

Design Thinking: Ideation Provocative Requisites

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What is a provocative requisite?

- Experimental research method
- To clarify ambiguity and contradictions
- To provoke and through this to achieve a discussion of a design idea in a context

Provocative requisites help to represent a design idea creatively, develop it playfully, question it iteratively, experience it in context, and discuss it freely.

Provocative requisites inspire the design and the design process.

What is a provocative requisite?

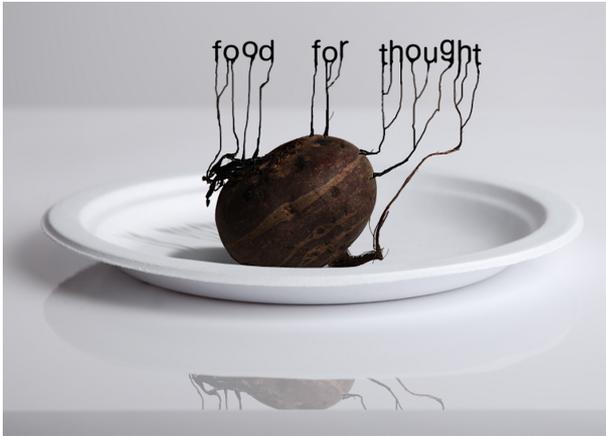
- An ambiguous object
- A meaningless object that provokes
- A contradictory object or a contradictory situation
- ...

What are the goals?

- To understand and critically question ambiguity and unclarity of a design idea
- To analyse situation in possible contexts
- To reflect on the design idea in set-up context

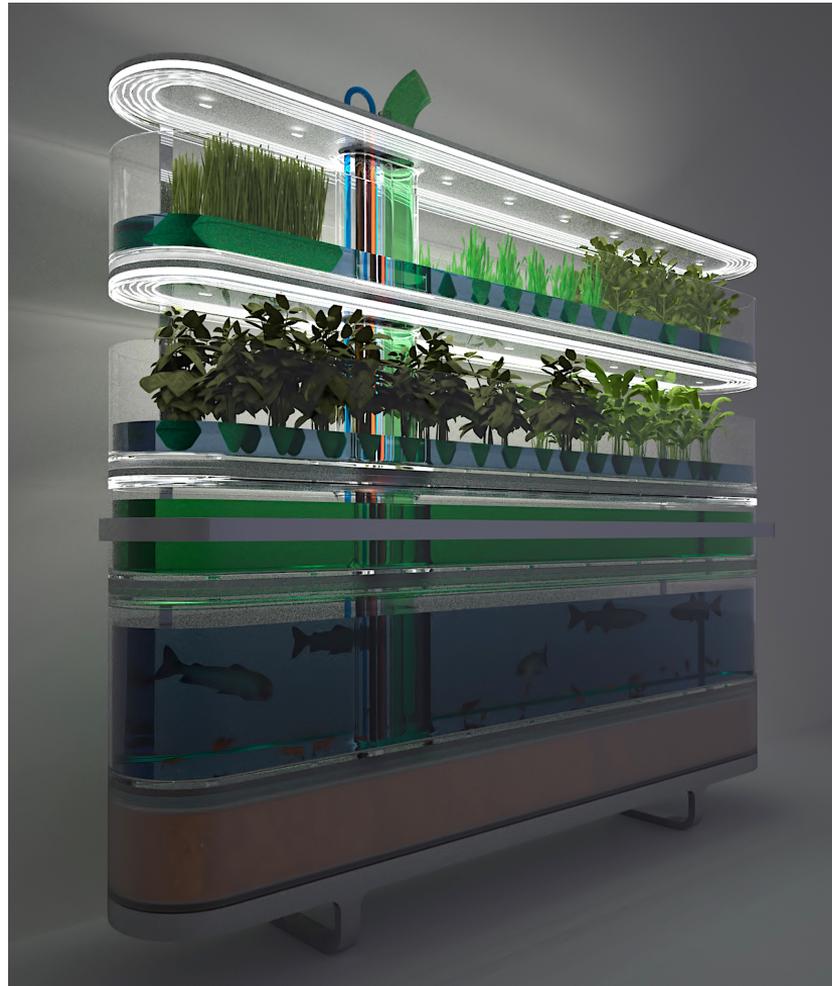
Example: FOOD

- FOOD takes a provocative and unconventional look at areas that could have a profound effect on the way we eat and source our food 15-20 years from now.



