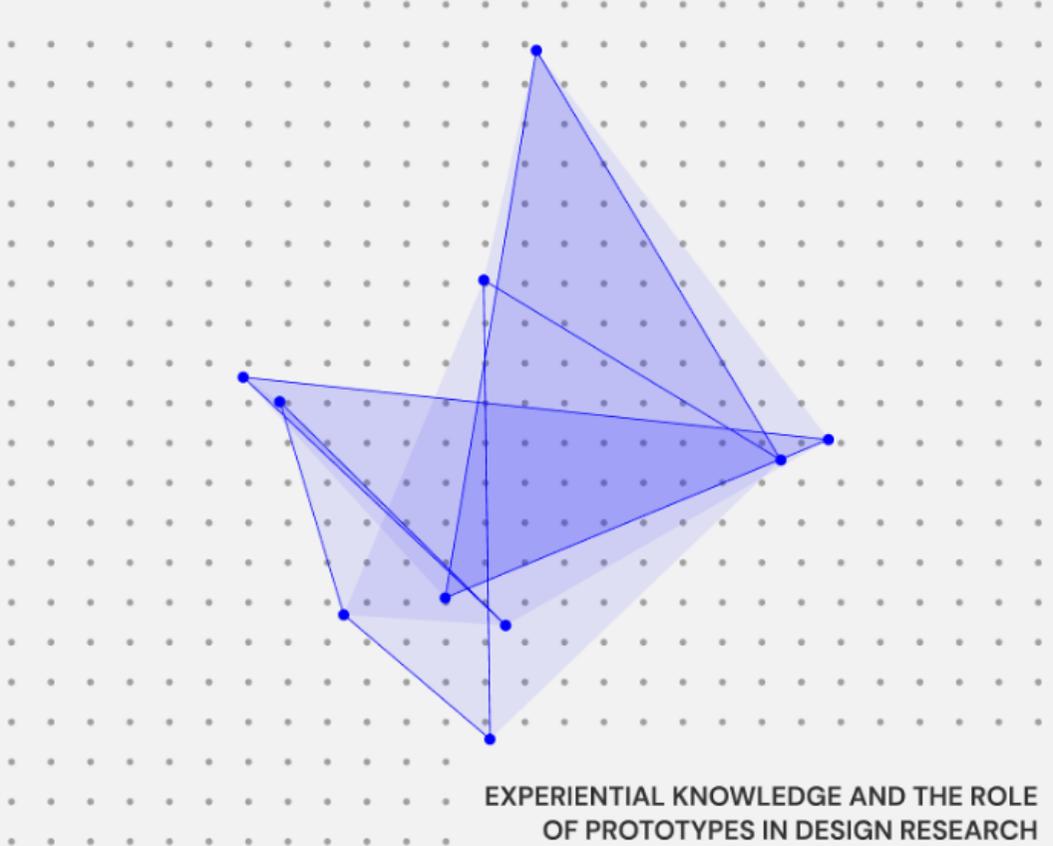


EKSIG 2023

FROM ABSTRACTNESS
TO CONCRETENESS

FOLLOW US ON  

- Eksig 2023**
- Conference theme**
- Keynote speakers**
- Attend**
- Submit**
- Organisation**
- Proceedings**
- Past conferences**



