Bthere or be Square
- A Method for Extreme Contextualization of Design

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• Workshop method for student designers

• Aiming to increase the context awareness among designers

• Based on the methodology from contextual and participatory design

• Method for dividing the context in different layers, observed from different perspectives

• Reveals hidden structures in the inhabitant’s everyday life and environment

• Full scale context and user study as background for brainstorming and design choices
The aim was to accomplish an expanded notion and awareness of some of the aspects of the city environment that are invisible or unnoticeable.

We claim that the Bthere method increases awareness of a richer full scale context, and points to an alternative approach to user involvement in the design process.
The goal of the design phase is to develop ideas that make a significant change to how the site will be perceived in the future, or how life is lived on the site. The collected data will be used to create new technological designs in both the digital, social and physical world.
Själviskhet skadar allvarligt dig själv och personer i din omgivning.
The final task was to come up with ideas on how to increase the private, public or commercial space within the context, and use the experiences from prior data gathering and analysis phases as a base.
"REALTIDS GUIDE" I MOBILTELEFONEN
The map stores the layers of information, but also information about what was most relevant or inspirational for the ideas. The designers were asked to link the different data they had used in their ideas with a physical thread, so that one would get a visible proof of both the information but also the location of it.

There were interestingly two needles that had been used in almost all the projects, and they were an advertisement board and the culture of illegal posters, both located very centrally on the square.
The results were of different quality, but they all had in common that they were pioneering to both the context and to the designers themselves. The sketches and discussions showed that the designers had expanded their view of the city, that they had learned something from observing reality by using different perceptions. During the day their arguments got stronger and stronger, and the designers learnt to discuss and to analyze aspects in a way they had not done before.
To be in the context during the entire design process gives the positive outcome that things that were overlooked or forgotten will be updated, and you will always have the “power users” at hand to study, ask questions to or perform tests with. The attitude of the future users for the new design grows more positive as their involvement in the design process increases.
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DSR2006, Wonderground, Lissabon

Website: http://www.multimedia.au.dk/~nrune/assemblage/
IDEO  http://www.dustinkirk.com/2009/03/10/ideo-shopping-cart/