

Designing for One's Own: Towards Technology Design Education for Home and Family Care

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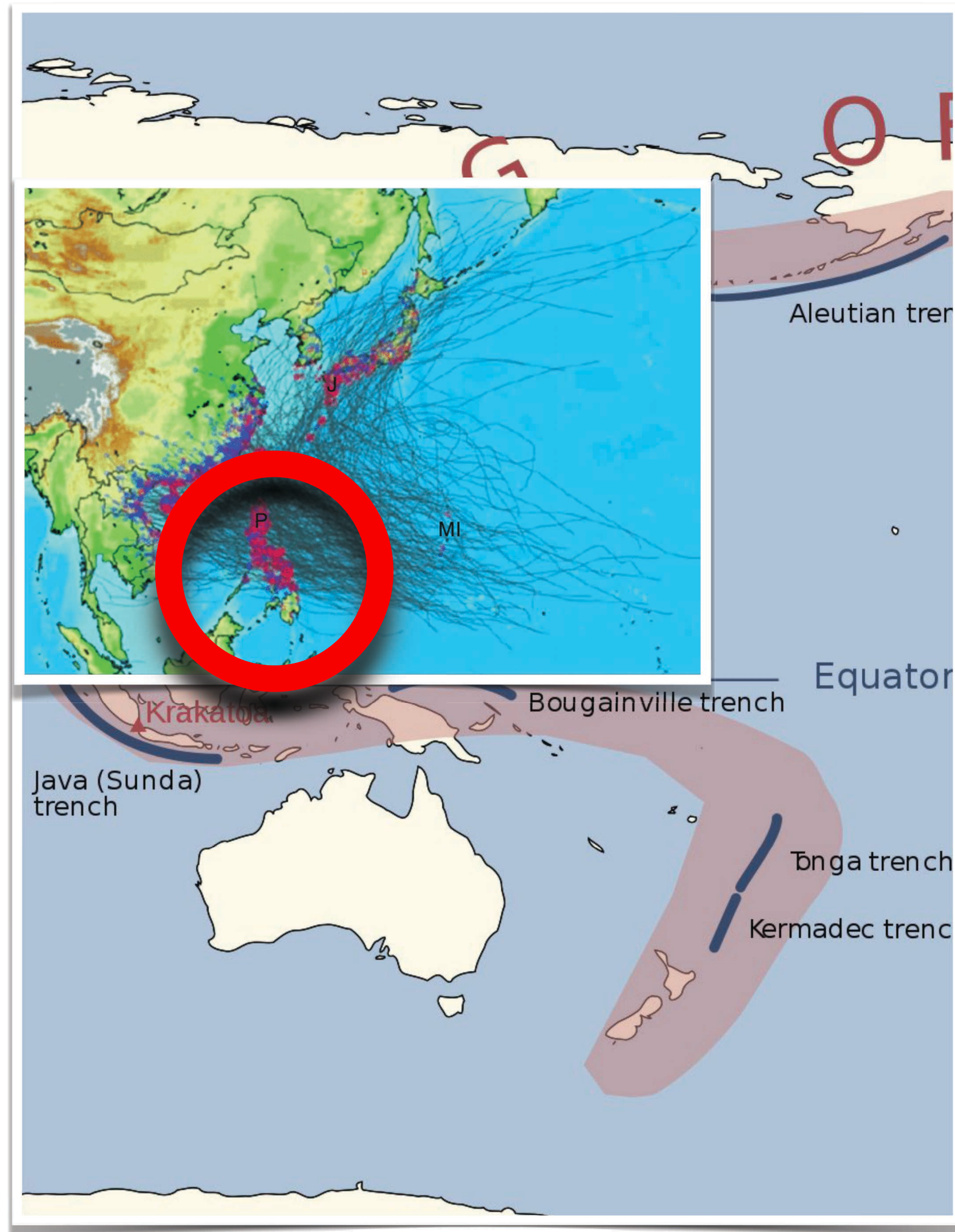
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<https://seads.network/member/diego>





Rankings [\[edit \]](#)

Legend [\[edit \]](#)

- Very low chance of disasters
- Low chance of disasters
- Medium chance of disasters
- High chance of disasters
- Very high chance of disasters

Rankings by country [\[edit \]](#)

Rank ↕	Country	2022 ^[2] ▾	2016 ^{[3][4]} ↕	2013 ^[5] ↕	2012 ^[6] ↕	2011 ^[7] ↕
185	Philippines	46.82%	26.70%	27.52%	27.98%	24.32%
184	India	42.31%	6.64%	7.17%	7.28%	7.68%
183	Indonesia	41.46%	10.24%	10.54%	10.74%	11.69%

The Philippines an archipelagic nation of 7000+ islands that is prone to typhoons, earthquakes, and other natural disasters.

