as a RUC Strategic Research Initiative in 2013, but started as a research initiative for the Department of Communication, Business and Information Technologies (CBIT) and the Department of Environmental, Social and Spatial Change (ENSPAC) respectively in 2012. In 2012, work was performed on six main activities:

1. **Review of description, focus, milestones and budget**

In 2012, five meetings were held with the Steering Committee and three with the reference group. A seminar was held on 27 November with all participants of the research initiative.

The description of the research initiative is set out in this document which was approved at the meeting with the Steering Committee on 21 February 2013.

2. **Organisation**

A management team and a reference group have been set up for the research initiative:

- **Director**: Jesper Simonsen (CBIT)
- **Deputy Director**: Michael Haldrup (ENSPAC)
- **Reference group:**
  - Jonas Larsen (ENSPAC)/The most important publications from the research group (MOSPUS)
  - Thomas Budde Christensen (ENSPAC)/Environment, Energy, Transport - Regulation, Innovation, and Climate Policy (METRIK)
  - Erling Jelsøe (ENSPAC)/Health Promotion (SUNDREM)
  - Jan Pries-Heje (CBIT)/User-driven IT innovation (UDI)
  - John Scheuer (CBIT)/Organisations, change and management (VFL)
  - Lisbeth Frølunde (CBIT)/Knowledge, Production and Communication (KPC)
  - Sara Malou Strandvad (CBIT)/Visual Culture and Performance Design (VISPER)

3. **In-house seminars**

Study groups have regularly been held (four times per semester) where RUC researchers and international guests have given presentations.

4. **Book project**

The book project is a follow-up on the book *Design Research: Synergies from Interdisciplinary Perspectives*, Routledge, 2010.

The title of the new book is: *Situated Design Methods*. We have received no fewer than 30 abstracts for chapters from 40 authors which is an indication of a strong interest in contributing to methodology-oriented literature, highly demanded by the Humanities and Technology students. So far, 21 contributions have been selected to constitute the basis, on which the book is to be written.

A two-day seminar was held at “Søminestationen” on 24-25 October 2012 when the draft book and its chapters were reviewed.
The book will greatly demonstrate RUC's distinctive research in the field. The book is to be divided into four parts under the headlines: Methods for Projects; Methods for Collaborative Processes; Methods for Aesthetic Experiences; Methods for Sustainability.

The schedule is:

- 15.03.2013: Deadline for full chapters
- 17-18.04.2013: Seminar II at “Søminestationen”
- 01.06.2013: Deadline for revised chapters
- January 2014: Publication

5. **International conference**

On 12-16 August, RUC/CBIT held *The 12th biennial Participatory Design Conference (PDC'2012)*. The conference attracted a record high number of participants (225) from 25 countries.

In connection with the conference, a new international handbook in Participatory Design was published (Routledge International Handbook of Participatory Design), a special issue on Participatory Design (MIT Press Journal: Design Issues), and RUC launched a new world portal (pdcproceedings.org), giving access to and providing free text search for all research published from the Participatory Design conferences since the first conference in 1990.

6. **PhD network**

RUC has filed two applications to The Nordic Culture Fund and the Clara Lachman Foundation respectively for the funding of a Nordic PhD design network. However, both applications were turned down. The process has gathered researchers from Denmark, Norway, Sweden and Finland and was followed up by a meeting at Malmö University and a meeting at the Participatory Design 2012 conference. The plan is to file new applications to raise funds for setting up a Nordic PhD design network.

An introductory, combined network meeting and PhD seminar will be held at “Søminestationen” on 26-28 May 2013.
Milestones and budget for the Rector's grant

The research initiative has planned milestones as set out in the table below. Measurable milestone results appear from the bullet list in the left-hand column, instruments and activities in the middle column and an estimated budget in the right-hand column.

Apart from the Rector's grant of DKK 3 million (Voucher no. 3191),
- ENSPAC allocates DKK 750,000 to the research initiative as a contribution by means of resources from researchers employed at ENSPAC.
- CBIT allocates DKK 750,000. (Voucher no. 1101), which amount is administered separately as a grant primarily aimed at CBIT employees.

<table>
<thead>
<tr>
<th>Milestone</th>
<th>Instruments</th>
<th>Budget</th>
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<tbody>
<tr>
<td><strong>Milestone 1</strong>&lt;br&gt;RUC Centre of Designing Human Technologies&lt;br&gt;Institutionalising the research initiative to ensure its sustainability also after 2016&lt;br&gt;• The centre is organised and manned at year-end 2015</td>
<td>• Regular study groups, seminars and local conferences to create mutual synergies, collaboration and establish a common identity&lt;br&gt;• Organising management and administrative assistance&lt;br&gt;• Setting up an Advisory Board with 2-6 international members to meet at RUC once-twice per year to discuss and review strategic research and programme initiatives&lt;br&gt;• Developing the research profile of Designing Human Technologies</td>
<td>DKK 50,000/year&lt;br&gt;Total, DKK 150,000</td>
</tr>
<tr>
<td><strong>Milestone 2</strong>&lt;br&gt;PhD programmes in Designing Human Technologies will be generated at RUC&lt;br&gt;• Cross-departmental (RUC) PhD programme generated&lt;br&gt;• Nordic PhD network set up&lt;br&gt;• Nordic PhD design course commenced and held at RUC/“Søminestationen”</td>
<td>• Setting up of a cross-departmental PhD course at Roskilde Graduate Schools. Going forward, the course will be available to international students every year&lt;br&gt;• Extended PhD collaboration and the development (and promotion) of PhD offers through partnerships with international partners&lt;br&gt;• Meetings, travels and seminars in relation to planning; giving initial PhD courses at “Søminestationen”</td>
<td>DKK 75,000/year&lt;br&gt;Total, DKK 225,000</td>
</tr>
<tr>
<td><strong>Milestone 3</strong>&lt;br&gt;Projects across existing research groups and departments&lt;br&gt;• Completion of a minimum of four projects</td>
<td>• Project support granted to, for example, travels, seminars, conferences, layout and printing of books, equipment, specific task assistance (programming and development assistance, interviews, transcribing, etc.), guest entertainment costs, etc.</td>
<td>DKK 600,000/year&lt;br&gt;Total, DKK 1,800,000</td>
</tr>
</tbody>
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1 Assistance = Fixed-term employment of student, research assistant and/or academic assistant
### Milestone 4
**Internal/external profiling**
- Active website containing contributions from all participants on an ongoing basis

<table>
<thead>
<tr>
<th>Activities</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Student/PhD classes in website design/layout, downloading of contents from participants, current website updating</td>
<td>DKK 75,000/year</td>
</tr>
<tr>
<td>Organising regular content contributions from participants</td>
<td></td>
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<tr>
<td>Preparing e-mail banners, slide template, brochures, etc.</td>
<td></td>
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<tr>
<td><strong>Total</strong></td>
<td><strong>DKK 225,000</strong></td>
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</tbody>
</table>

### Milestone 5
**External fund applications**
- A minimum of DKK 1 million/year in external funding after 2013

<table>
<thead>
<tr>
<th>Activities</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Academic assistance for application writing</td>
<td>DKK 33,333/year</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>DKK 100,000</strong></td>
</tr>
</tbody>
</table>

### Milestone 6
**Activities targeting BFI point production** (Bibliometric Research Indicator point production)
- Increasing trend, min. 50 BFI points in 2016

<table>
<thead>
<tr>
<th>Activities</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Writing workshop breaks</td>
<td>DKK 150,000/year</td>
</tr>
<tr>
<td>Conference participation with contributions</td>
<td></td>
</tr>
<tr>
<td>Payment to cover visits by international guests</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>DKK 450,000</strong></td>
</tr>
</tbody>
</table>

### Milestone 7
**Support for programme development**
- Presentation on research-based potential for new subject-integrated graduate programmes

<table>
<thead>
<tr>
<th>Activities</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>The educational relevance of research groups and projects and the potential thereof in relation to new proposals for education</td>
<td>DKK 0/year</td>
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<tr>
<td>Limited scope for release from duties to write presentations/papers</td>
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<tr>
<td>Academic assistance for the writing of proposals</td>
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### Milestone 8
**International conferences at RUC**
- A minimum of two conferences to be held between 2012-2015

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<th>Activities</th>
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<td>Costs for planning of, for example, PC meetings held at RUC, etc.</td>
<td>DKK 16,667/year</td>
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Appendices

Appendix 1: Participants (January 2013)

ENSPAC:
- Anita Kjølbæk <aschouk@ruc.dk>
- Araceli Bjarklev <araceli@ruc.dk>
- Bent Søndergård <bents@ruc.dk>
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- Jesper Schlamovitz <jes@ruc.dk>
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- Kirsten Mogensen <kmo@ruc.dk>
- Kristine Samson <ksamson@ruc.dk>
Appendix 2: The opportunity of the research initiative to profile RUC

Designing Human Technologies is an exploratory, creative area focusing on change, innovative thinking and social commitment. This innovative aspect often derives from the strongly interdisciplinary perspective which is the essence of Designing Human Technologies. Designing Human Technologies thus cuts across the four main areas: the Humanities, the Social Sciences, the Technical Sciences and the Natural Sciences and involves RUC researchers with all four perspectives. Against this background, RUC provides a research initiative that differs from the perspectives of its other programmes which are usually associated with design and architecture. Designing Human Technologies constitute a needed complementary element in this field.

Designing Human Technologies is capable of positioning RUC as the attractive alternative which is committed to solving socially relevant issues in a critical, engaging, innovative, interdisciplinary and experimental way.

- This should constitute the research-related anchoring of RUC's new main area, Humanities and Technology (HumTek).
- This is a new area which is also rooted in RUC's core values such as problem-orientation and interdisciplinarity.
- Basically, the area is founded on critical analyses of existing social contexts and on the generation of innovative solutions through RUC's well-known interdisciplinary and problem-oriented approach.
- This enables RUC to promote the university as a place for in-depth studies of the functioning of artifacts and designs, materially, socially, aesthetically and performatively.
- This may bridge the gap between experienced and more recent environments at RUC that focus on problem-solving design of new technologies and the interaction between humans and their environment. Together, these environments represent a very large knowledge-intensive strength at RUC which is not available at other universities (Copenhagen University, Aarhus University).
- Designing Human Technologies is a new area which is currently on the rise in different international research fora such as “Performance Design”, “Participatory Design”, “Spatial Design”, “Design Science Research”, “Science and Technology Studies”, “Mobility”,

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• Mette Wichmand <wichmand@ruc.dk>
• Morten Hertzum <mhz@ruc.dk>
• Niels Christian Juul <ncjuul@ruc.dk>
• Niels Jørgensen <nielsj@ruc.dk>
• Norbert Wildermuth <norbert@ruc.dk>
• Olav Harsløf <oha@ruc.dk>
• Pelle Guldborg Hansen <pgh@ruc.dk>
• Pernille Eisenhardt <pnille@ruc.dk>
• Peter Hagedorn-Rasmussen <peterhag@ruc.dk>
• Rasmus Rasmussen <rasmura@ruc.dk>
• Sabine Madsen <sabinem@ruc.dk>
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• Sara Malou Strandvad <malou@ruc.dk>
• Troels Andreasen <troels@ruc.dk>
“Transition”, etc. For this reason, RUC is right now in a position to take the chance of profiling itself in a new area in which it holds special skills, namely problem-solving and multi-perspective interdisciplinarity.

- RUC uses the interaction between different research traditions and design areas in order to generate interdisciplinarity from the synergies between the different perspectives.
- This contributes to society and its development, for example, by combining people and entrepreneurships in the design of new technologies.
- This should constitute the essence in the development of new graduate programmes for the main Humanities and Technology (HumTek) area.
List of affiliated professors 2007-2015

All persons on this list have actively accepted to be part of this list
The list was initiated in 2007
The list has been updated since 2007 by Jesper Simonsen

Notes 1-4:
1: Member of DHT (established 2013)
2: Active in DHT project or management
3: Co-author: Design Research, Routledge, 2010
4: Co-author: Situated Design Methods, MIT Press, 2014

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Vision and strategy for Design Studies at RUC

The vision is arguing for the establishment of a new main subject area focusing on Design Studies. This main subject area was recently formally established. On the 18th of November 2008, the Ministry of Science, Technology and Innovation approved a change to chapter 1, §2 of the amendments hereby establishing a new main subject area at RUC: The technical science main area. This is the first new main subject area introduced to the university since it was established in 1972. Previously, the main subject areas have been in humanities, natural science and social science.

Vision- and strategy for Design Studies at RUC

The newly established departmental structure and the new Hum-tek Bachelor Programme opens up for a unique possibility to establish a new powerful research area and related graduate and post-graduate studies at RUC: Design Studies.

Design Studies constitute a purpose-driven, constructive and problem solving research that aims at meeting identified needs or solve identified problems. Design Studies is thus different from traditional analytical oriented sciences where the primary purpose is to understand and describe. Design Studies focus on the society’s growing demands for information technology, communication, planning, services, experiences, etc. It is a creative science that aim at change and innovative practices; includes a principle of involvement and participation of the affected stakeholders; and it always include ethical considerations. The research methodology is characterized by action research and case studies of intentional projects driven by experiments, participation, critical evaluations, and the pursuit of specific goals and effects.

