



Provocative Requisites

Provocation, ambiguity, inspiration in context.

Type of the methodology: experimental research method

Description:

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. Examples:

- A well-designed scenario
- An ambiguous object
- A meaningless object that provokes
- A contradictory object or a contradictory situation
- An ad-hoc improvisation
- A staged acting or a video recording

Usage:

Areas of use – HCI Designer, UX Designer, researcher, developer

Areas/Time of use:

- 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

Literature:

- Gaver W., Beaver J., Benford B. "Ambiguity as a Resource for Design", International Conference on Human Interaction, CHI, USA, 2003.
- Dahley A., Wisneski C., Ishii H. "Water Lamp and Pinwheels: Ambient Projection of Digital Information into Architectural Space", CHI'98, April 18-23, 1998.
- Lundberg et al. "The Snatcher Catcher" – an interactive refrigerator, Proc. NORDICHI 2002 Conference, Aarhus, Denmark, Oct. 19-23, 2002.

Assignment in the course:

- 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