Over 5.6 million Filipino families living in poverty – DSWD

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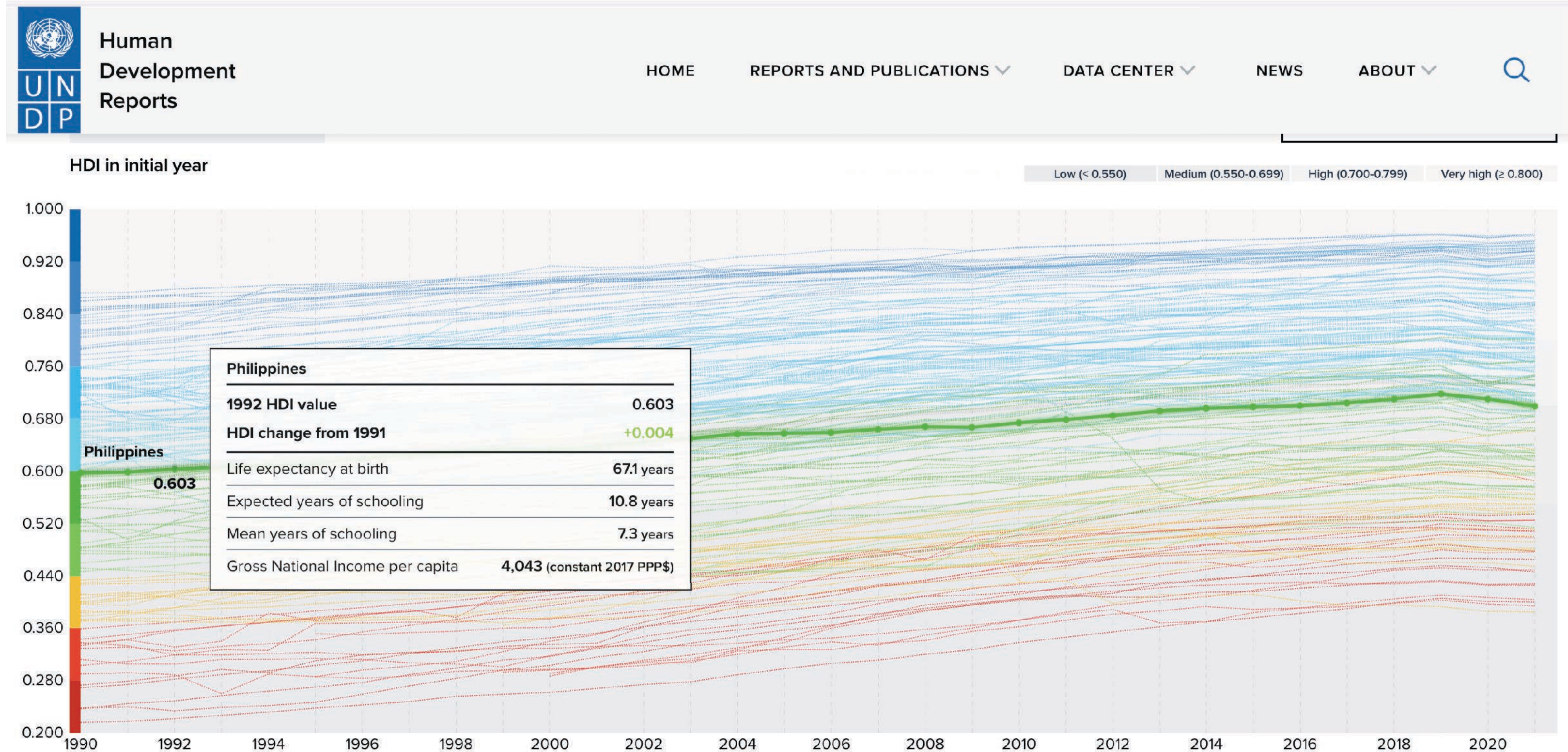
RYAN MACASERO

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The DSWD's 'Listahanan 3' survey finds out that about 30 million Filipinos are poor



27% of the population of 111 million Filipinos are officially poor. But it could be worse.

	77	Mexico	0.781	74.8	14.5	9.2	19,138	-7	83
	78	Iran (Islamic Republic of)	0.780	74.6	14.1	10.7 ^c	14,770	10	77
	78	Sri Lanka	0.780	76.6	13.6 ^c	11.2	11,899	24	76
	80	Bosnia and Herzegovina	0.779	75.3	13.3	10.5	16,571	-3	77
	81	Saint Vincent and the Grenadines	0.772	69.0	16.3 ^c	11.0 ^k	14,049	9	80
	82	Dominican Republic	0.766	74.2	13.6	9.2 ^c	18,653	-9	84
	83	Ecuador	0.765	77.9	14.9	9.0	10,693	25	90
	83	North Macedonia	0.765	73.9	13.0	10.2	16,396	-5	82
	85	Cuba	0.764	78.2	14.5	10.5 ^c	7,953 ^q	40	92
	86	Moldova (Republic of)	0.763	68.6	14.9	11.8 ^c	12,964	8	81
	87	Maldives	0.762	80.8	12.2 ^c	7.8 ^c	18,847	-16	88
	87	Peru	0.762	73.4	14.8 ^c	10.0 ^c	11,916	14	86
	89	Azerbaijan	0.760	73.5	12.7	10.6 ^c	15,018	-7	95
	89	Brazil	0.760	73.4	15.6	8.3 ^c	14,616	0	84
	91	Colombia	0.758	73.7	14.4	8.9	15,014	-8	89
	92	Libya	0.746	72.2	14.0 ^j	7.8 ^r	19,752	-25	90
	93	Algeria	0.745	77.1	15.5	7.0 ^c	10,978	13	93
	94	Turkmenistan	0.744	69.4	13.2	11.1 ^c	12,860 ^l	1	93
	95	Guyana	0.742	66.0	13.0 ^o	8.6 ^p	35,783	-54	105
	96	Mongolia	0.741	72.7	14.5 ^c	9.4	10,351	15	99
	97	Dominica	0.740	73.0	13.6 ^c	9.2 ^j	12,468	-1	97
	98	Tonga	0.739	71.3	16.3	10.9 ^p	6,360 ^l	34	95
	99	Jordan	0.736	74.2	12.6 ^c	10.4	9,295	15	98
	100	Ukraine	0.734	68.6	13.3	11.1 ^p	11,416	3	86
	101	Tunisia	0.732	74.3	14.6 ^c	8.0 ^c	10,297	11	101
	102	Marshall Islands	0.731	65.1	16.4	12.8 ^k	6,855	28	101
	102	Paraguay	0.731	70.5	13.9 ^s	8.9	13,161	-9	99
	104	Fiji	0.729	68.3	13.8	10.4	11,234	0	110
	105	Egypt	0.728	70.2	12.9	9.8 ^c	12,361	-8	103
	106	Uzbekistan	0.727	71.7	12.0	11.9	8,056	16	105
	107	Viet Nam	0.726	74.6	13.1 ^t	8.5 ^c	10,814	0	108
	108	Saint Lucia	0.725	71.3	12.7	8.6 ^c	14,778	-21	109
	109	Lebanon	0.723	74.4	12.1 ^u	8.6 ^k	12,313 ^v	-11	104
	110	South Africa	0.717	61.5	14.3	11.6	13,186	-18	105
	111	Palestine, State of	0.716	73.4	13.2	9.9	6,936	18	110
	112	Indonesia	0.713	68.3	14.0 ^c	8.6	12,046	-12	113
	113	Philippines	0.710	72.2	12.8	9.0 ^c	9,059	5	118

Ranked 113th out of 193 countries on the UN Human Development Index, below Turkmenistan, Lebanon, and Indonesia.