Since the establishment of RUC in 1972, there have been three bachelor programmes: Natural Science, Humanities, and Social Science. These programmes represent the traditional university faculties or main subject areas which are characterized by analytical and mainly descriptive research approaches. Since 1972 a growing number of research environments and studies at RUC have developed which are characterized by being normative, application-oriented, and innovative. It is these creative disciplines and groups of educations, research areas, and researchers that now face a possibility of being united in a new innovative main subject area. RUC must focus on this potential for the following reasons:

- Design Studies is an emerging international research area where RUC can get a leading position because of the university’s unique competencies in interdisciplinary, purpose-driven, and problem-solving research.
- Design Studies can make a bridge-building between research environments that up until now did not have any general and mutual platform. United, these research environments represent a great potential that is unparalleled at the old universities (University of Copenhagen and Aarhus University).
- There is a great political attention towards new initiatives in interdisciplinary research [1] and this is also a core part of RUC’s strategy [2].
- Design Studies may comprise the core research in the new main subject area at RUC that may function in continuation of the Hum-tek Bachelor Programme.
- Design Studies is very appealing to students and it attracts students with a different profile.
- Design Studies is useful for our society in general as the students’ widespread interest in the humanities is combined with technology and entrepreneurship.
A focus on Design Science will position CBIT in a key role.

Vision

RUC should aim at establishing a shared platform and identity comprising all academic resources with an interest in Design Studies. In short: The establishment of a new fourth main subject area focusing on Design Studies – a main subject area in parallel with the three existing subject areas in humanities, natural science, and social science. The new main subject area should comprise a dedicated bachelor programme in the form of the Hum-tek Bachelor Programme, a number of graduate and post-graduate studies initiatives, and a strategic and ambitious research initiative.

The Hum-tek Bachelor Programme has been realized by the support from many communities at RUC which in the past did not have any dedicated student enrolment channel. The Hum-tek Bachelor Programme does not challenge the established bachelor programmes (in humanities, natural science, and social science) since Hum-tek seeks students with different (creative) interests. The enrolment for Hum-tek in 2008 was very promising (120 students). We should strive for a future enrolment equivalent to two houses (240 students) and this is realistic as related programmes (among others ‘Humanistic Informatics’ at Aalborg University, ‘Information Studies’ at Aarhus University, and ‘Design’ and ‘Digital Design and Communication’ at the IT University of Copenhagen) are experiencing a large, stable, and increasing enrolment. The challenge for Hum-tek is to establish a scientific identity, a research-driven environment, and an engaged and consistent group of academic staff pursuing a shared objective.

The Hum-tek Bachelor Programme offers undergraduate and follow-up graduate studies in Computer Science, Informatics, Geography, Technological and Socio-Economic Planning, Health Strategies. Students enrolled in the Hum-tek Bachelor Programme must choose at least one of these studies. There is a potential for a number of interesting and highly attractive combinations with studies as Communication, Performance-Design, and Journalism. A number of other relevant studies might also be involved as combination studies, including studies from the humanities such as Psychology, Educational Studies, Philosophy, as well as studies from social science such as Business Studies, Economics and Business Administration, and Public Administration. The challenge is to consolidate the most apparent combinations which include the mandatory studies and at the same time open up for combinations with a broader range of disciplines. At a post-graduate level several of RUC’s existing Ph.D.-programmes are relevant, but in a longer term a dedicated Ph.D.-programme in Design Studies might be needed.

A new main subject area at RUC requires professional anchoring in national and international research environments. The university must take the lead and adopt an ambitious and coherent strategic research initiative. RUC has many competent and acknowledged researchers within Design Studies, but they are relatively dispersed and initiatives to develop a coherent research effort – that might entail mutual inspiration, synergy, and collaboration – have only just begun: During the past year two research workshops and a conference has been organized. They were attended by researchers from different research groups and departments. This new and emerging research community has undertaken an interdisciplinary research agenda and aim at establishing a shared epistemological and ontological platform based on empirical case- and action research driven research conducted in collaboration with public and private organizations. RUC’s management has supported this initiative by prioritizing the PODES-UNIK application [3]. There is a need for sustaining and further developing this interdisciplinary research initiative and for providing substantial support for the new main subject area constituting the university’s most important and
strategic area of research. RUC’s unique competencies, and RUC’s characteristic profile and structure provide the best possible conditions in order to be a leading university in Denmark as well as in an international perspective.

Strategy

Development of a new main subject area must be based on prioritizing and consolidating existing research as well as establishing supportive conditions for teaching. In specific, it is an important part of the strategy to provide appropriate occasions and conditions that enable meetings between researchers at RUC, where they can exchange results and experiences and enable collaboration across different research groups and departments.

As mentioned above, the first steps towards this strategy has already been taken: After CBIT’s Strategy Seminar in August 2007, an initiative to gather researchers from RUC interested in Design Studies was made. The first meeting was held on August 31th 2007 and a one day workshop was held on November 15th 2007. This further resulted in two main activities: (1) The creation of the UNIK application, PODES, and (2) the conference “Perspectives on Practice-Oriented Design Science” held on May 15th 2008. The PODES-UNIK application was prioritized by RUC and it involves 7 research managers, out of which 6 are from CBIT. The conference resulted in a proceedings which during fall 2008 was used as a compendium at Hum-tek and where the contributing researchers were invited for lectures. 14 researchers contributed to the conference papers and these papers are currently being redeveloped and rewritten aiming at an international book release. The network of researchers from RUC, with a declared interest in Design Studies, now counts almost 40, where more than half are from CBIT [see appendix A].

The Design Studies research area is relatively young and only few dedicated international conferences has been held so far (in 2009 the ‘third’ conference in ‘Design Principles and Practices’ and the ‘fourth’ conference in ‘Design Science Research in Information Systems and Technology’). But Design Studies is also a research area where some of the related interdisciplinary research disciplines do have a mature experience: For example, the 10th biannual conference in ‘Participatory Design’ in 2008 – this international conference has thus been held since 1990.

The overall research strategy at RUC should start out by enabling the existing research traditions to inform and inspire each other. As a starting point we have a number of well established research groups, each with different networks, research domains, backgrounds, approaches, and theories (within among others information technology, services, experiences, communication, health, working life, landscape science, regional planning and development, urban studies, etc.). The meeting point is constituted by an overall hypothesis: There exist a set of universal common features and approaches that characterize all strands of research disciplines addressing practice-oriented Design Studies. This is the hypothesis that the current initiatives in terms of workshops and conference as well as the UNIK application has been based on. One of the contributions on the conference held on May 15th described, for example, a general iterative model for research and development within all large experimental and practice-oriented design projects [4].

RUC can achieve a lot by letting existing the research communities inspire one another and stimulate collaboration. But in the long run the development of a new main subject area requires a strategic research effort implying substantial resources in order to establish large joint interdisciplinary research projects – as proposed in the UNIK application.

A strategic research effort will provide the ideal conditions for the development of related educational studies. Hum-tek forms the shared platform. An engaged, visionary, and competent management of Hum-tek is of vital importance. The development of Hum-tek’s
identity and content and the establishment of Design Studies at RUC must be considered as a mutually inspiring symbiosis: The students must experience Hum-tek as the meeting point for the foundation and development of a new science; and the researchers must experience Hum-tek as a core meeting place where the latest initiatives and results from Design Studies are presented and discussed.

Management of Hum-tek must be combined with the management of other educational studies at undergraduate, graduate, and post-graduate levels. As a start, attractive combination studies at graduate level, which include the mandatory studies, must be developed. The combination study (‘toningsuddannelse’) ‘Interactive Medias’ (combining Communication with Computer Science or Informatics) may be a role model because of its highly specified study plan. Within a short number of years, combination studies between the mandatory studies (Computer Science, Informatics, Geography, Technological and Socio-Economic Planning, Health Strategies) as well as between these studies and other relevant studies must be developed. The latter includes especially Communication, Performance-Design, Journalism, Business Studies, Psychology, Educational Studies, and Philosophy. Finally, attractive post-graduate studies must be established associated to our existing Ph.D.-programmes (among others Design and Management of Information Technology, Technology and Society, and Communication, Journalism and Media). In the longer run a Ph.D.-programme dedicated to Design Studies should be established.

På vej mod en designvidenskabelig forskningsplatform på RUC

Indledning

De humanistiske og samfundsvidenkabelige fag har i vid udstrækning defineret sig ved at analysere deres forskeligheder fra naturvidenskaberne, f.eks. ved at opstille alternativer til den materialistiske ontologi og ved at beskrive andre muligheder for erkendelse end observationer. I hovedområdeopdelingen finder vi et udtryk for denne bestræbelse på at etablere videnskabelig identitet.

Designvidenskaberne er nu inde i en tilsvarende afklaringsproces. Der er ikke tale om radikalt nye former for videnskab, men der er dog tale om at mange samfundspogaver, især siden 2. verdenskrig, er blevet “videnskabeliggjort”. Flere og flere professioner har ændret sig fra overvejende at være rent praktiske til at lægge vægt på teori både i professionsuddannelserne og den professionelle praksis. Der er i stigende grad brug for folk som forbinder praktisk dygtighed med videnskabelig kompetence, folk for hvem det at løse praktiske opgaver og at tænke videnskabeligt ikke er modsætninger, men snarere er to sider af samme sag. Designvidenskaberne er en betegnelse for videnskaber, der i særlig grad har taget disse udfordringer op.

Til en indledende afklaring kan vi placere designvidenskab i dette spændingsfelt:

<table>
<thead>
<tr>
<th></th>
<th>Materialitet</th>
<th>PRAKSIS</th>
<th>Forestillinger</th>
</tr>
</thead>
<tbody>
<tr>
<td>Videnskab</td>
<td>Natur- og teknisk</td>
<td>Human: Samfunds- og kultur/humanistisk</td>
<td></td>
</tr>
<tr>
<td>Design</td>
<td>Konstruktionsprocesser = skabende praksis (teknologi m.v.)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Et første forslag er altså at designvidenskab omhandler de skabende praksisser, som indbefatter materialitet (omformning af ’naturmateriale’) og forestillinger. Det trækker på både naturvidenskabelig/tekniske og samfunds/kulturvidenskabelige videnskabstraditioner, men ligesom det er tilfældet med næsten enhver teknologisk udvikling, kombineres begge traditioner for at få det til at virke (som påteget af Bruno Latour i *We have never been Modern*, 1993). Men designvidenskab er omvendt ikke kun design – det indeholder også de videnskabelige traditioner og deres analytiske ’tilbud’ som sin reference. Designvidenskab kombinerer disse indsigter under den grundforståelse at enhver menneskelig skabende praksis altid allerede involverer materielle omgivelser, kropslighed, teknologier,
organisationer, forestillinger og fantasier. Det er f.eks. også sådan, at næsten enhver problemstilling, som har at gøre med menneskets sundhed eller arbejdsliv, implicerer at enhver skabende praksis altid allerede også er både materiel og forestillet. Designvidenskab handler altså om hybrid, skabende praksis.

**Design handler om praksis**
Det fremgår allerede, at designvidenskaberne må tillægge praksis en særlig ontologisk og epistemologisk betydning. En betydning der rækker ud over traditionelle opdelinger i hovedområder, og som udover naturvidenskab, samfundsviendskab og humaniora også er berører teknik, medicin, jura, etik og kunst.

Den verden der eksisterer, er for det første en handleverden, et handlerum. Erkendelse opnås ved at handle. Metodologisk må der lægges vægt på forskerens aktive medvirken i den produktive proces hun udforsker. Forskeren må dermed også kunne træde ud af tilskuerrollen. – Men for det andet, og det er det afgørende for designvidenskab, at verden ikke bare et allerede værende handlerum – verden bliver også til gennem 

**skabende** praksis. Praksis er fuld af både materialitet og forestilling/fantasier. Men selvom design handler om intentionelle projekter, drevet af effekter, er disse altid eksperimentelle. Praksis hører altså ikke til i et ’designerparadis’. Der er altid et element af 

**uforudsigelighed** (og dermed også altid alternative scenarier). I det skabende og uforudsigelige ligger allerede grunden til to andre karakteristika, som vi måske (siden hen?) skal uddybe: **participation og eksperimentering.** Designvidenskabens grundlag bliver derved at vi er kastet ud i et ikke-lineært (ikke fuldt erkendbart) deltagervejdel (Bohr). Men det er samtidig et univers som indeholder handlerum for at stabilisere livet, skabe holdepunkter og orienteringshorisonter, og løse problemer gennem ’tingsliggørelse’ (jf. Wenger: Communities of Practice, 1998).

Sådanne maximer er for længst blevet selvfølgeligheder på visse planer, men der er endnu lang vej til **refleksivt** at tage de praktiske konsekvenser af det i forskning og undervisning – en vej vi foreslår RUC begiver sig ud på. Både når det gælder de videnskabsteoretiske såvel som en lang række andre problemstillinger, er designvidenskaberne inde i en stadig afklaringsproces, som det er en relevant, spændende og udfordrende opgave at gøre til satsningsområde.

**Design af menneskeskabte ting og systemer**

Selv om man typisk tænker på ingenierer, arkitekter og industrielle designere som professionelle designere, så lægger selv Simon vægt på, at enhver, der udtænker handleninger med henblik på at ændre den eksisterende situation til en ønsket, er designer; ”Everyone designs who devises courses of action aimed at changing existing situations into preferred ones” (ibid.).
**Design som ordensskabelse**

Praksisorienteret designvidenskab konoterer ordensskabelse og knytter dermed an til samfundsvidenskabernes grundlæggende spørgsmål om hvordan social orden muliggøres, produceres og reproduceres. Er ordensskabelse i samfundet baseret på en social kontrakt imellem suverænen og hans folk (Hobbes), på egennyttigt og rationelt handlende aktører på et marked (Adam Smith)? Udspringer ordensskabelse af internaliserede normer, der deles af et kollektiv (Dürkheim, Parsons, Habermas) eller af færdigheder, gensidige forståelser og reciproke fortolkninger (Etnometodologi). Er det kommunikation, forhandling og gensidig justering, der muliggør ordensskabelsen (symbolsk interactionisme) eller kan orden på f.eks. et marked forstås som en ikke-intenderet sideeffekt af rationelle aktørers handlinger (rational choice og spilteori)? Eller skal ordensskabelse snarere forstås som socio-teknisk ordensskabelse - dvs. som relatreret til mobilisering af humane og non-humane aktører, der på en eller anden måde bringes til at udføre et arbejde i relativt ensartet retning på baggrund af “bricolage”, eksperimenter og oversættelse - som det aktuelt diskuteres indenfor nyere praksis-, organiserings- og læringsstori (Latour, Gherardi, Czarniawska)?