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Example: FOOD



Example: Microbial Home

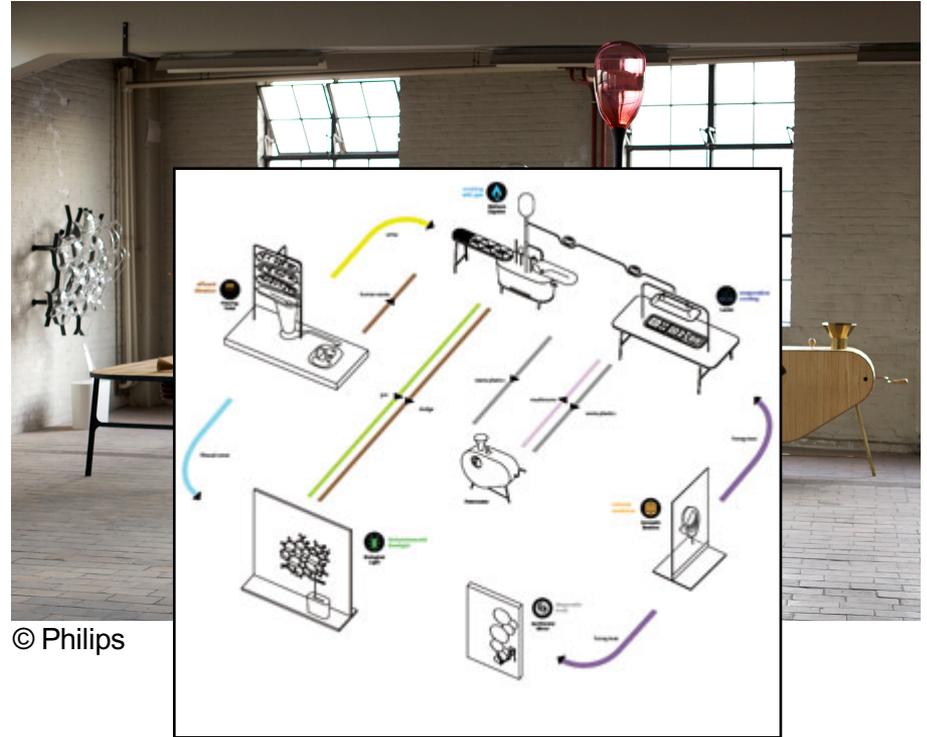
- The Microbial Home Probe project consists of a domestic ecosystem that challenges conventional design solutions to energy, cleaning, food preservation, lighting and human waste.



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Example: Microbial Home

- The Microbial Home Probe project consists of a domestic ecosystem that challenges conventional design solutions to energy, cleaning, food preservation, lighting and human waste.



Example: VIBE – Emotion Sensor

- The VIBE - emotional sensing necklace combines conductive ink and textile sensors. The necklace can read multiple biometric signals of the wearer and communicates them to other devices and other wearers.



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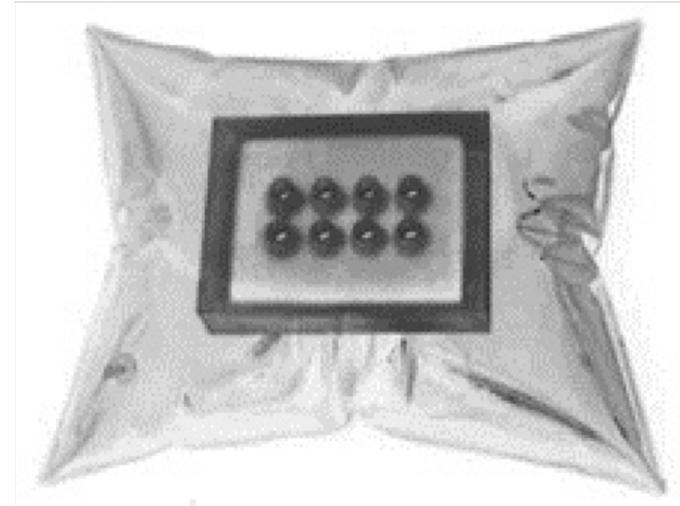
Examples: Sloganbench & Imagebank

- Ambiguity “allows the designer’s point of view to be expressed while enabling users of different socio-cultural backgrounds to find their own interpretations” (Gaver et al., 2003)
- Slogans and images can be presented with very little context
- Unusual objects – To sit down or to observe, gallery or an extended TV?
- Ambiguity as inspirational means in design



Example: The Pillow (Gaver et al., 2003)

- A transparent pillow with an embedded LCD screen in a plastic cover
- Geometric forms are generated by electromagnetic signals of mobile phones, radio transmission, etc.
- To make aware of invisible information flow
- Unusual presentation of digital information
- A pillow that one wants to put under one's head?



Example: Duchamp's Fountain (1917)

- The object that is designed and used in toilettes is one of the most important pieces of modern art.
- Is this a piece of art or is this a ready made industrial artefact to use in toilettes?
- In fact, the context defines the function of the object.



Example: The Snatcher Catcher (Lundberg et al., 2002)

- Hidden relations between people and things are made visible
- Inspiration for design
- Interactive refrigerator
 - Documents (with a camera) and displays who has got what out of the refrigerator
 - Invites people to be either the owner or stealer of objects located in the refrigerator



HA4 – Provocative Requisites

- Select 1-2 situations, scenarios, contexts that you want to analyse in detail
- Design and develop 2-3 provocative requisites per selected situation
- Create a group document with
 - A description of the scene and situation
 - A description of the provocative requisite per situation
 - The reasoning, why you selected these situations and these requisites
 - The analysis and explanations of what the requisites clarified
- 1-2 Video documentation with each 1-2 min length