The eyes of the world are upon him.—Minneapolis Tribune.

The Philippines spent “300 years in a Spanish convent then 50 years in Hollywood”.

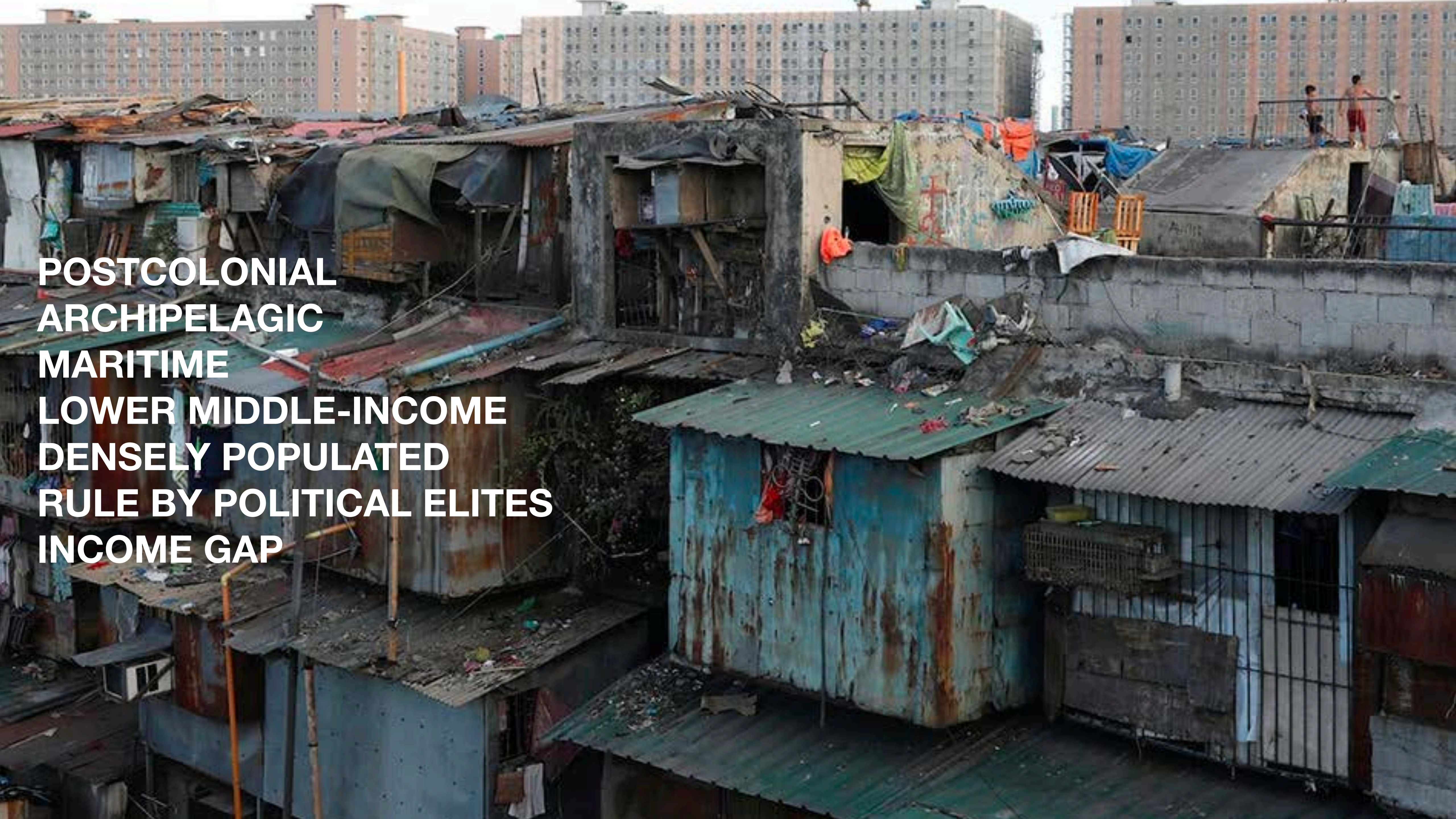


“I say to the [European Parliament], fk you.”
Rodrigo Duterte, President (2016-2022)**