En praksisorienteret designvidenskab rejser uover ovennævnte spørgsmålet om hvorvidt, hvordan og i hvilken omfang design af social og eller socio-teknisk orden er mulig? Er ordensskabelse og design retrospektiv sensemaking baseret på allerede udførte handlinger og viden (Weick)? Eller lader den sig forklare som en effekt af arbejde udført af et intentionelt opbygget og disciplineret “netværk” af humane og non-humane “aktører” (Latour/Callon)?

**Design som planlægningsproces i det konkret uforudsigelige**


**Hvad gør design til videnskab?**

Det der gør design til videnskab er, at man også har et andet input til designet ud over den praktiske problemløsning, nemlig i form af eksisterende videnskabelig viden. Hvad enten der er tale om viden
i form af teori, model, metode, rammeværk el. lign., så skal man som forsker forholde sig til det eksisterende og i givet fald “stå på skuldrene af det”, dvs. at man bygger videre på det eksisterende.

Ydermere skal man vælge sin forskningsmetode fra mængden af anerkendte forskningsmetoder, og anvende den eller de valgte metoder med passende strenghed. Endelig skal man meget eksplicit, som et resultat af sin praksisorienterede forskning og intentionerne dermed (designet) og evalueringen, gøre rede for det bidrag til forskningsviden man leverer.

Designvidenskab står således på en solid grund, men giver samtidig nye indspark til udvikling af viden på det højre niveau i Bloom’s taxonomi, hvor det handler om at vurdere og opstille *handleforeskrifter* (noget som typisk indgår i målbeskrivelser for afsluttende kandidatmoduler på RUC!). Igen indgår her etiske spørgsmål, vel at mærke ikke kun forskningssetiske – men designetiske!

Omvendt lægger designvidenskaben op til en videreudvikling af forskelligartede traditioner for studier af hvordan viden omsættes i praksis og design (så som diskursteori, Science and Technology Studies (STS) og Aktør-Netværks-teori (ANT)). For at forstå anvendelsen af analytisk viden bedre, vil ’designeren’ kunne lære af forskelligartede eksempler på hvordan analyser og anden eksisterende viden er blevet ’omsat’ til design. Designvidenskab involverer altså som en grundpille at studere allerede gennemførte designprocesser med et særligt kritisk fokus på den viden som er anvendet.

Et særligt vigtigt spørgsmål at forholde sig til i forbindelse med ovennævnte er, hvilken rolle forsknings-baseret viden om design spiller i forhold til praksis. Hvilke muligheder og begrænsninger er der for at påvirke praksis og ordensskabelse på basis af forskningsbaseret viden om design og designprocesser? Er den realiserede orden alene et resultat af intentionelt og på basis af forskning designede processer, objekter og tiltag eller et resultat af såvel intenderede og emergerende processer, objekter og tiltag, der til enhver tid nødvendigvis situeret oversættelse og justering af den forskningsbaserede viden for at muliggøre skabelse af ønskede og/eller attraktive effekter?

**Designvidenskab sammenlignet med andre former for videnskab**

<table>
<thead>
<tr>
<th>Basic Belief</th>
<th>Positivist</th>
<th>Interpretive</th>
<th>Design</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ontology</td>
<td>A single reality. Knowable, probabilistic</td>
<td>Multiple realities, socially constructed</td>
<td>Multiple, contextially situated alternative world views. Sociotechnically enabled</td>
</tr>
<tr>
<td>Epistemology</td>
<td>Objective; dispassionate. Detached observer of truth</td>
<td>Subjective, ie values and knowledge emerge from the researcher-participant interaction.</td>
<td>Knowing through making: objectively constrained construction within a context. Iterative immersion reveals meaning</td>
</tr>
<tr>
<td>Methodology</td>
<td>Observation; quantitative, statistical</td>
<td>Participation; qualitative. Hermeneutical, dialectical.</td>
<td>Developmental. Measure artificial impacts on the composite system</td>
</tr>
<tr>
<td>Epistemology</td>
<td>Truth: universal and beautiful; prediction</td>
<td>Understanding: situated and description</td>
<td>Control, creation, progress (ie improvement); understanding</td>
</tr>
</tbody>
</table>

**Table 3. Philosophical assumptions of three research perspectives**


**Udkast til et overordnet forskningsspørgsmål**

Hvordan kombineres designvidenskab så de forskellige videnskabelige traditioners analyser med skabende praksis, materielt og processuelt? Flere traditioner er nævnt, som alle tager som afsæt at der ikke findes nogen automatik fra analyse til design. Hertil kunne også ideen om Mode2 viden uddybes (Helga Novotny m.fl.). Hvis modeller og tilgange alligevel ser ud til uden videre at kunne omsættes til designforskrifter, så er det som regel fordi de allerede implicitet og ureflekteret (hvilket egentlig er uvidenskabeligt) indeholder forskrifterne, forud for analysen... Et eksempel kunne f.eks. være et klassesspecifikt ideal om varieret, gerne romantisk kuperet, naturoperspektive. Altså i grunden design forklædt som videnskab. Men designvidenskab er både og – det integrerer analyse og design gennem transaktioner og transformationer, som kritisk reflekterer over tidligere brug af analytisk viden og aktiv involverende eksperimentering med omsættelse af analyse til design. Integrationen er ikke uproblematisk – den er en hovedproblemstilling for designvidenskaben: **Hvordan bruges og omsættes videnskabelig analyse til design som skabende praksis?** – Der er formodentlig ingen vej udenom at anerkende at omsætningen, uanset hvor meget phronetisk erfaring vi høster fra studier af vidensbrug, indeholder elementer af intuition, skøn ("jugement"), kunstnerisk kreativitet, flydende proces, emergens, enactment, og genopfindelse; al den stund at design per definition er anticipatorisk – og dermed ikke som jura og normal medicin kan henvisse til ren præcedens og erfaring. Designvidenskab indeholder et nødvendigt element af kreativ nyskabelse – men ikke ud i det fri; altid allerede forankret i eksisterende materielle praksisser og forestillinger, herunder heterotopiske forestillinger (om andre steder).

En første hypotetisk liste af 'forskrifter' for designvidenskab kan være:
- designvidenskab bygger på et princip om involvering og deltagelse af de berørte interessenter;
- designvidenskab bygger på kritisk erfaringsopsamling på hvordan viden tidligere har været brugt til at designe på forskellige felter (systemer, planlægning, organisationer etc.);
- designvidenskab er kreativ videnskab, som sigter på nyskabende praksis;
- designvidenskab involverer altid etiske overvejelser over konsekvenserne (også muligt ikke-intendere) af foreslåede designs.

**Planer for det videre arbejde**

Ovennævnte skitse skal objektiveres og konkretiseres yderligere. Hvordan det skal ske skal aftales nærmere af de personer, der ønsker at knytte an til og bidrage konkret til projektet. Eksempler på aktiviteter, der kan iværksættes omfatter:

- Videreudvikling af nærværende paper som input til egen identitetsafklaring, synops (til antologi) og/eller projektansøgning.
- Tiltag m.h.p. finansiering og mobilisering af “politisk” støtte.
- Udarbejdelse af antologi m.h.p. præcisering af RUCs designvidenskabelige profil.
- Gennemførelse af tværidenskabelig forskerkonference med designvidenskab i fokus.
- Udarbejdelse af forskningsansøgning med fokus på designvidenskab.
- Opbygning/udvikling af lokalt, nationalt og internationalt forskernetværk.
- Kontakt til relevante praktikere m.h.p. dialog, støtte og evt. samarbejde.
- Medie- og formidlingstiltag med henblik på offentlig bevågenhed og støtte.

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ABSTRACT
Design is increasingly becoming a part of the university curriculum and research agenda. A theory about the process and practice of design might be important to establish design as a main subject at universities. We believe it is in the interest of many design communities – also the DASTS community – to engage in theorizing design, on the basis of our understanding of design and design practices. This theory should be positioned as an alternative to other attempts to theorize design, for example the influential efforts of the Information Systems (IS) community [1]. Reflections on aesthetics, ethics, values, connections to politics, and strategies for enabling a better future should be recognized as legitimate. We invite you to engage in collective theory building, and present a starting point (Figure 1) intended to stimulate discussion across different domains, perspectives, knowledge, and ontologies [2], and to shed light on design as it is practiced in different contexts.

At Roskilde University, we have since 2008 strived to establish a new main subject area – Designing Human Technologies [3] – alongside the three longstanding main subject areas: Natural Science, the Humanities, and Social Science. We approach design as “a process of investigating, understanding, reflecting upon, establishing, developing, and supporting mutual learning between multiple participants in collective ‘reflection-in-action’” [4, p. 2], and acknowledge that “everyone designs who devises courses of action aimed at turning existing situations into preferred ones” [5, p. 111].

A key activity has been engaging in collectively discussing and reflecting upon our different design project experiences. This has led to two recent anthologies in which a total of 46 researchers reflect on 33 different design projects. In spite of diverse backgrounds, our reflections have uncovered a shared understanding of the design process depicted in a general process model that emphasizes the emergent properties of design [6] and in a collection of 18 situated methods for design [7]. The framework (Figure 1) is a preliminary suggestion for a ‘coordination mechanism’ [8] based on our experiences so far. We propose it as a starting point for shared reflections toward a theory for the design of human technologies.

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Toward a Theory for the Design of Human Technologies

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ABSTRACT
Design is increasingly becoming a part of the university curriculum and research agenda. A theory about the process and practice of design might be important to establish design as a main subject at universities. We believe it is in the interest of many design communities – not least the Participatory Design (PD) community – to engage in theorizing design, on the basis of our understanding of design and design practices. This theory could be positioned as an alternative to other attempts to theorize design, for example the influential efforts of the Information Systems (IS) community. We urge the PD community to engage in collective theory building, and we present a framework intended to support our shared reflections on the design of human technologies.

Author Keywords
Design, theory, epistemology, framework.

ACM Classification Keywords
H.1.1 Systems and Information Theory

INTRODUCTION
Human and societal problems are to a considerable extent addressed with technological means, and there is widespread recognition of the importance of technology in ensuring our welfare in the future. The design of new technologies has also become the subject of university-based research and led to new educational programs. In Europe, schools within design and architecture have traditionally been rooted in practice and craftsmanship but now increasingly implement academic criteria in their programs. The emergence of university curricula that approach design on a scientific basis creates a need to theorize the practices and processes of designing.

Within IS a widely cited attempt to characterize design science suggests a conceptual framework combining interactions of build-evaluate iterations with the environment and business needs (stressing relevance) as well as the use of, and contribution to, the existing knowledge base (stressing rigor) (Hevner et al., 2004). The framework is accompanied by seven general guidelines “in order to illustrate how authors, reviewers, and editors can apply them consistently” (p. 76). We believe that such frameworks play an influential role in establishing design as a scientific discipline at the universities. IS has a focus on business, management, and organization. Their frameworks do, however, not explicitly address all issues and concerns of other design communities.

How should PD, and other communities involved in the design of human technologies respond to the challenge of theorizing design? We suggest that they should engage in developing design theories that embrace our understanding of design and the core identity of our communities. There is, we contend, a need for a science-based, design-oriented main subject at the universities to explain the role of technologies in contemporary societies, to conceptualize the contributions of designing to fulfilling human needs, and to provide a foundation for the education of future academic designers. We propose building frameworks that acknowledge design as “a process of investigating, understanding, reflecting upon, establishing, developing, and supporting mutual learning between multiple participants in collective ‘reflection-in-action’” (Simonsen and Robertson, 2012, p. 2). In addition, we emphasize multiplicity rather than a universalistic worldview, and collective reflections rather than a position of “all learning takes place inside individual human heads” (Simon, 1991, p. 125).

A design-oriented main subject at the universities should embrace broad approaches to design and include multiple, diverse, interdisciplinary subject areas, application domains, researchers, and projects. At Roskilde University, Denmark, we have since 2008 strived to establish a new main subject area – Designing Human Technologies – alongside the three longstanding main subject areas: Natural Science, the Humanities, and Social Science. The purpose of this design-oriented area is to be constructive (to make designs) and solution-oriented in close dialogue with citizens, users, and other stakeholders in design projects. The university’s contribution toward fulfilling this purpose is (1) to provide an analysis of the relevant issues, (2) to design solutions for specified issues through, for example, action research, and (3) to reflect on how designs are used and incorporated in human lives. We
subscribe to the basic human principle that users, target groups, and other central stakeholders must take part in the design and the design process, in ethical and society-related discussions, and in evaluating how designs fulfill needs and solve problems. Designing Human Technologies espouses a broad conception of technology, including information, communication, mobile, environmental, and energy technologies as well as technologies relating to performances, experiences, urban design, climate adaptation and so forth.