2023
eksig
eksig special interest group
on experiential knowledge

MILANO



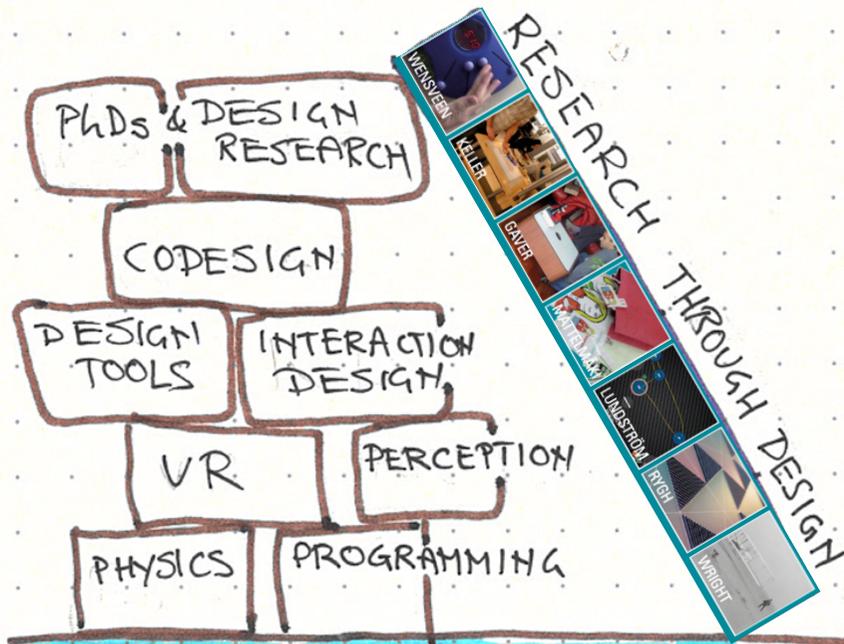
19.06 — 20.06

**EXPERIENTIAL KNOWLEDGE AND THE ROLE
OF PROTOTYPES IN DESIGN RESEARCH**

PJ

EKSIG

tocheon



Tracks & Abstracts.....	23
Track 1 — Interaction, Data and AI / 1.....	23
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PJ

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to be done

Prototypes:

footholds to the future and footsteps from the future

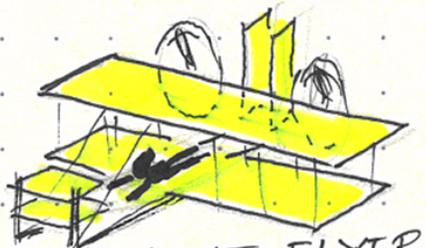
SECTION II - PROFESSIONAL ACTIVITY

not to carry out a professional activity

or

following professional activity

4 EXAMPLES FOR NOW



WRIGHT FLYER

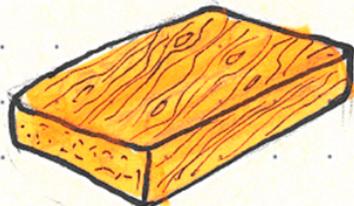
FRAMING
PERSPECTIVES

ABSTRACTION
EXPERIENCE
visualising



CONCEPT CARS

INTEGRATING
WHOLE & CONTEXT



WOOD BLOCK

INCOMPLETE
MULTIPLE
80/20, 'the process'



TRYING OUT FOR
THAT BIG FAMILY
DINNER

- more -

DESIGN
COMPETENCIES

PROTOTYPE

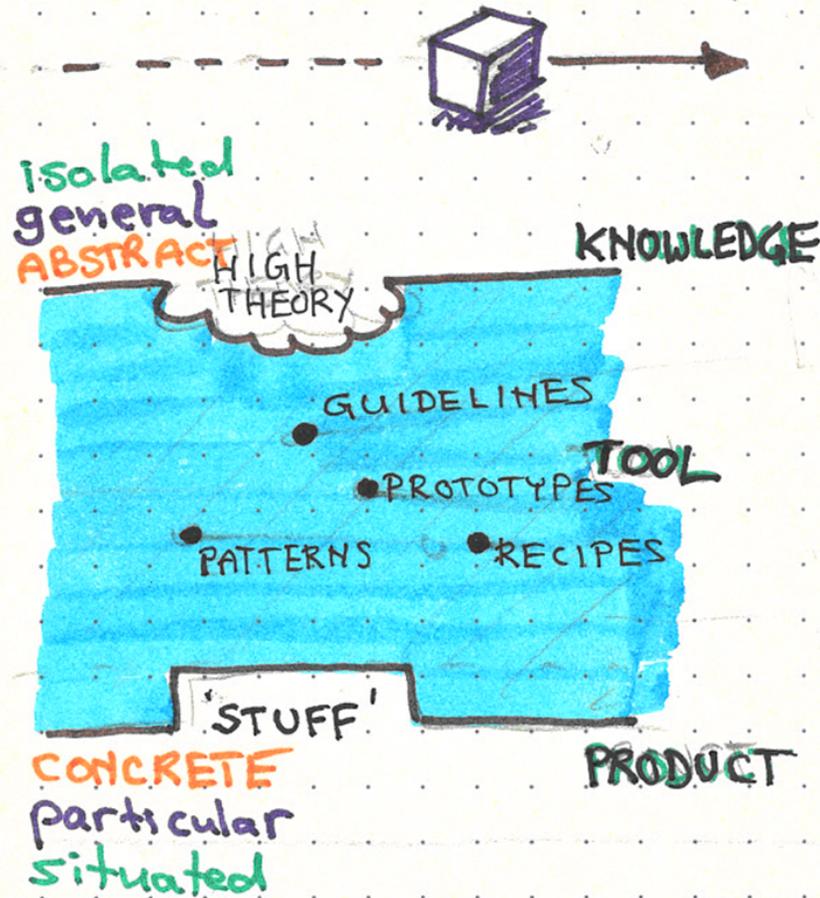
the noun

an object that is used as

demonstrator, proof of concept
speculative provocation
vision statement

instrument for
observation
measurement
intervention
communication!