**Ferdinand Marcos, Jr, Current President,
being spoon-fed by his mother (and former
First Lady) Imelda Marcos.**

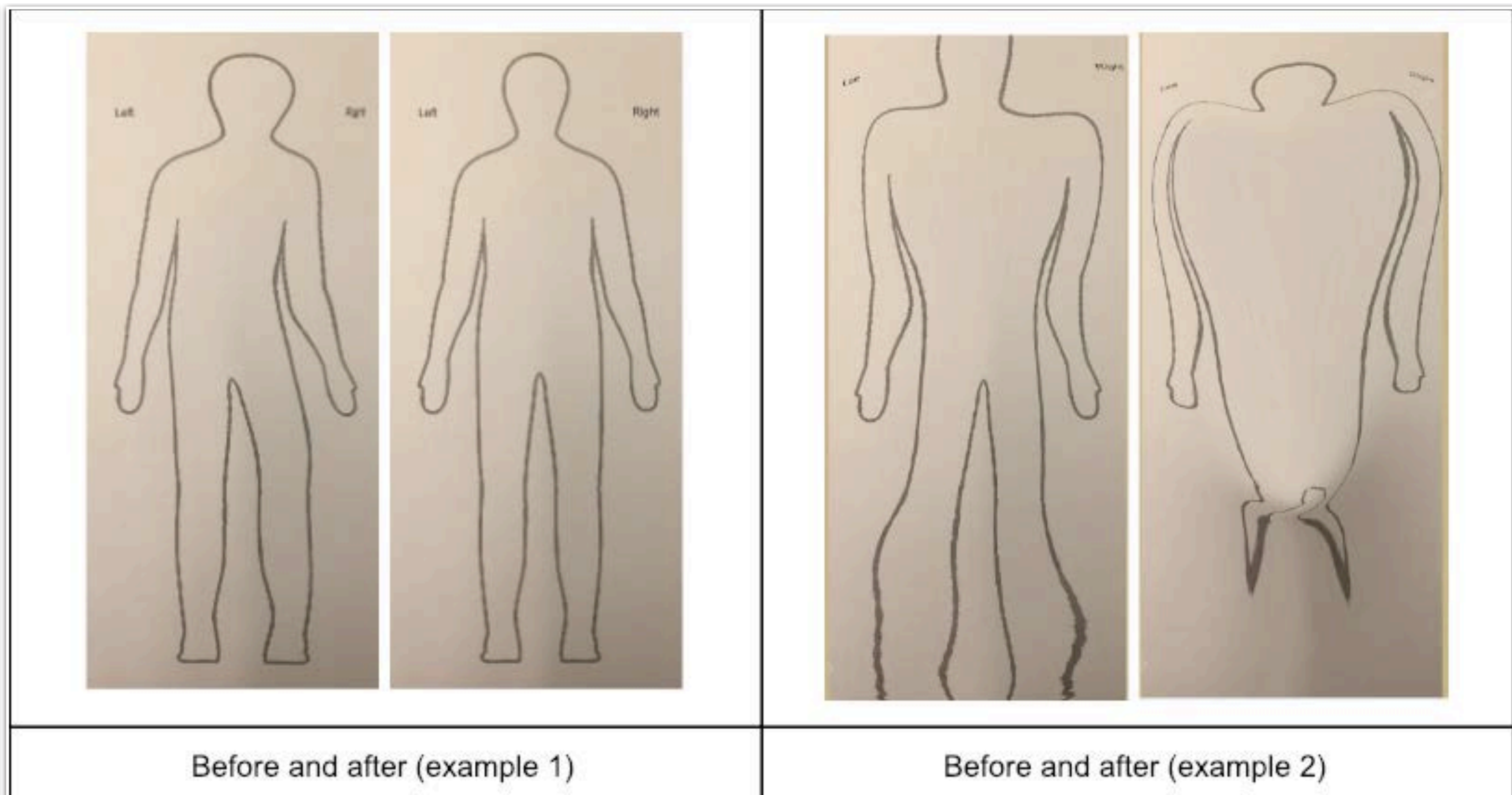
**The Philippines is prone to electing strongmen, dictators,
and their family members.**



**POSTCOLONIAL
ARCHIPELAGIC
MARITIME
LOWER MIDDLE-INCOME
DENSELY POPULATED
RULE BY POLITICAL ELITES
INCOME GAP**

From POM 2018: RE/ME (SwissNex San Francisco, 2018)