One of our key activities has been engaging in collectively discussing and reflecting upon our different design project experiences. This has led to two recent anthologies in which a total of 46 researchers reflect on 33 design projects dealing with organization and information technology design in, for example the health sector, the design of urban spaces, the design of performances and museum events, and the design of environment-friendly alternative technologies in the transport sector. In spite of diverse backgrounds, our reflections have uncovered a shared understanding of the design process depicted in a general process model that emphasizes the emergent properties of design (Simonsen et al., 2010) and in a collection of 18 situated methods for design (Simonsen et al., 2014).

We do not mean to suggest that existing work in PD, human-computer interaction, and related fields has not produced and been informed by theory. It has. What we do mean to propose is that further theorizing about design in PD and related fields should preferably be a collective process anchored in the experiences of multiple research groups, their projects, and disciplinary backgrounds. Based on our experiences so far, we present an initial design framework and propose using it to stimulate and coordinate a dialogue about shared theory building. The framework is at an early stage of development and intended to evolve over the coming years.

**AN INITIAL DESIGN FRAMEWORK**

Our initial framework consists of four themes, each characterized by four dimensions, see Figure 1. We hope the framework can serve as a vehicle for researchers with different backgrounds to reflect on their design experiences.

<table>
<thead>
<tr>
<th>Change</th>
<th>Participation</th>
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<tr>
<td>Planned</td>
<td>Different knowledges</td>
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<td>Emergent</td>
<td>Mutual learning</td>
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<td>Opportunity-based</td>
<td>Joint goal negotiation</td>
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<td>Sustainable</td>
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<th>Situatedness</th>
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<td>Situated knowledges</td>
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<td>Situated action</td>
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<td>Situating contexts</td>
<td>Societal</td>
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Figure 1. A framework intended for supporting reflection on the design of human technologies.

Design processes aim to produce change, the first theme of our framework. Simon (1996) considers this aim the defining characteristic of design when he states that “everyone designs who devises courses of action aimed at changing existing situations into preferred ones” (p. 111). The relation between design and change is, however, dynamic and unruly. Many studies find that change defies detailed planning, that the changes resulting from a design may contradict the changes that motivated the design, and that the changes that accompany a design may not persist. In the last case, the preferred situation reverts back into the old situation, or transforms into a third situation, thereby suggesting that the design process was based on a partial understanding of the preferred situation. While this can be considered evidence of standard design work, it is increasingly perceived as an unavoidable condition we need to face in our understanding of design and change. One response is to broaden the conception of design to include also the activities that produce the changes not initially planned for (e.g., Dittrich et al., 2002).

We distinguish between four dimensions of change: Planned change is intended, planned ahead, and occurs as anticipated by the originators of the change. Emergent change is local and spontaneous. It grows out of practice, rather than happens as the result of deliberate and originally planned action. Opportunity-based changes are purposefully introduced changes resulting from unexpected opportunities, events, or breakdowns that arise after the introduction of a new technology (Orlikowski & Hofman, 1997). Sustainable change implies that changes must accord with ideological, moral, and ethical points of view and must strive for a small ecological footprint in terms of their environmental effects and consumption of resources.

The second theme of our framework is participation. Participation involves that representatives of all actors with a stake in the use of the designed technology must take part in the process of its design. Taking part means that “any user needs to participate willingly as a way of working both as themselves (respecting their individual and group’s/community’s genuine interests) and with themselves (being concentrated present in order to sense how they feel about an issue, being open toward reflections on their own opinions)” (Simonsen and Robertson, 2012, p. 5). This definition stresses the conditions necessary for genuine participation in projects. In the absence of the necessary conditions user representatives may face a troubling tension between their role as representatives of their group and that as members of the design project. In addition to personal authenticity, participation is normally associated with genuine influence. This way, participation, for example, goes beyond user roles such as those of being an informant in interviews aimed at gathering user needs or a subject in evaluations aimed at identifying usability or efficiency problems.

Participation encompasses some of the basic principles of participatory design (Simonsen and Robertson, 2012). We recognize the importance of respect for different knowledges, which is a prerequisite for participation to occur, and of the commitment to mutual learning, which means that designers must learn about the realities of the users’ work and the users must learn about available technologi-
cal options to be able to articulate their desired aims. In addition, the dimensions of participation include joint goal negotiation to achieve “shared and agreed-upon goals of the design task and project at hand” (Simonsen and Robertson, 2012, p. 5). Infrastructuring, the final dimension of participation, involves that participation serves to make designs part of existing structures and practices. Participation introduces user needs and situational constraints that shape design products and, at the same time, participation results in design products that shape the structures and practices.

Design is inextricably woven into the particulars of the situation in which the design takes place. It is situated. This third theme of our framework is in opposition to a universalistic view of design as an activity for which we can devise principles and methods that apply unaltered across situations. It is, however, also in opposition to a relativistic view of design because such a view treats all situations as different but equally important and, thereby, refrains from engaging with the particulars of the concrete design situation. Viewing design as situated means that the situation with its possibilities, constraints, and other particulars co-determines the design process and the resulting design. It also means that what is being designed is a transformation of the situation, not merely an add-on to it (Simonsen et al., 2014). The situation shapes the design process, positively as well as negatively; it is not simply a passive background upon which the design takes place.

We identify four related but different ways of approaching situatedness: Situated knowledges imply that design is always carried out with partiality and from a specific, embedded position, as “politics and epistemologies of location, positioning, and situating” (Haraway, 1988, p. 589). Situated learning emphasizes design processes and designers’ learning as embedded in communities of practice (Lave and Wenger, 1991). Situated action emphasizes the role and pervasiveness of “ad hoc improvisation – the part of us, so to speak, that actually acts” (Suchman, 2007, p. 71), as opposed to representations of action in the form of prescriptive accounts such as plans, procedures, and guidelines. Situating contexts (Simonsen et al., 2014) point to the multiple relations between the societal context and the design situation, including structures given by institutions, regulation, market mechanisms, and infrastructures.

The fourth theme of our framework is scope. Design projects, technologies, and associated use situations may differ drastically in scope. Some have argued that researchers should to a larger extent engage in projects with a wider scope (e.g., Shapiro, 2005). Whereas PD projects have often focused on technologies with a collaborative or organizational scope, overarching issues, such as workplace democracy, are societal in scope. In addition, technological infrastructures may have consequences for individuals, organizations, as well as societies and, therefore, warrant analyses and design efforts at multiple levels of scope. Different levels of scope demand different types of change management, create different conditions for participation, and entail situated design activities with different extents of partiality and heterogeneity.

At the most intimate level, the scope is personal and focuses on individuals’ motivation for interacting with a technology, their experiences from using and incorporating technologies in their lives, and their reasons for taking part in design processes. A collaborative scope concerns design processes, technologies, and use situations that bring multiple people together, often across professions, disciplines, seniority levels, age groups, and other boundaries. The scope of design work is frequently organizational as emphasized within IS. Thereby, design becomes entangled in managerial decisions, organizational communication structures, employee motivation, and the like. At the same time, a scope corresponding to an organization provides better opportunities for managerial support than designs targeting the collaborative processes of subgroups within organizations. Finally, design work may have a societal scope. At this macro level sustainability, infrastructures, social development, technological regimes, and the cultivation of alternative design spaces are among the important issues.

DISCUSSION

The primary interest of designers has to do with changing things, connecting entities, and altering the world we are living in. Whereas natural scientists are preoccupied with descriptive analysis of nature, designers are engaged with normative constructions. We may express these differences by asserting that ontology is to the natural sciences what epistemology is to the field of design. It is in this sense crucial that the designers know the meaning and implications of the four themes in the framework we have outlined above. The designers of course also need to know the materials they are working with, but this only as means toward a different end, namely change, alteration, adjustment, improvement and so forth. Due to the normative quality of design, we maintain that design does not merely build on a priori knowledge, but continuously needs to reflect on previous design experiences and its own history. We also maintain that designers need to operate interdisciplinarily to make good designs in line with the four themes of the framework.

The framework is deliberately not referencing any specific disciplines or application domains. Our intention is to suggest a framework enabling researchers to engage in collaborative and coordinated reflections independently of disciplinary perspectives, such as computer science, informatics, sociology, geography, organization studies, performance design, urban studies, communication, and education, as well as independently of application domains, such as government, engineering, healthcare, service design, education, sustainable production, public exhibitions, performances, and tourist experiences.

A theory for the design of human technologies must synthesize the extensive empirical experience acquired by design researchers. This entails a focus on learning with an emphasis on mutual learning. New paradigms have emerged with a greater focus on how learning and knowledge are created through the interaction and active participation of researchers as well as practitioners in collaborative design processes. Within education, students as well as professors engaged in mutual learning must be aware of what they are doing, and how they are
interacting while they are doing it, to paraphrase Schön (1983, p. 275). Due to the complexity of the processes, activities can only be planned tentatively and through continuing iterations. It is therefore necessary for the participants – be it students, professors or practitioners – to engage in dialogues and negotiations in order to reach strategies for action. Barab and Squire (2004) explain that a design-based research approach in relation to learning means:

- Approaching the study of learning in real world settings through ethnographic methods.
- Producing new insights and theory through interventions in praxis.
- Conducting iterative processes; that is, cycles of design, implementation, analysis, evaluation, and redesign.
- Involving researchers as well as practitioners.
- Applying a pragmatic approach as well as practitioners.

Communities of researchers engaged in design processes should systematically exchange their findings and experiences, and collaborate in reflecting on how each project contributes to the joint development of a design theory. We plan to use our framework to organize such collective cross-project reflections. To work through the experiences from a project, they can be structured by and reflected into the four themes and 16 dimensions of the framework. The reflections must address how a project has worked with a theme/dimension and what this work resulted in, in terms of knowledge as well as designs. Both ‘how’ and ‘what’ questions are important. As a guide, we suggest the following generic questions to stimulate reflection about design experiences on the basis of the framework:

Reflect on the experiences from a given project as related to one or more of the themes/dimensions in Figure 1:

- What are the conditions and context of the theme/dimension in this project?
- How did it ‘unfold’, how would you describe it?
- How did you strive to respond appropriately to it?
- What were the challenges and opportunities involved?
- How have you (or others) tried to counter these challenges and make use of the opportunities?

The aim of these questions is to stimulate reflection about the interactions involved in a given context including learning processes, knowledge sharing, and diffusion. Reflections may also concern principles for conducting genuine design processes as well as conditions that might hinder or facilitate them. Finally, reflections on aesthetics, ethics, values, connections to politics, and strategies for enabling a better future should be recognized as legitimate when theorizing design. We recognize that the questions, and the framework at its current stage, are stronger in what Halverson (2002) terms descriptive and rhetorical power and less developed in inferential and application power. That is, our initial framework is a vehicle for reflecting on design processes, not for devising them.

A theory for the design of human technologies should be interdisciplinary, and in order to achieve this objective the approach to theorizing design must be inclusive. Our aim is to provide a meeting point for a plurality of voices, to stimulate discussion across different perspectives, knowledges, and ontologies, and to shed light on design as it is practiced in different contexts. Patterns in the contributions to such a theory might well emerge and stabilize but should not be taken for granted. Rather, the theory should itself remain open to change, invite participation, embrace its situatedness, and strive to interconnect multiple levels of scope.

REFERENCES


PH.D. course – Designing Human Technologies 4.0

Call for participation: 4th PhD course on Designing Human Technologies, Søminestationen, Roskilde University, May 23-25, 2016. The fourth PhD course on Designing Human Technologies 4.0 will be held on Søminestationen, Roskilde University, May 23-25, 2016. See the attached call for participation (can be downloaded as a PDF here). Organizers: Marianne Lykke, Professor, Aalborg University – David Lamas, Professor, Tallinn University – Jesper Simonsen, [...]

Adfærdssforandringer og nytårsfortsæt

Nytårsfortsæt er svære at overholde. Nye undersøgelser viser at ca. 25% har droppet deres nytårsfortsæt inden den første uge, skriver alt.dk i en nylig udgivet artikel. I artiklen kommer DHT forsker Pelle Guldborg Hansen med tre grunde til at vores nytårsfortsæt aldrig lykkedes. Din tilstand påvirker dine mål. Typisk laves nytårsfortsæt i juleferien, hvor [...]

Københavnerne har taget “Giv et praj” ordningen til sig

Flere og flere borgere i København anvender muligheden for at give kommunen besked om et hul i vejen eller en slukket lygtepæl gennem app’en “Giv et praj KBH” og hjemmesiden giveetpraj.dk. Det viser en analyse som Valby Bladet har lavet over alle praj givet til Københavns kommune. Det er især på de store veje at [...]

1
Farverige lyssætninger lyser byens facader op

Facaderne på ikoniske bygninger rundt omkring i verden har fået en ny funktion. Berlingske har for nyligt udgivet en artikel om dette fænomen som kaldes "mapping". Med "mapping" er det muligt at oplyse facaden i triklorens farver som man eksempelvis så efter terrorangrebet i Paris i november på for eksempel Operahuset i Sydney og National [...] 

Den kontroversielle taxa-app Uber stormer frem i Danmark

Mere end 100.000 brugere har benyttet sig den af den amerikanske taxa-app Uber siden app’en blev tilgængelig for danske brugere sidste år. Dette på trods af at Uber få timer efter dens indtog mellem veletablerede danske taxa-selskaber, er blevet meldt til politiet for at overtræde regler om kørsel med passagerer, skriver nyhederne.tv2.dk. Uber giver mulighed [...] 

