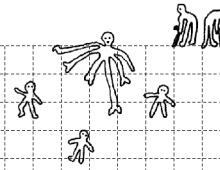


Finding out about users : Designers use a variety of sketching techniques to illustrate and communicate ideas, using simple symbols to represent concepts and dynamic events as well as objects.



Instructions : Ask a potential user to draw the current relationships between himself and other people in the form of a map, using whatever organizing scheme makes most sense: geographical, emotional, technical, genealogical, etc.

02 RELATIONSHIP MAP

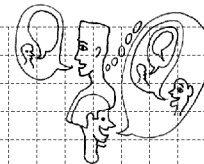
Finding out about users : Designers use cultural probes not only to discover more about users, but also to inspire and engage users in a design discussion. Probes should be open-ended to give both participants and designers a chance to think creatively.



Instructions : Provide a potential user with a disposable instant camera and ask her to take photographs of objects that are relevant to your design problem. Ask her to annotate the photo, explaining why the object is important.

03 CULTURAL PROBE

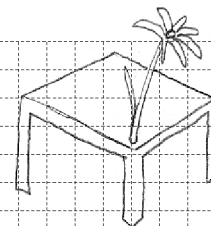
Generating new ideas : Psychologists developed brainstorming to facilitate creativity. The emphasis is on quantity not quality of ideas. Brainstorming sessions work best with a specific topic, limited time (one hour maximum), a scribe to record every idea and a moderator to ensure that all participate and that ideas are not criticized.



Instructions : Choose a theme relevant to your project and generate as many ideas as you can in 30-60 minutes. Record all ideas and do not discuss them, except to clarify what you meant.

06 BRAINSTORMING

Generating new ideas : Psychologists and designers use techniques such as the "exquisite corpse" to force people to build on each other's ideas. The goal is to create new associations and inspire new design directions.



Instructions : Choose an existing physical object that is relevant to your design problem. Draw the object and then draw a variety of different ways to augment it, using the layers of tracing paper.

07 AUGMENTED OBJECT