Reshaping body self-image through touch and sound



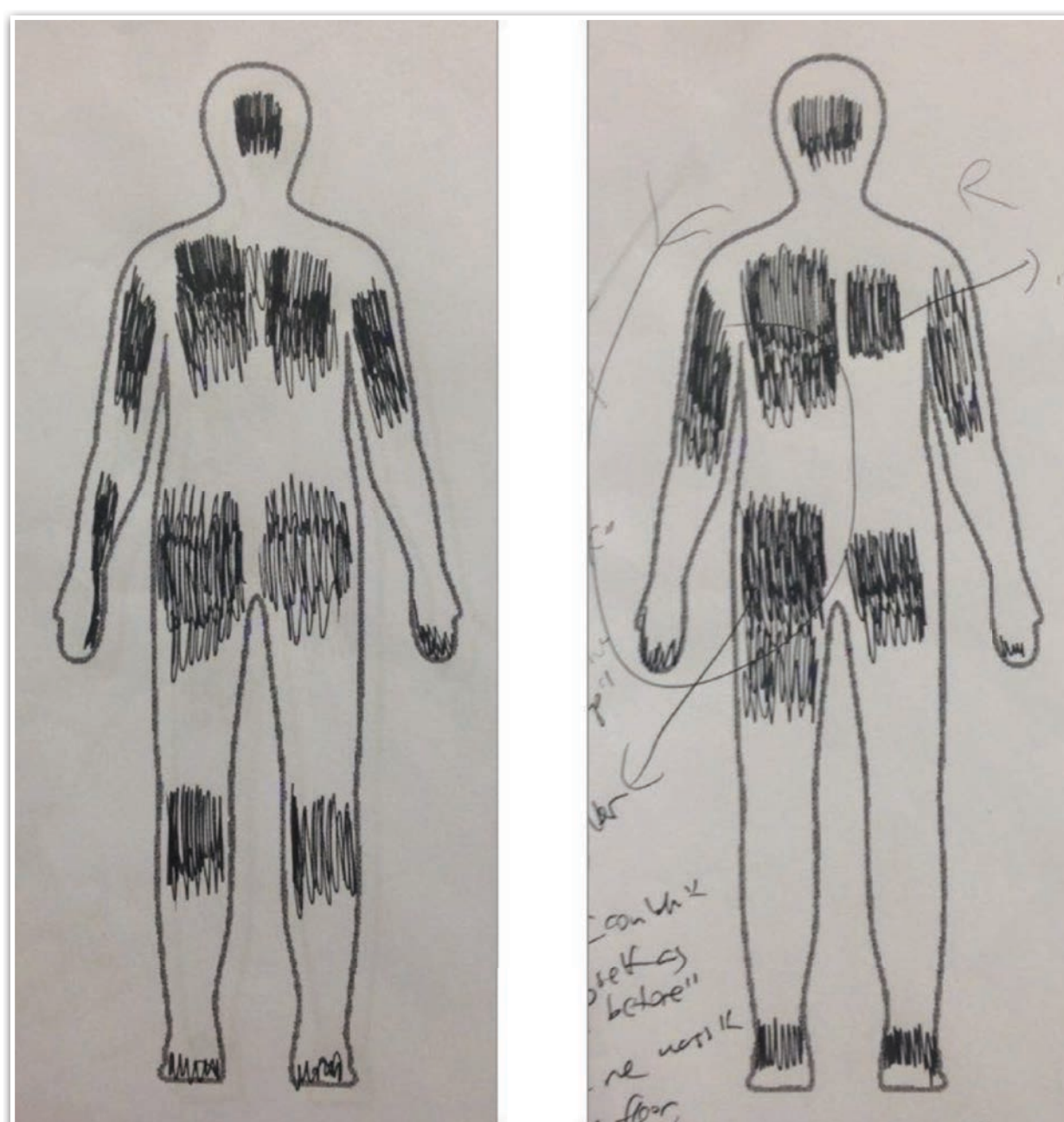
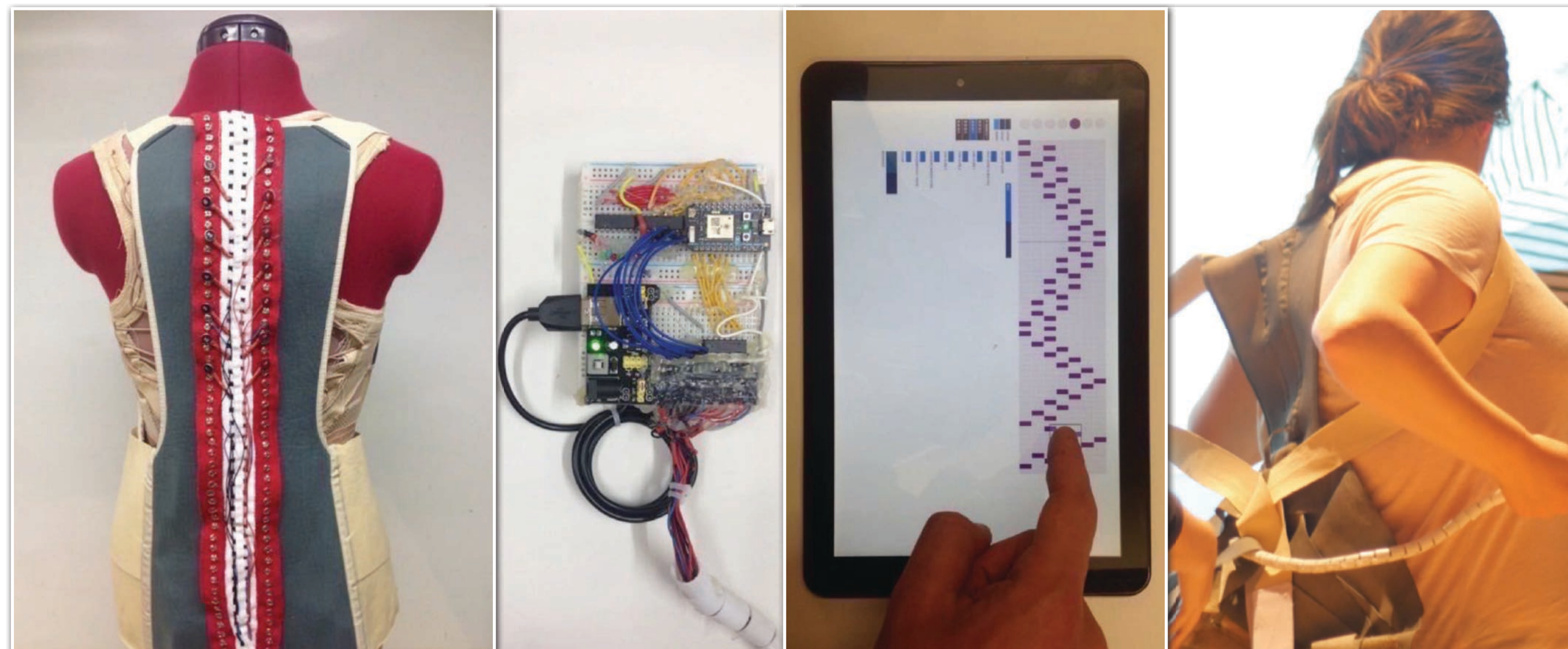
(Maranan et al., 2019)

Haplós

Structured vibrotactile stimulation to enhance body awareness by temporary reorganization of the somatosensory cortex...

... but also a remote interaction device to deliver comforting caresses despite our geographical separation.

<https://seads.network/project/haplos>
(Maranan et al., 2020)



Dama

Bimodal stimulation to enhance body awareness for post-stroke sensorimotor rehabilitation.

(Reyes & Maranan, 2019)

design a glove that incorporates vibrotactile technology for sensorimotor rehabilitation. The project is based on the human body. The project aims to answer the question if it is possible to design a tool that will help a person recover, it will be used on their hands since it is the most common sensorimotor organ. The glove's design is based on safety, and prevention. This also includes the principle of Aesthetic-Usability Effect. The motors will be fastened on the glove with software programmed in processing that uses patterns. The program or the software is a collaboration with a programmer. The project combined the use of motors and the LED lights that will create a multisensory stimulation (auditory and visual). The process of designing the glove itself, the testing process for the work will be considered for further research.