Region Sjælland er i top når det gælder grøn omstilling

Sn.dk har for nyligt bragt en artikel der omhandler Energistyrelsens nye undersøgelse, hvor man har spurgt 2000 danske mellem 18 og 70 år om deres holdning til grøn omstilling. Her svarer hele 31,2% af de adspurte i Region Sjælland at de skifter til en miljørigtig løsning, hvilket er langt flere end f.eks. Region Hovedstaden hvor [...]
Antallet af ansøgninger om julehjælp sætter rekord – igen

Antallet af ansøgninger om julehjælp forventes i år at sætte ny rekord, skriver Kristeligt Dagblad efter at have talt med adskil-lige frivillige organisationer. Frelsens Hær, som er den frivillige organisation der har været bannerførere for at tilbyde julehjælp, har i det seneste 10 år med få undtagelser oplevet en årlig rekordsættende stigning i antallet af […]

Et kærligt grønt skub

Foodculture.dk har for nyligt skrevet en artikel om Forsknings-sprojektet “Et kærligt grønt skub – Nudging af forbrugsvaner med fokus på frugt og grønt” og de positive resultater der blev fundet frem til. Projektet fandt at nudging kan øge salget af frugt og grønt med over 20% procent, bl.a. over en fem-ugers periode i et supermarked […]

Klimaet er på dagsordenen til COP21 – og i erhvervlivet

Kristeligt Dagblad har for nyligt bragt en artikel i forbindelse med COP21, hvor avisen fremhæver betydningen i at verdens statsledere mødes til et klimatopmøde. I år blev topmødet afholdt i Paris, d. 30. november. For hvad der undertiden kan synes at give små resultater som følge af et klimatopmøde, kan gøre en stor forskel i […]
Københavns nye havnekvarter satser på aktivitet og fællesskab

Frederiks Brygge, Københavns nye havnekvarter, er i fuld udvikling, og har fokus på at skabe en aktiv bydel med en bred og mangfoldig sammensætning af beboere. DHT-forsker John Andersen er i den forbindelse blevet interviewet til en artikel til Finans.dk. Der har fra start været stort fokus på at gøre bydelen levende og at gøre [...]
Trafikforskere uenige om kommende letbaner i de større danske byer

Finans.dk bragte den 17.11-15 en artikel om planerne for letbaner i de større danske byer. DHT forsker Per Hormann Jespersen indgår i artiklen som en af to trafikforskere der bliver interviewet om deres holdning til emnet. I artiklen bliver de kommende letbaner kritiseret af bilejernes organisation, FDM og Harry Lahrmann fra Aalborg Universitet for at ville give [...]
Exhibition at Roskilde University library

DHT researcher Henning Christiansen is mainly known for his work in the field of computer science. What fewer may know is that he also has a passion for photography. Roskilde University Library is currently exhibiting a selection of prof. Henning Christiansen’s wonderful photos until October 30th.

Designing with ethnography: Field based research, data analysis, and intervention

PhD Course Designing with ethnography: Field-based research, data analysis, and intervention Department of Communication, Business and Information Technologies, Roskilde University 17-19 November 2015 Course title Designing with ethnography: Field-based research, data analysis, and intervention. Course description This course will provide participants with a practical understanding of the commitments, perspectives, and practices of ethnography, particularly as [...]
Honorary doctoral lecture by prof. Fabrizio Crisafulli

Fabrizio Crisafulli, professor at the Academy of Fine Arts in Rome, is conferred doctor honoris causa at Roskilde University’s annual celebration Sept. 18th 2015. Professor Fabrizio Crisafulli inaugural lecture entitled 'Theatre of places’ will take place on Sept. 21st at 1.00 pm in Aud. 25 (25-2.035). The CBIT department will subsequently host a reception at 2:00 pm in […]

Seminar: eScience – digitale metoder i forskningen

I stigende omfang bliver det muligt ved hjælp af digitale metoder at arbejde anderledes med forskningsspørgsmål. Man kan fx arbejde med store datamængder hurtigt og effektivt. Digitale metoder giver mulighed for at stille nye forskningsspørgsmål og til at samarbejde med andre forskere om at definere og analysere digitale forskningsobjekter på andre måder end hidtil. Dette seminar vil […]

Dream Cooking Researchers

DHT researchers explored a new immersive research and design format at the Prague Quadrennial of Performance Design and Space 2015. The two Performance Design DHT researchers, Anja Mølle Lindelof and Connie Svabo, were invited to contribute to the immersive performance design project Sisters Hope at the ‘Makers Exhibition’ part of the recurrent performance design symposium […]

7
Klinisk Kommunikation til eSundhedsobservatoriets konference ’15

DHT’s projekt Klinisk Kommunikation deltager i den årlige konference, eSundhedsobservatoriet, d. 6-7 oktober med to oplæg: ’Fastetid som effektmål ved overførsel af patienter til operation’ og ’Effektivt optimering som alternativ til den Danske Kvalitetsmodel’. Målet for eSundhedsobservatoriets konference 2015 er at opsamle ideer til skabelsen af et helstøbt e-sundhedsvæsen, der sikrer bedst muligt samspil imellem de kommende supersygehuse og det borgmælere sundhedsvæsen. [...] 

Temadag på Roskilde sygehus

Region Sjælland og Roskilde Universitet afholder d. 10 november en temadag om driftsoptimering, sundheds IT, og Sundhedsplatform. Programmets sidste oplæg fra de 4 forskningsprojekter i DHT’s projekt Klinisk Kommunikation. Der er tale om følgende oplæg. ’Outreach’ fra Intensiv til sengeafdeling - Projektet undersøger, hvordan elektrokardiografiske overblikstavler kan bruges til at sikre den bedst mulige pleje af patienter som [...] 

CPHs fremtidsplaner kan skabe titusinder af jobs

Københavns Lufthavns fremtidsplaner om at vokse til 40 mio. rejsende i 2050 kan skabe 84.000 flere arbejdspladser, lyder det fra en analyse foretaget af Oxford Research. Det er de internationale ruter og flere afgange, der gør det nemmere for virksomhederne at konkurrere på internationale markeder, skriver finans.dk. De byer hvor der i forvejen er mange produktionsvirksomheder [...]
The collectivity project at High Line, NYC

Just for inspiration. While in NYC, Lisbeth playfully supported the building of LEGO models at artist Olafur Eliasson’s The collectivity project, which runs from May – September, 2015 on the High Line. Some of the LEGO models were initially built by architects, but then the public rebuilds the models. The High Line exemplifies urban design and [...] 

IDEAS CITY Conference

Lisbeth Frølunde participated in IDEAS CITY conference and events, held with the New Museum and Cooper Union in New York City. Her interest was the trans-disciplinary visions of the future city, design innovations, and inspiration for teaching. Thanks to DHT for partial funding. The first day out of three was held at Cooper Union with [...] 

Nordic Conference on Design

June 7th-10th 2015 Kristine Samson and Michael Haldrup (VISPER) participated in the 6th Nordic Conference on Design (NORDES) in Stockholm. Here they presented an article written together with Mads Høbye and Nicolas Padfield (FabLab RUC) entitled “Remix Utopia: Eleven Propositions on Design and Social Fantasy”. Drawing on a range of examples spanning from urban movements, art interventions [...]

Co-designing Digital Museum Communication

Af Roligen T. Thirstrup Anne Rørbaek Olesen held an interesting ph.d – defense of her ph.d- dissertation about Co-designing Digital Museum Communication on June 23rd. Here she presented her two primary cases – The Art Case and The Cultural Heritage Case, which she had been following for 1.5 years. The purpose of her research was among other […]

International Congress of Qualitative Inquiry

DHT-researcher Lisbeth Frølund participated in the International Congress of Qualitative Inquiry in May 20th-23rd at the University of Illinois, Champaign, partially funded by DHT. Lisbeth Frølund co-presented a paper written in collaboration with Christina Hee Pedersen. The paper has co-authors Martin Novak, Masaryk University (who stayed at RUC on an Erasmus+mobility grant fall, 2014) as well […]

The fifth International Workshop on Infrastructure for Healthcare

The conference 'The fifth International Workshop on Infrastructure for Healthcare (IHC)' will be held on June 18-19 in Trento, Italy. Our upcoming guest professor, Helena Karasti, and prof. Jesper Simonsen (CBIT) will be presenting the article, Supporting Clinicians in Infrastructuring. The article is based on their action research project, Patient transfer and Skill development in effect driven optimization – a subproject […]
Støtte til et Constraint Handling Rules-projekt

DHT-forskeren prof. Henning Christiansen (CBIT) har modtaget støtte på kr. 2.315.925 fra Det Frie Forskningsråd/Natur og Univers til projektet: Automatic support for Proving Confluence Modulo Equivalence for Constraint Handling Rules Constraint Handling Rules (CHR) er et programmeringssprog, som består af genskrivningsregler over mængder af logiske atomer, og CHR har bevist sin slagkraft i forhold til mange [...]

Fluid sounds conference

In two weeks researchers in the fields of performance studies and sound studies will participate in the conference ‘Fluid Sounds’. Fluid Sounds is an experimental conference working with aesthetic knowledge production and new media technologies and is organized by DHT researchers Sanne Krogh Groth and Kristine Samson. The first day consists of site-specific keynote lectures [...]

This is fun and games

by Alexander Mangaard (student at RUC: studying Computer Science and Psychology) Drunk in Århus. The usual suspect is at it again with his unusual shenanigans — this time it’s an Irish bar and Guinness certainly is a fine substitute for dinner. You’re hanging out with an IT admin... always nice to meet a likeminded individual. [...]

11
Another successful ph.d-seminar in DHT

by Roligen T. Thistrup Experienced scientists and ph.d-students from different countries met sunday May 10th at the airport for further transportation to Søminen – an old military marine base that has been rebuilt to a seminar and conference center. Ahead of them awaited a two day seminar within the field of Designing Human Technologies. The program for the [...]
Organizational change in a translation perspective seminar

Scandinavian researchers exploring organizational change from a translation perspective met April 23rd and 24th to establish a research network and further develop the perspective and discuss theoretical as well as practical implications for the design of organizations and organizational change. Birgit Jøsger, ISG, together with John Damm Scheuer and Peter Hagedorn-Rasmussen MIT/CEBIT, organized the seminar as part [...]
Omskift i sygeplejerskernes bestilling af portører

Af Morten Brandrup og Roligen T. Thirstrup Forskerholdet i "Klinisk Kommunikation", der er et af projekterne i DHT, er ved at indlede en række pilotimplementeringer af forskellige applikationer på Nykøbing Falster Sygehus. Formålet med en af applikationerne er at digitalisere kommunikationen mellem sygeplejersker og portører, således at sygeplejerskerne fremover skal bestille portører via afdelingens elektroniske [...] 

Sværere at finde en parkeringsplads

Af Roligen T. Thirstrup Webmagasinet Penge & Privatøkonomi udgav den 13. april et indlæg om de stigende parkeringspriser. Det er særligt i København, at der er stor differentiering mellem parkeringspriserne afhængig af, hvilken bydel man vælger at parkere bilen – des længere væk man er fra centrum, des billigere er det at parkere. I mellemtiden [...] 

New Guest Professor at Designing Human Technologies

Helena Karasti, professor from Luleå University of Technology (LTU), Sweden, has accepted a position as Guest Professor at Designing Human Technologies. The position is held for one year from August 2015. Helena Karasti is an internationally recognized expert within Participatory Design, Ethnography, Computer Supported Cooperative Work, and Information/Knowledge Infrastructure. In recent years she has contributed [...]
Forskningens Dag 2015


En nuanceret konference om Lys Kulturer blev afholdt d. 8.-9. april


Bogprojekt “Den robuste bog”
På netværksarrangementet den 16. januar 2015 blev netværkets arbejde med den fælles bog sat i gang. Med udgangspunkt i indholdet fra de forrige netværksarrangementer bød alle deltageres ind med ideer til bogen og hver især tilkendegav samtidig, om man umiddelbart kunne se sig selv som medskriver i denne co-creation skriveproces. Deltagerne lagde vægt på, at [...]
At skabe robusted i kaos og kompleksitet: forandringsagenten og -lederens rolle


Sketchbook and Italian drawings

by Roligen T. Thirstrup We have previously shown a video about the Italian drawings by our associate professor Bjørn Laursen. Now we have an english version of the video in honor of our english speaking members, and especially to those members who have not yet seen the previous video. An artist's three worlds The video informs the […]

A Virtual Welcome Guide – an interactive digital guide

by Roligen T. Thirstrup Imagine that you have just entered a room in a museum. You take a quick look at the exhibited artifacts while slowly walking toward the closest exhibition. Suddenly you hear a voice that greets you, and you turn around to see who's talking. You are surprised when you discover it's origin […]
Situated Design Processes from Sao Paulo to Charlotteager

When: Tuesday the 24th, 01:00-03:00pm Where: Roskilde University, room 42.2.37 Seminar on urban co-creation, performative intervention and how to change the urban environment through situated, participatory and performative design processes. The seminar is part of the course: Performative Urbanism – a trans-disciplinary collaboration between Plan, By og Process and Performance Design, Roskilde University. Program 01:00:What [...]

Revisiting Namibia: 13th Participatory Design Conference

by Roligen T. Thirstrup Tiger fish-art-installation – a depiction of death, decay and life A tiger fish-art-installation was designed during 13th Participatory Design Conference. The researchers Alettia V. Chisim, Jihan van Niekerk and Mugendi K.M. M'Rithaa were the prime movers for the design of the installation, which was part of a larger long-term project that [...]