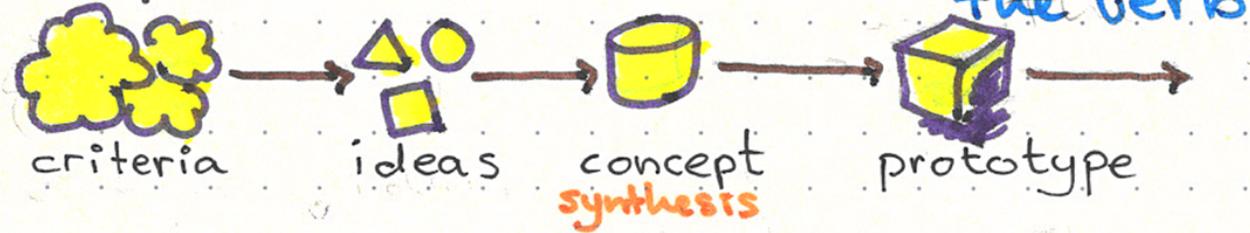
knowledge carrier
boundary object





PROTOTYPING

a logical sequence



← emerging and evaporating insight

a vehicle for creative confrontations between

- THEORY & 'REALITY'
- OVERLAPPING PERSPECTIVES
- GOAL & EMERGING DIRECTIONS
- PEOPLE (see: boundary object)