Final Report for an Undergraduate Capstone Project is based on a proposed application of the Haptics technology. The following whitepaper: Maranan, D. S. (2018). Vibrotactile Stimulation for Wellbeing, Communication, and Community. <https://doi.org/10.5281/zenodo.5812600>

SpecialProjectPaper.pdf

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Automatic Zoom:





PH ranked among ‘weak states’ in 2023 UN World Happiness Report

MAR 21, 2023 7:47 PM PHT

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MANILA, Philippines – The Philippines was classified under the bottom-most “weak states” cluster of the 2023 World Happiness Report (WHR) by the United Nations Sustainable Development Solutions Network.

The clusters were based on government effectiveness, which was linked to the people’s level of happiness.

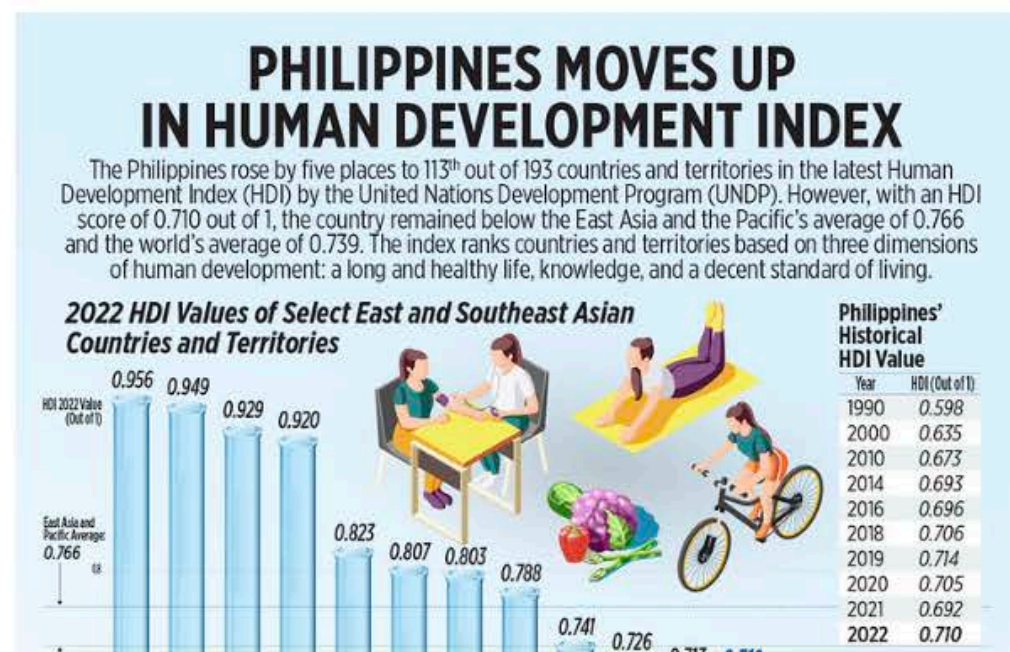
The Philippines also ranked 76th among 109 countries in the happiness report. The ranking was based on a three-year average of life evaluation from 2020 to 2022.

The Philippines ranked 113th out of 193 countries in the UNDP’s index, which measures a country’s health, education and standard of living.

The Philippines’ score improved to 0.71 in 2022 from 0.692 in 2021. This also marked the country’s highest HDI score since 0.714 in 2019.

The Philippines’ score was below East Asia and the Pacific’s average of 0.766 and the global average of 0.739.

In Southeast Asia, human development levels were “very high” in Hong Kong (fourth), Singapore (ninth), Brunei Darussalam (55th), Malaysia (63rd), and Thailand (66th).



**Social services are mediocre.
Assisted living facilities for the elderly are not well-developed.**



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January 31, 2024 | 1:44pm



In one month (2024):

**18,000 students
Gender Sensitivity
Training**

**21,000 students
Principles of Graphic
Design**

What if we could enhance the design research literacy of tens of thousands of Filipinos at a time so they can prototype and iterate solutions for those within their most immediate sphere of influence to address the systemic shortcomings of social services and health services?

Because we citizens are trying to cope anyway and we can't wait for the government to get its act together... but that doesn't excuse them.

Weather Forecast Bottle

Leveraging hyperlocal and individual knowledge systems

[T]he concept of a “weather forecast bottle” ... [was] envisioned as a present for my mother. Upon opening the weather bottle, she would be greeted by the sound of singing birds if the next day’s weather was forecasted to be clear. On the other hand, hearing the sound of rainfall from the bottle would indicate impending rain. Such an interface would be consistent with the everyday interaction with her familiar physical environment - opening a bottle of soy sauce in the kitchen, for example. She never clicked a mouse, typed a URL, nor booted a computer in her life. But she opened and smelled bottles of soy sauce thousands of times. She knew what was contained in a bottle and how to access it. (Ishii, 2004)



Fig. 6 A weather bottle that contains the weather forecast of Sapporo-city.

SAMPLE

Themes

Domestic design: social routines, ongoing domestic practices, home as testing grounds, contested values, home as a site for interpretation, speculative visions of the home (Desjardins et al., 2015; J. Y. Shin et al., 2021)

Family-centered and patient-centered healthcare design (Bombard et al., 2018; Park et al., 2018; Walsh et al., 2014)

Designing for mortality: end-of-life, death, final disposition, legacy, memorialization, grief (Godfery, 2016; Sas et al., 2019; Sharma, 2023; Tibbles & Nickpour, 2022)



SAMPLE

Mindsets

Research **ethics**

Recognizing personal and cognitive **biases** (Kahneman, 2012; Pronin, 2007; Zindel et al., 2014)

Thinking in **complex systems** (Arnold & Wade, 2015; Meadows & Wright, 2009, San Miguel, 2023) and **embodied systems** (Kimmel et al., 2014)

Multigenerational thinking (Krznaric, 2020) and futures thinking (Inayatullah, 2008) including **microfuturism** (Ploeger, 2023)