Uddannelsessteam hos Mellemfolkeligt Samvirke afprøvede scenario-metode

af Camilla Bruun Simonsen og Roligen T. Thirstrup Der var stor interesse og engagement fra en gruppe unge uddannelsesledere hos Mellemfolkeligt Samvirke, da de den 24 feb. fik besøg af DHT-forsker Anita Mac fra forskningsprojektet Future Zone. Her fik de interesserede uddannelsesledere muligheden for at tilegne sig en ny metode til at udvikle og fastholde Mellemfolkeligt [...]
RUCs Experience Lab på Københavns Zoo

Af Rolgen T. Thirstup DHT-forskeren Troels Andreasen var, i regi af NICE-forum, på besøg i Københavns Zoo den 25. februar. RUCs relation til NICE er gennem ISO-gruppen ved Jens Friis Jensen og Flemming Sørensen. Troels Andreasen deltog i arrangementet på Københavns Zoo blandt andet for at fortælle om RUCs Experience Lab, hvis fokus er at udvikle og skabe [...]

Green Design – Ecologies, Potentials and Aesthetetics

GREEN DESIGN Ecologies, Potentials and Aesthetetics A research seminar about recycling, upcycling, design and aesthetics will be held at 23 March, 2015 at 01:00-04:00 pm. Presentations Reassembling the city: Three ecologies and urban design Kristine Samson, associate professor, Performance Design, CBIT. Product chain cracks and the architecture of potentials Marcella Arruda, urbanist, architect and recycling activist [...]

Light Cultures – Program

New Technologies, Aesthetics and Climate Policies The conference Light Cultures will soon take place, and we are looking forward for an event which comprises of interesting discussions. The conference will take place on 8-9th, April, 2015 at Roskilde University, Building 02. Aim: Light plays a fundamental role to human biology, aesthetics, and technological development. Yet [...]
Der spilles til bedre arbejdsmiljøer og arbejdsprocesser

Af Rolgen T. Thirstrup Forskerne i User-Driven IT Innovation var værter for Julia A. Gardes, ass. professor ved University of Twente i Holland, besøg på RUC. Anledningen til besøget skyldes Gardes arbejde med Participatory Design med henblik på at udforske og løse komplekse design problemer i sundhedsvesenet. Garde udviklede i sin Ph.D. afhandling, Everyone has a part to play: [...]

Velkommen til vores seneste DHT-medlemmer

Af Rolgen T. Thirstrup Vi byder velkommen til alle de medlemmer, der er indtrådt i Designing Human Technologies regi siden vores sidste velkomstnote. Blandt medlemmerne, som vi har fået lov at introducere på bloggen, er ph.d.-studerende Umesh Chandar Sharma fra Brugerdreven IT Innovation, og adjunkt Ulrik Schmidt fra Performance Design. Umesh C. Sharma forskningsinteresser [...]

Medarbejderes modstand mod forandring er en vedholdende fordom

Af Camilla Simonsen Har medarbejdere og borgere modstand mod forandring i anden grad end ledere, eller er det i virkeligheden mere er et spørgsmål om positioner og italesættelse på forskellige niveauer, hvor meget modstand mod forandring, folk i almindelighed har? Det spørgsmål ønsker DHT-forsker, at der kommer mere fokus på: "Jeg synes, vi bør få [...]

Ph.D.- studerende strømmer til DHTs Ph.D. seminarer


Mørke i Lyset

Af Rolgen T. Thistrup Lys som et adfærdssregulerende magtinstrument var et af de emner lektor Mikkel Bille fra Instituttet for Miljø, Samfund og Rumlig Forandring kom ind på i sit fordrag med titlen Mørke i Lyset. "Det lyder voldsomt at lys er et magtinstrument, men det er også et instrument, der får folk til at føle at [...]"

Light cultures

af Rolgen T. Thistrup ! Call for papers ! Themes: New technologies, Aesthetic and Climate Policies Light has historically, mainly been regarded as a natural science phenomenon, such as a focus on the physiological influences of light. But light also has an impact on our daily lives, and it characterizes the urban space as well [...]

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NDROs netværksmøde d. 16.01.15

af Katrine M. Andersen og Roligen Thirstrup "Kan vi Nudge os til robuste forandringsprocesser?" Sådan lød indgangspåregsmålet til NDROs første netværksmøde for 2015, som vi, to studerende fra Informatik og Kommunikation, deltog i. Dette netværksmødes tema var grunden til, at vi befangt os blandt forskere og praktikere. Baggrunden for vores deltagelse var, at vi [...]
Videoer fra DDLA 2014
af Camilla Simonsen Som nævnt tidligere her på bloggen var en del af vores DHT-forskere med på Det Danske Ledelsesakademis konference DDLA 2014 her i starten af december. Nu kan jer, der ikke var med, se en del af konferencen her på bloggen, og jeg, der var med, kan gense en række af konferencens præsentationer. [...]
DHT-forskere på DDLA 2014

af Camilla Simonsen En række DHT-forskere deltog i sidste uge i Det Danske Ledelsesakademis årlige konference med titlen "Meningsskabelse, tillid og frihed – udfordringer i moderne ledelse". For de nysgerrige, der ikke var med til konferencen, kan der findes en oversigt over essays, der blev diskuteret ved oplæg og workshops her: Papers fra konferencen Professor […]

Ny video om IBs virtuelle bog

af Camilla Simonsen Et medie, der kaller sig Update TV, har lavet en fin video omkring den virtuelle bog, vores DHT-professor Henning Christiansen og ditlo lektor Bjørn Laursen har udviklet som en del af projektet Italienske Billeder. Videoen kan ses via dette link: RUC-forskere opfinder den virtuelle bog Desuden skriver Update TV på Youtube-siden, at […]

Digital post leveres uden korrekt afsender

af Camilla Simonsen Ritzau har snakket med vores DHT-forsker Jesper Bull Berger, og har blandt andet på denne baggrund i dag udsendt historien om, hvordan det ofte er ukørt, hvem borgere får digital post fra. Og om, hvordan ombudsmanden mener, det er på kant med forvaltningsloven. Hvis du har abonnement på Fyns Stiftstidende, kan du […]
Conference on experience design: AVA 2014

by Camilla Simonsen The Academy of Visual Arts of Hong Kong Baptist University is the organizer of an international conference on experience design called 'The ballerina and the elephant' on November 27-29 in Hong Kong. Registration for the conference can be done from this link. About the conference, the AVA Conference page says this: “In academic and professional [...]”

Studerende designer bydels i Trekroner

af Tobias Berggren, studerende på arbejdslivsstudier I slutningen af oktober har alle, der interesserer sig for brugerinvolverende design, mulighed for at deltage i projektet ’Design din bydel’, der med hjælp fra fremtidsværksteder og moderne højtæknologi vil skabe mere liv på RUCs campus og i Trekroner. Mon ikke det kunne interessere nogle af jer DHT-forskere eller en [...]”

New book: Constraints and Language

by Camilla Simonsen DHT researcher Henning Christiansen has edited a new book called Constraints and Language in cooperation with Director of Research at the Laboratoire Parole & Langage Philippe Blache, computing scientist of Simon Fraser University Verónica Dahl, professor of computer science at the University of Orléans Denys Duchier and associate professor at the Technical [...]
NDRO: Our network meeting in August

by John Damm Scheuer The 21 of August 2014 the Network for Robust Organizational Change discussed organizational change from an implementation and a translation perspective. Two cases were discussed: The implementation of the new Danish public school reform and the introduction of a system aimed at minimizing risks of patients having their hip replaced in [...]
Gigantisk skitsebog på Nivaagaard og Øregaard

Italienske billeder på RUb

af Camilla Simonsen. Italienske billeder udstiller fortsat på RUb, og i disse dage kommer blandt andet store flocke af nye studerende, der skal lære RUCs bibliotek at kende, forbi dem. Nedenfor kan du se nogle fotos fra udstillingen. Den gigantic skitsebog Det digitale boginstallation, der er en del af udstillingen, er en ny opfindelse, der er [...]

Experience design

by Camilla Simonsen. A nomadic approach to experience design is explored in a new book chapter by Roskilde University DHT researcher Connie Svabo and Stanford professor Michael Shanks. In a new book chapter by DHT researcher Connie Svabo and Professor at Stanford University archaeologist Michael Shanks they discuss how a focus on experience design can [...]

Reception i anledning af bogen Situated Design Methods

Italienske billeder: Fernisering på mandag


LOPSTR 2014: 24th International Symposium on Logic-Based Program Synthesis and Transformation


Velfærdsteknologier diskuteret

af Camilla Simonsen DHT-forsker Katia Dupret har skrevet en kronik i Berlingske Tidende, der hedder “Ledere misforstår teknologiers potentialer”. Kronikken handler om indførelsen af de såkaldte velfærdsteknologier som fx robotstøvsugere, GPSer til demente og spisemaskiner til lammede. Et problem er nemlig, at de ledere, der tager beslutninger omkring indkøb af teknik til det offentlige, ofte er [...]"
af Henning Christiansen Professor og DHT-forsker Henning Christiansen, CBIT, deltog i konferencen Computability In Europe med undertitlen ”Language, Life, Limits”, som fandt sted i Budapest, 23-17. juni 2014. Som titlen antyder, drejer det sig om begrebet beregnelighed, som det dukker op og/eller er relevant i mange af livets aspekter. Man kan sige, at konferencen havde et […]

by Camilla Simonsen RUC AIT has now released two videos of presentations from the 2014 conference of the Danish Association of Science and Technology Studies, DASTS, with the theme of Enacting Futures. For you who joined the conference: Take another look at Kristoffer Ørum’s key note presentation on the “futuer” and enjoy in it the […]

by Camilla Simonsen We cannot completely predict the future, but we can do better than guessing about it, and we can also take part in designing it. The DHT project Future Zone looks at different ways of researching the future. How much can we actually tell about the future in the first place? And why […]
BRIK-beboerne er de nye storturister

af Camilla Simonsen I den netop overståede sommerferietid blev DHT-forsker, adjunkt og akademisk koordinator på Turistføreruddannelsen Jane Widtfeldt Meged citeret i en artikel omkring den øgede globale turisme fra de såkaldte BRIK-lande; Brasilien, Rusland, Indien og Kina. De rejselystne BRIK-beboere skyldes hovedsagligt de flere penge, de voksende middelklasser i landene har fået til rådighed, og [...]
Announcement and call for papers: CONTEXT 2015

By Camilla Simonsen DHT-researcher Henning Christiansen is General Chair and Program Co-chair along with Isidora Stojanovic at next year’s CONTEXT conference, which will be held in Larnaca, Cyprus, 2–6 November 2015. The official conference webpage can be seen here: CONTEXT 2015 Some readers may recall that the CONTEXT conference of 2007 was held at CBIT, [...] 

DASTS: Course in postphenomenology

Information Studies at Aarhus University Denmark is in cooperation with Danish Association of Science and Technology (DASTS) arranging a course in postphenomenology on September 22nd-26th that might be interesting for some of you Designing Human Technologies-people. The course is called “Postphenomenology – Theory, methods, challenges”, and you can read more about it at the [...] 

4. aktivitet i NDRO

Det 4. arrangement i Netværk for Design af Robust Organisationsforandring afholdes den 21. august. Vi glæder os alerede!! Programmet er under udarbejdelse, men det står klart, at vi fortsætter fokuseringen på oversættelsens betydning for succesrig implementering af organisationsudviklingskoncepter. John Damm Scheuer m.fl. holder oplæg, og vi går i dybden med de forskellige tilgange til at forstå [...]
Transportøkonomi: Lastbiler under Femern Bælt?

af Camilla Simonsen Danske vognmænd vil vende ryggen til Femern Tunellen, hvis Scandlines går i priskrig på Femern Bælt, når den faste forbindelse åbner i 2021, skriver Børsen Online i en nylig artikel og forklarer at “fere trafikekspert er påpeger, at Femern A/S har undervurderet truslen fra færgerne”. Artiklen er en af en række artikler i [...]

Successful PhD defense by Magnus R. P. Hansen

by Camilla Simonsen Monday June 23rd, Magnus R. P. Hansen successfully defended his PhD project in Informatics called “Discovering the Process of User Expecting in a Pilot Implementation”. Read about Magnus R. P. Hansen's process of writing the PhD here (in Danish): Phd-blog I: Fra frustration til tryghed The PhD-dissertation found that it is more important [...]

OPEN Lecture at CIID: Designing Enchanted Objects

The following text has been copied from the CIID newsletter, in case some of you Designing Human Technologies-people should be interested in an open lecture at the Copenhagen Institute of Interaction Design tomorrow! Some believe the future will look like more of the same-more smartphones and tablets. David Rose has a different vision: technology that [...]

NDRO – Appetizer Video 4
af Camilla Simonsen Netværk for Design af Robust Organisational forandring har fået lavet fire korte appetizer-videoer omkring netværkets formål og virke. Se den fjerde af de fire videoer her: NDRO Appetizer IIII videoen spørger vi Charlotte H. Kaufmanas, der er sekretariatsleder i en offentlig styrelse, Linda Wermouth, der er assisterende distriktsleder i en kommune og […]

Øget robusthed gennem oversættelse?
af Peter Hagedorn-Rasmussen ’Jeg forstår ikke hvor vores arbejdsplass er på vej hen med den nye strategi??!!’ Har du mon nogensinde stillet dig selv dette spørgsmål? Eller hørt dine kolleger stille spørgsmålet på din arbejdsplass! Det er der mange der har. Og hvis der er mange der stiler sig selv dette spørgsmål, når der introduceres […]

Solrigt netværksmøde i NDRO
NDRO – Appetizer Video 3

af Camilla Simonsen Netværk for Design af Robust Organisationsforandring har fået lavet fire korte appetizer-videoer omkring netværkets formål og virke. Se den tredje af de fire videoer her: NDRO Appetizer III I videoen spørger vi Linda Wermouth, der er assisterede distriktsleder i en kommune, og Frank Iversen, der er leder i en stor IT virksomhed, [...]