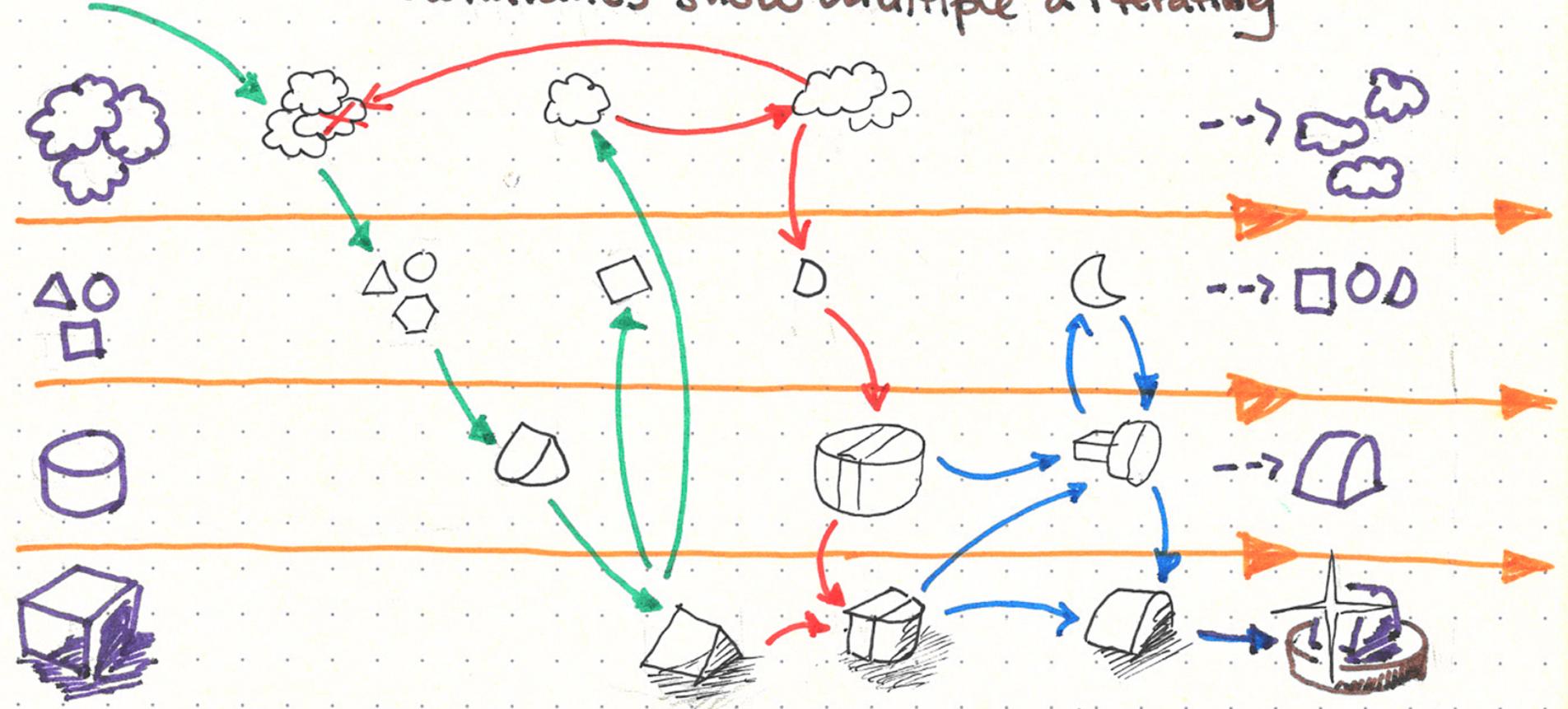


PROTOTYPING II

verb

swimlanes show multiple & iterating

START



what evaporates?

NOUNS

&
versus?

VERBS

HOW DIFFERENTLY THEY MAKE US THINK & TALK

same?



ISOLATED, DETACHED
COMPARABLE
OWNABLE

TIMELESS

each time different



imply actor, setting,
goal, ...

SITUATED
MODULATED
FLEETING

UNFOLDING

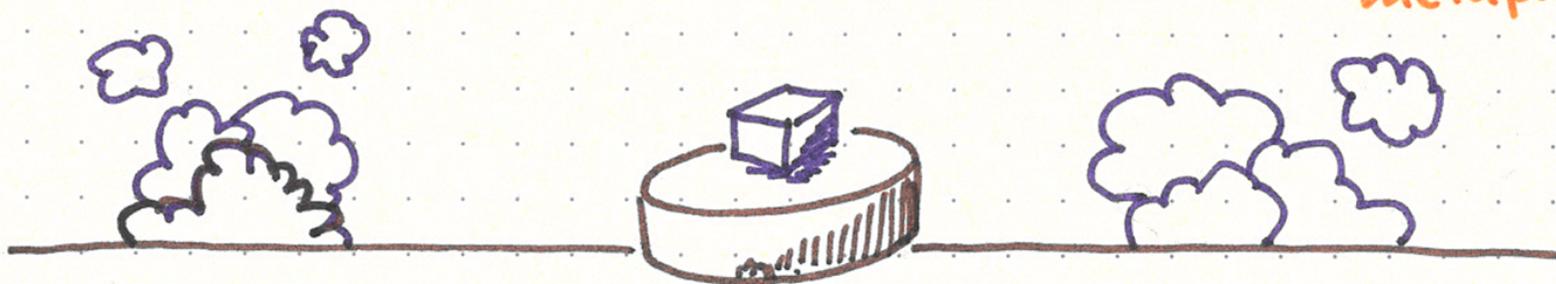
THE BOTTOM LINE

LOADS OF THINGS ARE LEARNED IN
PROTOTYPING.

What can we save.
What can we share.

dress up the zombies

*please forgive the mixed
metaphor*



SOURCES, REFS, & THANKS



Jeff Hawkins and
the Palm Pilot Prototype
(thank you, Jasper van Kuyk)
Mid-level knowledge

<https://albertosavoia.medium.com/the-palm-pilot-story-1a3424d2ffe4>

Höök, K., & Löwgren, J. (2012). Strong concepts: Intermediate-level knowledge in interaction design research. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 19(3), 1-18.

Stappers, P. J., & Giaccardi, E. (2017). Research through design. In *The encyclopedia of human-computer interaction* (pp. 1-94). The Interaction Design Foundation.

Sarmiento, R. M., Hultink, E. J., Pasman, G., & Stappers, P. J. (2016). Concept cars as a design-led futures technique. In *23rd Innovation and Product Development Management Conference* (pp. 1-21).

Zielhuis, M. (2023) Considering Design Practice: Learning by design professionals as an unnoticed aspect of collaborative design research projects. PhD Thesis, TU Delft

Research through Design
(just type these ↑ words in
plain Google)

concept cars

designers reading tools
like master chefs read recipes
(but don't execute them)

thanks to my colleagues
at StudioLab and IDE
for sparring

thanks to my colleagues in
DoCS4Design, and especially
my friends in Milan



Conley, C. (2011). The core competencies of design: The basis of a broadly applicable discipline. *Idsa. Org*, 7-11.