SAMPLE

Methods

Human-centered, culturally relevant systems thinking (IDEO, 2022, Alarcón et al., 2018; Cortés & Mariano, 2021) and problem identification skills (e.g., “hugot”-based problem identification) (Lorenzana, 2018)

Exploratory and inclusive uses of generative AI (Odendaal, 2022) and **speculative and critical design** (Bardzell et al., 2012; Dunne & Raby, 2014; Godfery, 2016)

Somatic practices of care (for example, the Feldenkrais Method) (Berland et al., 2022; Kimmel et al., 2014) and **designing for somatic experience** (Dean 2014)

N-of-1 methodologies (Gabler et al., 2011; Manolov et al., 2014)



Outcomes

Domestic Design*

Investigating Genres and Perspectives in HCI Research on the Home

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ABSTRACT

The home and domestic experiences have been studied from multiple points of view and disciplines, with an array of methodologies in the past twenty-five years in HCI. Given the attention to the home and the volume of research, what further areas of research might there be? Based on a critical analysis of 121 works on the topic, we present seven genres of domestic technology research in HCI: social routines in the home, ongoing domestic practices, the home as a testing ground, smart homes, contested values of a home, the home as a site for interpretation, and speculative visions of the home. We articulate dominant research perspectives in HCI, and we offer two complementary perspectives about how to investigate the domestic experience in future research: the material perspective and the first person perspective.

Author Keywords

Home; domestic; critical analysis; reflective HCI.

INTRODUCTION

Since the 1990s, the HCI community has increasingly focused on understanding the complex and evolving ways interactive technologies are situated within the home and their implications for domestic experience. As focus expanded beyond the workplace to the messy contexts of everyday life, it became necessary to critically revisit the assumptions, methods, and underlying values guiding the design of interactive systems [31,44,61,84]. This has led to the adoption of many new methods and approaches to better understand and remain sensitive to the intimate, private nature of the home. Since then, a wide range of research has emerged that has focused on, for example, how social routines bring a sense of social order to everyday life [18,19,82], how family members negotiate communication and coordination practices [12,26,58,72], how resources are consumed and managed [15,67,91], and the social nature of work that unfolds in various domestic sites (e.g., in the

kitchen [7,37,83]). There has also been a movement to investigate the experience of mundane everyday practices, such as watching TV [76] or knitting and gardening [36]. Several design and research initiatives have focused on provoking experiences of reflection and interpretation in the home [34,43,55]. In some cases prior works have questioned what constitutes 'the home' and the diverse experiences that unfold within it [5,6,65,66,94]. After nearly twenty-five years of research, now is a timely opportunity to critically reflect on the genres of approaches that have been adopted to understand the complex intersection of the home, domestic experience, and interactive technology.

This paper is a critical literature review of HCI and interaction design research on the home and domestic experiences. Specifically, this paper offers 3 contributions. First, it presents a cohesive analytical summary of the current state of research on the home. We present genres of research that have emerged and become concrete. We unpack the genres by highlighting the questions researchers ask and how they proceeded to answer these questions. Second, it articulates different underlying epistemological commitments adopted in each genre and critically reflects on 2 dominant perspectives: the anthropocentric view and the 3rd person view. Third, it proposes two complementary perspectives to help expand the HCI community's attention to new areas of domestic technology research: the material perspective and the first person perspective.

THE HOME

Researchers have investigated the concept of 'the home' for over a century. This work spans many different fields and disciplines; among these, social sciences, humanities, and architecture have given special attention to exploring this concept. While their aims vary, one thing they hold in common is the belief that the home is a rich, complex, nuanced, and multifaceted setting for everyday life [2,73]. Central to this conceptualization of the home is the notion that there are multiple coexisting meanings the home carries at the psychological, social, cultural and political levels [56,57,73]. More recently, the HCI community has turned to the home along with all the complexities and subtleties that are bound to it. Using a variety of approaches, HCI researchers have focused on the social life and practices that shape domestic experience, as well as the complex and evolving role of technologies in the domestic sphere.

(Desjardins et al., 2015)

Social routines, ongoing domestic practices, home as testing grounds, contested values, home as a site for interpretation, speculative visions of the home

*from the from research the Human-Computer Interaction research literature

Designing Technologies to Support Parent-Child Relationships: A Review of Current Findings and Suggestions for Future Directions

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Diverse fields, including CSCW, Communication, and Human Development studies, have investigated how technologies can better support parent-child relationships. While these studies are scattered across literature, little effort has been made to synthesize the findings. We conducted a review of studies that examined the factors associated with parent-child relationships that are mediated by technologies. Specifically, we synthesized previous studies based on children's age groups and different family contexts, including cohabitation. From a total of 12,942 search results from two databases, and 32 results from the hand-searching process, we conducted a full-text review of 190 articles and identified 19 suitable studies. An additional search during the revision cycle resulted in 6 more full-text reviews and 1 additional study being included in the data analysis. We analyzed challenges and facilitators in designing CSCW systems supporting parent-child relationships for families living together or apart and families with children of different developmental stages. Findings showed two common challenges, which should be addressed in technology designed to support parent-child relationships: discrepancies in expected communication between parents and child(ren) and the complex emotions of parents toward parenting caused by their busy schedules. Challenges specific to families who are living apart included consequences from being physically distant and having limited access to communication resources. The following factors commonly helped facilitate parent-child relationships: (1) reciprocity norms of the family (2) reinforcement of transparency, affection, and trust, (3) a physical proxy of each other through an object or interface design, (4) accessibility, the sophistication level of technology, and communication resources, (5) enjoyable, age-appropriate shared content among parents and children, and (6) situational awareness and routine as ways to increase parent-child relationships. Media richness and synchronicity in system design and privacy preservation without interruption facilitated parent-child relationships of families living apart. Based on the findings, we discuss opportunities for technological innovation for physically co-located families and the importance of considering children's age and developmental stages in designing technology for parent-child relationships.