Unity Workshop at Nordic Game conference, Malmö

by Lisbeth Frølund and Bojana Romic Assoc. Prof. Lisbeth Frølund and research assistant Bojana Romic participated in the Unity workshop: “Prototyping visual storytelling” at the Nordic Game Conference, May 21st 2014 in Malmö. The workshop was an introduction to basic editing in Unity, with special focus on using Unity to visualize interactive, transmedia projects. The workshop […]

Olav Storm Jensens tiltrædelsesforelæsning

Tidspunktet for Olav Storm Jensens tiltrædelsesforelæsning som adjungeret professor er nu fastsat til fredag den 23. maj kl. 14-16.00 i biografen, hus 41.1 her på RUC. Se kort over RUC her: RUC Campus Forelæsningen vil blive holdt under titlen “Saglighed, selvførsigelse og sandhedssans”, og med undertitlen “Fagpersonlige ind- og udviklinger - om autenticitets- og spilkulture i […]

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Nyt fælles mål for DHT

af Jesper Simonsen Kære deltagere i satsningsområdet 'Designing Human Technologies' Der indkaldes hermed til et seminar for alle deltagere: -- onsdag d. 4. juni kl. 14-16 i teorilokal 43-2.29 Temaet for seminaret er: Et nyt fælles mål for satsningsområdet? Vi har efterhånden levet op til stort set alle de mål vi satte os for satsningsområdet [...]
Danes don’t like neon tubes at home

by Camilla Simonsen Light is something we all have an approach to and views about. That is, if “we” are Danes. DHT researcher Mikkel Bille has recently been interviewed for the Danish newspaper Information under the headline “The yellowish exception” about his research on the transition from incandescent bulbs to energy saving bulbs. In this [...]
Workshop: Mobilities & Design

by Camilla Simonsen Honorary doctor at Roskilde University, Monica Büscher, nominated by the strategic research initiative Designing Human Technologies in 2012, is organizing a workshop on mobilities and design this April at Lancaster University. Please find the details of the workshop at Lancaster University’s website: Details on the workshop In her invitation to the workshop, Monica Büscher writes: [...] 

Møde om Workspace Design

af Camilla Simonsen Tidsskrift for Arbejdsliv (Center for Studier i Arbejdsliv) og Selskab for Arbejdsmiljø (SAM) under Ingeniørforeningen, IDA, arrangerer på torsdag et møde om arbejdsmiljøhensyn i projektering og planlægning af nye arbejdspladser. "Kom og hør om forskning i den progressive tværfaglige udvikling indenfor design af arbejdsmøbler" skriver IDA i deres opslag for arrangementet, der kan ses sammen [...] 

NDRO – Appetizer Video 1

af Camilla Simonsen Netværk for Design af Robust Organisationsforandringer har fået lavet fire korte appetizer-videoer omkring netværkets formål og virke. Se den første af de fire videoer her: NDRO Appetizer 1 I videoen spørger vi to af netværkets deltagere, Charlotte H. Kaufmanas, der er specialkonsulent i offentlig styrelse, og Frank Iversen, der er leder i en [...]
Collaborative museum design

by Camilla Simonsen While cooperation is generally a good thing, it is in many cases not easy. And when it comes to collaboration between museums and ICT design companies, contextual challenges indeed exist. This subject was empirically explored by our PhD fellow Anne Rørbaek who is active in the Danish Research Centre on Education and [...]
Er det ikke længe siden... 

af Camilla Simonsen ...at vi har læst noget om det digitale postkaos her på bloggen? Not to worry; i tilfælde af at nogle af jer skulle have misset artiklen i DJØF Bladet og på DJØFs hjemmeside fra 7. februar, der er skrevet ud fra Designing Human ‘Technologies’ ph.d.-studerende Jesper B Berger og CBS’ Kim N Andersens [...] 

Robust organisationsforandring med relationel koordinering og social kapital? 

af Peter Hagedorn-Rasmussen I februar satte vores Netværk for Design af Robust Organisationsforandring på et velbesøgt møde fokus på begreberne social kapital og relationel koordinering. Det er begreber, som i samtiden tilbyder forskellige perspektiver og tilgange til at gå til organisatorisk forandring. I det følgende reflekteres over begrebernes mulige bidrag til at forstå design af [...] 

Infostorme i Aftenshowet 

af Camilla Simonsen DHT forsker Pelle Guldborg Hansen, der sammen med Vincent F. Hendricks fra Københavns Universitet netop har udgivet bogen ”Infostorms – How to take Information Punches and Save Democracy” fortalte i DRs Aftenshowet tisdag aften om begrebet ’infostorme’. Se indslaget om infostorme i Aftenshowet her Kort sagt er infostorme “noget, der opstår i [...]
The Museum Field in Transition

by Michael Haldrup Pedersen January 30th 2014 the 4th RUC-MUS conference was held under the title “The Museum Field in Transition”. This year’s theme was “The dangerous Museum?”. With case studies from Denmark and UK, issues and experiences concerning politics, art, ethics and ownership relating to the role of museums and exhibition design were addressed.

DHT 2.0: PhD seminar in May

18th-20th May, the second PhD course organized by Designing Human Technologies will take place, and we are happy to say that the demand for this course has been very high. All available seats are now filled, and with 20 PhD participants, we are very happy that the course will be even bigger than last years’

Slides fra Netværksmøde i NDRO

Netværksmøde 2 i Netværk for Design af Robust Organisationsforandring løb af stablen den 7. februar, og var efter sigende en succes. Blandt andet udforskedelt deltagerne robuste organisationsforandringer gennem social kapital og relationel koordinering og hiliste på 7 nye medlemmer i netværket. Vi er blevet sat et blog post fra en central deltager om dens forløb i udsigt. Vi
Call for papers on Design Education and Social Innovation

The journal ‘Design and Culture’ invites proposals for short ‘position papers’ on emerging issues in design education and social innovation for an upcoming feature section (Vol. 7 no. 2, July, 2015). We seek a total of six to eight papers of no more than 1500 words that develop a clear and concise thesis, outline a [...]
En bærbar per barn – udvikling eller ren forvirring?

Kan tablets og laptops uddanne og udvikle fattige børn? Der er de senere år opstået en serie initiativer, der bruger informationsteknologi til at skabe social såvel som økonomisk udvikling blandt verdens fattige. Et af de mest berømte initiativer er det amerikanske One Laptop per Child (OLPC), der har formidlet hundreder tusinder af bærbare computere til [...]

DHT har vokseværk: Flere nye forskere i 2014

af Camilla Simonsen Vores strategisk prioriterede forskningsområde ‘Designing Human Technologies’ fik i januar tre nye deltager: Professor Henning Christiansen, fra forskningsgruppen Programming, Logic and Intelligent Systems (PLIS), CBIT og adjunkt Markus Holzweber fra forskningsgruppen Management in Transition (MITRAN), CBIT, startede begge den første januar. Midt på måneden fulgte lektor Anders Chr. Hansen, der især forsker i miljødynamik og -risiko fra forskningsgruppen ENV-DYN, fra [...]

Navigating the superabundance of information

by Camilla Simonsen A new book about the ever increasing amount of information available in contemporary society and what it does to us is just about to hit the book shelves this February. It is called "Infostorms – How to take Information Punches and Save Democracy", and is written by professor of formal philosophy at [...]

The information in the world doubles everyday. What they don’t tell us is that our wisdom is cut in half at the same time.

– Amy Novick
En modtaget mail fra det offentlige kan ændres

af Camilla Simonsen Politiken har i denne uge en opdatering omkring den digitale situation i det offentlige under overskriften “Myndigheder kan ændre i e-breve i din indbakke”. Fokus i artiklen er på at adressefeltet på mails sendt fra det offentlige kan ændres flere år tilbage, og at dette ifølge jurister er problematisk. Årsagen til funktionen [...]
Robuste forandringsprocesser? Netværksmøde 2 i NDRO

Andet netværksmøde i Netværk for Design af Robust Organisationsforandring holdes den 7. februar 2014 på RUC, lokale 04.06. På dagen udforsker vi robuste organisationsforandringer gennem social kapital og relationel koordinering – og hilser på 7 nye medlemmer i vores netværk! Se programmet for netværksmøde 2 TILMELD DIG HER. Vælg 'Tilmelding til møde 2. Robuste Forandringsprocesser med [...]"

KONFERENCE: Digitalt UDENFOR


INTERACTION DESIGN: Interesting lecture @ CIID cph
Tuesday Jan 14th

Interaction Paradigms and their Metaphors Published via CIID by Connie Svabo Six paradigms are competing for dominance of what we call interaction design. Three 'old' metaphors have gotten us where we are: Media (read, play, enjoy, experience, journalism), Tool (use, task, efficiency, HCI), Intelligence (language, dialog, AI). Three others are lurking: Ecologies (life, evolution, nature), [...]"
A socio-material perspective on production studies

by Camilla Simonsen Production studies is a growing and exciting field these years, and the socio-material approach can be very useful in current research, argues a new book chapter from DHT researcher Sara Malou Strandvad. Hence the 30 page book chapter called "Analyzing Production from a Socio-Material Perspective", states that "the social analyses of cultural production [...]"

Digitalt post-kaos – anden del

af Camilla Simonsen Anden del af Jesper Bull Berger og Kim Normann Andersens rapport omkring digital kommunikation i det offentlige er nu at finde online. Rapporten sammenfatter hovedresultater for styrelser og statslige organisationer fra en underseelse gennemført i sommeren 2013 om besvarelse af e-mail og digital post i den statslige, regionale og kommunale sektor. Den [...]"

On films: “Design & Thinking” and “Maker”

by Lisbeth Frølunde I have only seen the trailers, but the two films look like good examples of conveying complex design processes through film. The documentary film Design & Thinking (2011) poses questions such as how do we think about design in the changing landscape of business, culture and society. It is inspired by design thinking [...]
Electronic Healthcare Record tested and discussed

Anders Barlach together with Morten Hertzum and Jesper Sørensen have published a book-chapter in the book “Cases on Usability Engineering: Design and Development of Digital Products” this fall. The chapter called “Pilot Implementation Driven by Effects Specifications and Formative Usability Evaluation” reports on usability-engineering work performed throughout the pilot implementation of a so-called Electronic [...]
Dansk STS-konference på RUC

af Sara Malou Strandvad Call for Papers til næste års danske STS-konference er på gaden nu – og konferencen holdes på RUC 12.-13. juni 2014. Konferencen har temaet 'Enacting Futures' og afholdes i regi af foreningen DASTS (Danish Association of Science and Technology Studies). Du kan læse call for papers på DASTSs hjemmeside her. Vi [...] 

Debatmøde om den offentlige tvangsdigitalisering

Dørene i kommunen siger åbne og lukke Vi præsenterer onsdag den 27. november kl 13-16 resultaterne fra en dugfrisk undersøgelse om den offentlige sektors parathed til digitaliseringens ambitiøse mål. Med Udbytting Danmark og Digital post er perspektivet at den fysiske borgerservice indskrænkes markant – tilsyneladende. I modsat retning trækker at de digitale løsninger er så [...] 

Ny adjungeret professor: Olav Storm Jensen

Billeder: Italian Drawings

Nedenfor er et lille billedgalleri fra åbningsarrangementet til den interaktive kunstinstallation Italian Drawings, der kan ses frem til den 20. december på Det Italienske Kulturinstitut i København. Den utraditionelle udstilling er blevet til i et samarbejde mellem kunstnere, dataløger og teknikere fra Roskilde Universitets Institut for Kommunikation, Virksomhed og Informatiosteknologier (CBIT) og fra Accademia di Belle [...]
Design can challenge beliefs and values

by Lisbeth Frølund Adversarial design problematizes the simplification of solution-oriented design efforts which are sometimes apply gamification, nudging and service design. A main problem is that if we miss the complexities of change, and overlook the social and political aspects, then design becomes overly focused on shallow solutions. In the recent book Adversarial Design, author [...] 

Digital Snaps: The changing reality of photography

Photography as an everyday practice is changing dramatically once again. At this moment of transition from analogue to digital, the new book Digital Snaps aims to develop a new media ecology that can accommodate these changes to photography ‘as we know it’. Varied disciplines represented in Digital Snaps demonstrate how and to what extent the [...] 

Changing behavior through monitoring and nudging

by Camilla Simonsen A project at the Technical University of Denmark (DTU) monitors one thousand students, tracking where they are going and who they are meeting to create a new understanding of how we interact in groups. Two DTU researchers are using the data the monitoring finds to build a model of the social network the [...]
FabLab RUC Åbning 21. november 13-15

De sidste 4 år har HUMTEK på RUC holdt på en velbevaret hemmelighed: Vi har faktisk ét af Danmarks bedst udrustet Fablabs med b.l.a. 3D-printere, 4 CNC maskiner og 2 store laserskærere. Nu åbnes hele herligheden for alle interesserede: Forskere og studerende fra RUC og kreative iværksættere i omverdenen kan benytte sig af faciliteterne. Kom [...] 

Guest lecture with Stefania Milan

What? Today’s social movements rely heavily on communication technology to organize and protest. Self-organized communication infrastructures are crucial gears in the machine of dissent organizing. But how do these platforms and projects emerge, and how do they function? Who are the activists behind them? In her new book, ‘Social Movements and Their Technologies: Wiring […]

VISPER seminar: Methodological challenges

Five researchers in the subjects of Designing Human Technologies will in a VISPER seminar discuss how they work methodologically in examining the experiences of an audience. The discussing researchers are our guest associate professor Matthew Reason; Connie Svabo, Henriette Chirstrup and Kim Schrøder from our Department of Communication, Business and Information Technologies and Bjarne Sode Funch from […]
Postphenomenology

By Connie Svabo The school of thought called postphenomenology is useful for articulating and understanding the relationships that people develop with technologies – from everyday media to prosthetic technologies which act as interfaces between body/self and world. According to scholar Robert Rosenberger from Georgia Institute of Technology, postphenomenology has fruitful ideas about how to conceive [...] 

