Experiential Design – Rethinking relations between people, objects and environments

• Paper / Proposal Title:
Narrative Dioramas: Capturing new knowledge generated through storymaking within co-design activities

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• Abstract (300 words):
Narrative Dioramas: Capturing new knowledge generated through storymaking within co-design activities focuses on three main generative methods within co-design activities: probes, prototypes, and toolkits. These methods focus on providing guidance for participants to interpret, make, and reflect upon a lived experience within a workshop. These generative methods help make things that are normally unobservable available as resources for design decisions and rationale. While methods such as interviews and observations give designers access to the explicit and observable, generative methods afford access to the tacit and implicit aspects of users’ lives.

Generative making methods produce insights in many variations, sometimes taking the shape of performance, forms, and future imaginaries. This research is currently investigating how...
these variations emerge, and are shared through stories within workshops, as well as how best to analyse this story data within spaces of emergence.

One motivation for trying to capture and analyse these stories as they emerge is twofold: 1) to help minimise the time and energy spent on data analysis far after the workshop occurs, and 2) to provide a platform for the participants to take a more active role in the analysis. Co-design methods have been while established, while a mode of analysis for generated data has not. This research seeks to develop a mode to attune to, and analyse, emergent data surfaced through stories.

This research is currently exploring the “unobservable” as the sensory stimuli elicited from lived experiences. Sensory stimuli is made visible, transferred, and shared through the storymaking process that integrates generative methods. This research introduces Narrative Dioramas as a mode of analysis for these emergent stories; with the outcome of new knowledge production on the part of the participant. For co-designers, Narrative Dioramas may act as a way to attune to the data shared through stories, for use in analysis.

• Author(s) Biography (200 words each):

Kelly has spent most of her professional and creative career within the non-profit sector. Whether finding ways to communicate complex systems, or designing for learning, she works to surface people’s stories throughout the design process.

Graduating from Syracuse University with a bachelor’s degree in Industrial and Interaction design, Kelly quickly translated her design skills to emergent and interdisciplinary spaces. Receiving her M.F.A. in Transdisciplinary Design at Parsons The New School for Design, she was awarded several distinctions including: Merit Scholar, FEMA Appreciation Certificate, the John L. Tishman Scholarship, and IDEO / Knight Foundation Civic Design Fellowship.

Kelly is now undertaking her PhD in WonderLab at Monash University, while working as a sessional staff member teaching a variety of design courses within MADA.