Business is Design

By Connie Svabo Design is a resource for business thinking. Increasingly, design is used as a mindset which can help create clarity in a complex and fuzzy world, where core capabilities are the ability to cross domains and translate needs into solutions and business opportunities. According to global design service providers, businesses and education experts, [...] 

Docent i teatervidenskab besøger Performance Design

Industriel symbiose – det nye sort?

af Camilla Simonsen “I Kalundborg sparer virksomheder millioner af kroner på at genanvende hinandens ressourcer.” Sådan starter en ny artikel ud af flere nylige i de danske medier omkring konceptet industriel symbiose (se fx også ‘Symbioser kan give virksomheder millionbesparelser’), der helt kort går ud på, at virksomheder skal udnytte hinandens affald og restprodukter til [...]
Radio – an Important Human Technology

by Camilla Simonsen

The technology of radio broadcasting has met strong competition from television, internet and mobile phones with social media. However, the good old FM broadcasting technology, pioneered by American electrical engineer and inventor Edwin Howard Armstrong in the 1930ies, has far outplayed its enormous role. In countries with less competition than here in the Western [...] 

Urban Cycle Mobilities: Gallery

by Camilla Simonsen Jonas Larsen, researcher at the Strategic Research Initiative at Roskilde University, 'Designing Human Technologies' has been in New York exploring how cycling design became part of the urban planning of New York and how it has changed practices of cycling in the city. Below find a slide show of his pictures. Read more about the project Urban [...] 

Video presentations of our six major DHT projects

We are very happy to announce that presentation videos from the six major research projects within the Strategic University Research Initiative 'Designing Human Technologies' can be seen at our blog (for those of you who did not find them here already): Situated Design Methods Design of Feedback-based E-decisions Experimental [...]
Performance-design får besøg af verdenskendt professor i lys

af Sara Malou Strandvad Den italianske professor Fabrizio Crisafulli besøger Performance-design i uge 40 og i uge 44. Fabrizio er professor i set design på Academy of Fine Arts i Rom og professor i koreografi som rumlig viden på Università Roma Uno. Han har en baggrund som teaterinstruktør og har i mange år været leder [...]

Digital kommunikation i det offentlige: Svar og svartider

af Kim Normann Andersen, AAU og Jesper Bull Berger, RUC Ny rapport sammenfatter hovedresultaterne af en undersøgelse gennemført i juni måned 2013 om besvarelse af e-mail og digital post i den statslige, regionale og kommunale sektor. Allerede med eDag3 1. nov. 2010 skulle alle myndigheder have oprettet en digital postkasse, som borgere kunne skrive til. [...]

‘Situated Design Methods’ – a success going to print

by Camilla Simonsen You cannot count your chickens before they hatch, and neither can we tell the success of a book before it is in stores – but right now ‘Situated Design Methods’ is going to print, and the preliminary reviews are very promising. ‘Situated Design Methods’ consists of 20 chapters written by 27 researchers [...]

Invitation og program: Tilmelding til Netværk for Design af Robust Organisationsforandring

af Peter Hagedorn-Rasmussen Læs detaljerne om de første arrangementer i Netværk for Design af Robust Organisationsforandring og tilmeld dig netværket. Følg linket her og vær med til at skabe fremtidens robuste organisationsforandringer: Invitation, program og tilmelding.

Bjarne Corydon undskylder Digital Post-kaos

UNDP interest in Designing Human Technologies

by Connie Svabo The UNDP Bratislava Regional Centre works with development issues in 25 countries and territories in Central and Eastern Europe, the Caucasus and Central Asia, and has expressed interest in the ongoing work of the Roskilde University Strategic Research Initiative Designing Human Technologies. The regional office is interested in collaboration on issues of [...]

Tegneserier fra nye HumTek’ere illustrerer designprocesser

af Camilla Simonsen I dag har et hold af de nye Humtek-studerende på RUC som en semesterstart-opgave tegnet tegneserier om problemløsning, iteration og brugerinvolvering i designprocesser. Der blev tegnet om processer for design af et bredt spektrum af opfindelser. Blandt andet blev der i tegneserierne filosofferet over gode og dårlige designprocesser i forbindelse med design [...]

Urban cycle mobilities in New York – day 23

CYCLING ETHNOGRAPHY by Jonas Larsen More bike messenger bags. Notice also another aspect of the bike messenger uniform: the visible keys and especially toe straps (and tattoos of course)
Urban cycle mobilities in New York – day 22

CYCLING ETHNOGRAPHY by Jonas Larsen Two design objects play a key part on the cycle scene in New York. And they are very often. Firstly, the ubiquitous Kryptonite u-lock that everyone seem to use to lock their bike against something heavy and ‘immobile’ so that it can not be carried away. They are are also [...]
CYCLING ETHNOGRAPHY by Jonas Larsen At the protective cycle lanes around the Hudson River and Central Park there are many businesses renting out bikes and many of them have people on the street that try get tourists into their particular place. Renting is not cheap though. Some 35-40 dollars for a day! Cycling has clearly become [...] 

Urban cycle mobilities in New York – day 15

Published 2013-08-15 at 21:02 No Comments

CYCLING ETHNOGRAPHY by Jonas Larsen GHOSTBIKES. On can not help to bump into these white ghost bikes! Each symbolize a cyclist that was killed on the streets of New York. Many are several years old! Across the city in 2012, 136 pedestrians and 19 cyclists were fatally struck by motorists in 2012. http://www.streetsblog.org/2013/01/31/nypd-15465-pedestrians-and-cyclists-injured-155-killed-in-traffic-in-2012/AS the organization writes: "The Street [...] 

Urban cycle mobilities in New York – day 14

Published 2013-08-15 at 20:12 No Comments

CYCLING ETHNOGRAPHY by Jonas Larsen I love the way in which people are not afraid to add an basket or child-seat to their racer bike.
CYCLING ETHNOGRAPHY by Jonas Larsen Not all cyclists are white and ‘youngish’ and ride trendy vintage or fixie bikes. Thousands of ‘poor’ Mexican and Chinese ‘migrants’ make a living working as couriers for restaurants. They are recognizable by their yellow vests and cheap mountain bikes. At Manhattan they can at times easily outnumber other commuters. [...]

CYCLING ETHNOGRAPHY by Jonas Larsen The bike lane network is constantly expanding. This stretch is design-in-progress.

CYCLING ETHNOGRAPHY by Jonas Larsen At Williamsburg Bridge making observations and ‘cycling along’. ‘Fixes’ (bikes with brakes!) are still ‘cool’ and used by many at this bridge connecting Williamsburg and Lower East Manhattan where lots of creative-type reside. Around here cycling is definitely a fashionable thing performed by youngish able-bodied – and often tattooed – [...]
Urban cycle mobilities in New York – day 5

CYCLING ETHNOGRAPHY by Jonas Larsen  Yet another vintage bike, you may ask? There is more to the picture than another beautiful bike (and a misplaced washing machine). 1) I’m in love with New York’s new cycling racks. They are cool and practical at the same time. One can easily lock one’s bike to them with a […]

Urban cycle mobilities in New York – day 4

CYCLING ETHNOGRAPHY by Jonas Larsen When it comes to vintage bikes then Schwinn is the ‘hot shit’. That Schwinn is still in business, making all sorts of practical utility bikes are not evident in NY. There is definitely a vintage craze here. Ross is another popular vintage brand.

Urban cycle mobilities in New York – day 3

CYCLING ETHNOGRAPHY by Jonas Larsen Brooklyn is a heaven for vintage racers. They are everywhere and no-one drive new cheap bikes that are so common in Copenhagen. People ride in style.
CYCLING ETHNOGRAPHY by Jonas Larsen I’m beginning to realize that is not only the painted cycle lanes that are poorly maintained. Many of the streets here in Brooklyn appear very poor: they are uneven and full of potholes. I imagine it can not be a smooth ride to be a cyclists here. And the cars […]

CYCLING ETHNOGRAPHY by Jonas Larsen In New York to do a small (auto)ethnographic study of cycling in New York. Like some many other cities around the world cycling has finally received some political attention. The Department of Transport of New York is proud to announce that they have build some 300 km cycling lanes within […]
New member of Advisory Board: Professor Orvar Löfgren

by Michael Haldrup Pedersen New member of the Advisory Board: Professor Orvar Löfgren, Lund University has been appointed as member of the Advisory Board for the research area Designing Human Technologies which is a cross-disciplinary co-operation between Roskilde University departments ENSPAC and CBIT. The two other members are the American Jeanette Blomberg and the Dane Finn [...]
Indvielse: festlige forberedelser

by Connie Svabo

Indvielse: program

by Connie Svabo 7. juni 2013 kl. 13:00-15:00, bygning 04, Roskilde Universitet 13.00: Velkomst og registrering 13:15 – 14:00: 5 korte taler • Prorektor Hanne Løth Andersen • Institutleder Lene Palsbro, CBIT • Institutleder Jørgen Ole Bærholm, ENSPAC • Satsningsområdelæder Jesper Simonsen • Projektleder, Region Sjælland, Anette Dahl Høm 14:00 – 15.00: Reception og [...] 

Indvielse: overblik over faglige stande

Network for Design of robust organizational change

by Peter Hagedorn-Rasmussen ‘The only constant is change’—Almost any organizations today continuously find themselves in a state of change. Managers and employees engage in changes and put energy into creating organizations that are known for sustainability, quality, efficiency etc. Some thrive with the fluidity that follows with change while other finds it difficult to […]

Lydinstallation: interaktiv cembalo på museum

by Connie Svabo Erik Kristiansen (performance design) arbejder med et forskningsprojekt, der undersøger om transparente interaktive lydinstallationer kan anvendes til formidling på museer. Til Revetlow-museet på Pederstrup har han sammen med cembalisten Allan Rasmussen og Museum Lolland-Falster designet en interaktiv lydinstallation, der uden speak, billede eller betjeningspanel, formidler cembaloets klangunivers ud fra publikums bevægelser i […]

New Network of Participatory Design PhD students

by Connie Svabo A PhD network for Participatory Design has been established as an outcome of the PhD course “Designing Human Technologies” which took place May 26-28, 2013 in the Holbæk area in Denmark. One of the founding members of the network which initially consists of an open LinkedIn group “PhD for Participatory Design”, Kasper […]
PhD Course Participant’s Report

by Connie Svabo Participatory Design was a common theme of interest among the 16 PhD students and 4 senior scholars who participated in the PhD course Designing Human Technologies, organized by Roskilde University, May 26-28, 2013. Course Participant Kasper Rodil, a Ph.D.-student at Aalborg University who works with the situated management of indigenous knowledge through [...] 

PhD Course: Designing Human Technologies May 26-28 2013

by Connie Svabo Designing Human Technologies is a broad (participatory) design-oriented research field with a central human principle of participation and ethical concerns. Common goals of research activities in this field include being constructive, and solution oriented in close dialogue with citizens and users. Deep analyses of how designs are used and enter into the [...] 

Opening of the RU research area ”Designing Human Technologies“

by Connie Svabo Come and participate in making the design research at RU a festive event! The new strategic research area at Roskilde University ”Designing Human Technologies“ will be opened on 7 June 2013 at 13:00 – 15:00 in building 04. It will be a sparkling kick-off with tastes for the brain as well as [...]
New Adjunct Professor at Roskilde University: Jeanette Blomberg member of Advisory Board

by Connie Svabo New Adjunct Professor at Roskilde University: Jeanette Blomberg, Ph.D., Program Director of Practice-based Service Innovation, IBM Almaden Research Center, San Jose, CA, USA. Jeanette Blomberg’s research explores issues in ethnographically-informed organizational interventions, participatory design, social aspects of technology production and use, and practice-based service innovation. Prior to assuming her current position, Jeanette was a member of Lucy Suchman’s Work Practice and Technology group at the Xerox Palo Alto Research Center (PARC), Director of [...] 

Finn Kensing member of Advisory Board

by Connie Svabo Finn Kensing, Professor, Dr. Scient. at Department of Computer Science and Director of Center for IT Innovation, University of Copenhagen, Denmark. He has conducted research on participatory design since the late 70s, first in one of the pioneering Scandinavian trade union projects, later also with management, IT-professionals and users. Currently he focuses on participatory design research in order to [...]

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Projektbørs 19. april 2013

by Connie Svabo Kom til projektbørs om designforskning: Seminarets primære formål er at give RUC-forskere et overblik over de projekter som er under opstart samt fungere som projektbørs, hvor også nye ideer til projekter som kan samle interesse på tværs af eksisterende forskningsgrupper og institutter kan præsenteres. NB: Hvis du ønsker at fremlægge en ny projektide opfordres du til [...]

I forbindelse med projektbørs: Jesper Simonsen 25 års jubilæum


2. seminar: Situated Design Methods 17-18 april 2013

by Connie Svabo Program for seminar om bog-projektet Sitated Design Methods Formålet med seminaret er at reviewe alle bogens kapitler, og dens tværgående struktur, herunder diskutere hvad vi forstår ved bogens overskrift og begrebet Situated.
ONSDAG D. 17. april 2013 kl 9.30-18.00 REVIEW af alle kapitler
9:00 RUC bil afgår fra RUC. De som [...]

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