CCS Concepts: • Human-centered computing → Empirical studies in HCI

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Copyright © ACM 2021 2573-0142/2021/10 – Art441 \$15.00
<https://doi.org/10.1145/3479585>

(Shin et al., 2021)

Reinforcement of transparency, affection, and trust; a physical proxy of each other through an object or interface design; enjoyable, age-appropriate shared content among parents and children; situational awareness and routine as ways to increase parent-child relationships

Family-centered and self-care-centered healthcare design

Worldview/philosophy	Antecedents (Foundations)	Attributes (Central characteristics)	Consequences
Family-centered care	The family is the focus of care and the unit of care. FCC is based on the belief that a child and family wellbeing are best achieved when the service system supports the ability of the family to meet the needs of their child. Partnership between families, children, and providers is a core component of family-centered care.	Partnership, communication, collaboration, negotiation, information-sharing, shared decision-making, interpersonal relationships, relationships, holistic, empowerment, flexibility, dignity and respect and culturally responsive.	Improved quality of care, increased trust, increased child and family satisfaction and decreased anxiety for children and parents.
Person-centered care	The person's needs and goals should be the focus of care, as opposed to a paternalistic and bio-medically oriented healthcare. This demands vision and commitment in the organization, effective	Holistic, individualized, respectful and empowering care, compassion, support for autonomy and responsiveness to identity, values, needs	Improved quality of care, increased satisfaction with care and improved health outcomes.

Coyne et al., 2018

Designing Self-care for Everyday Life

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Abstract

Managing chronic conditions can be challenging. People in such conditions, and the people around them, have to deal with symptoms, adapt to the resulting disability, manage emotions, and change habits to keep the condition under control. Self-care technologies have the potential to support self-care and mediate the relationship between patients (and caregivers) and the condition. However, these technologies often disregard the complexity of the settings in which they are used and fail to become integrated in everyday life. In this workshop we will discuss how to design self-care technologies that are in harmony with people's everyday life. Therefore, we invite designers, researchers and practitioners to participate in a full-day workshop in which we will reflect on each other's work, and do a design exercise with patients and caregivers.

Author Keywords

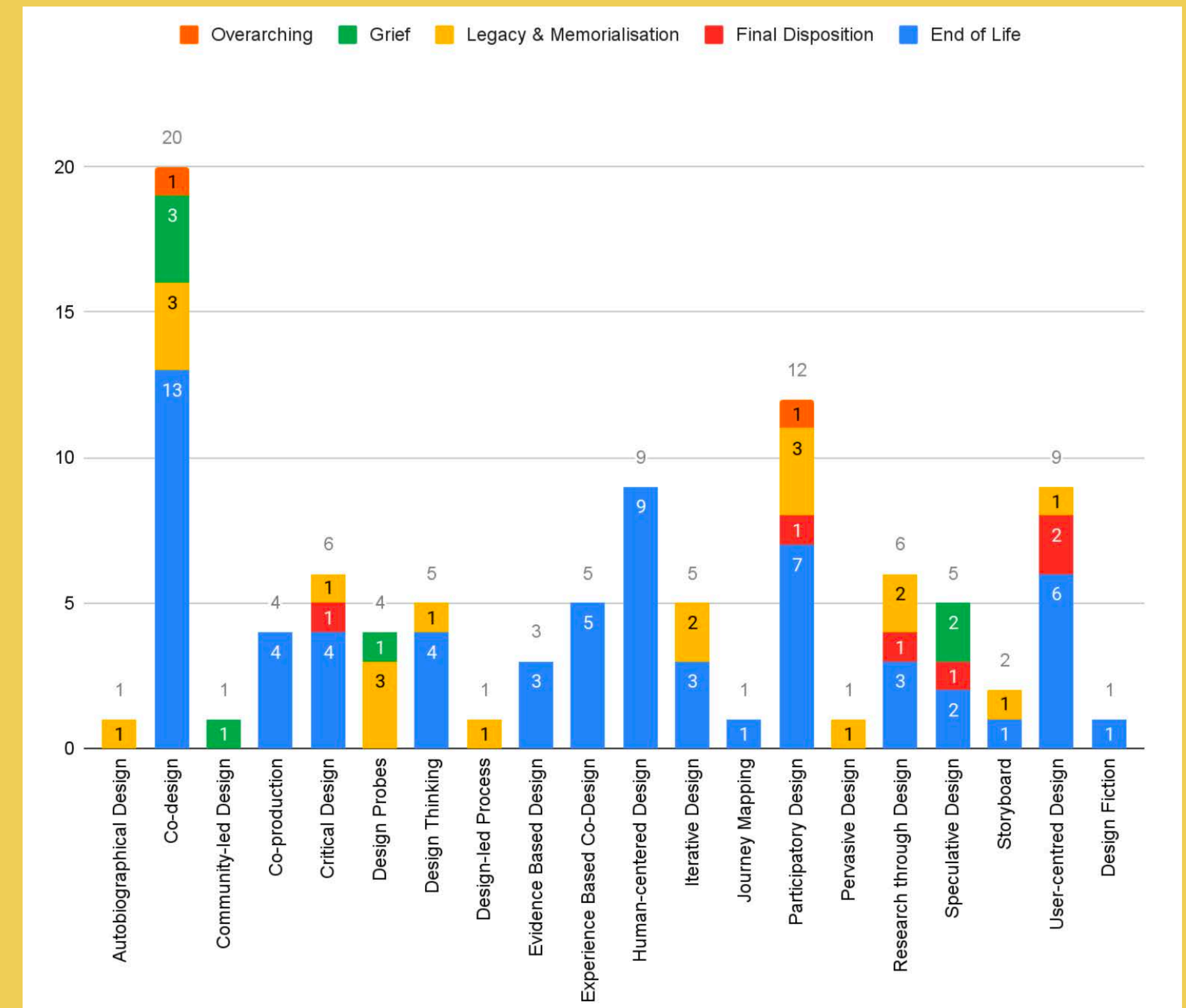
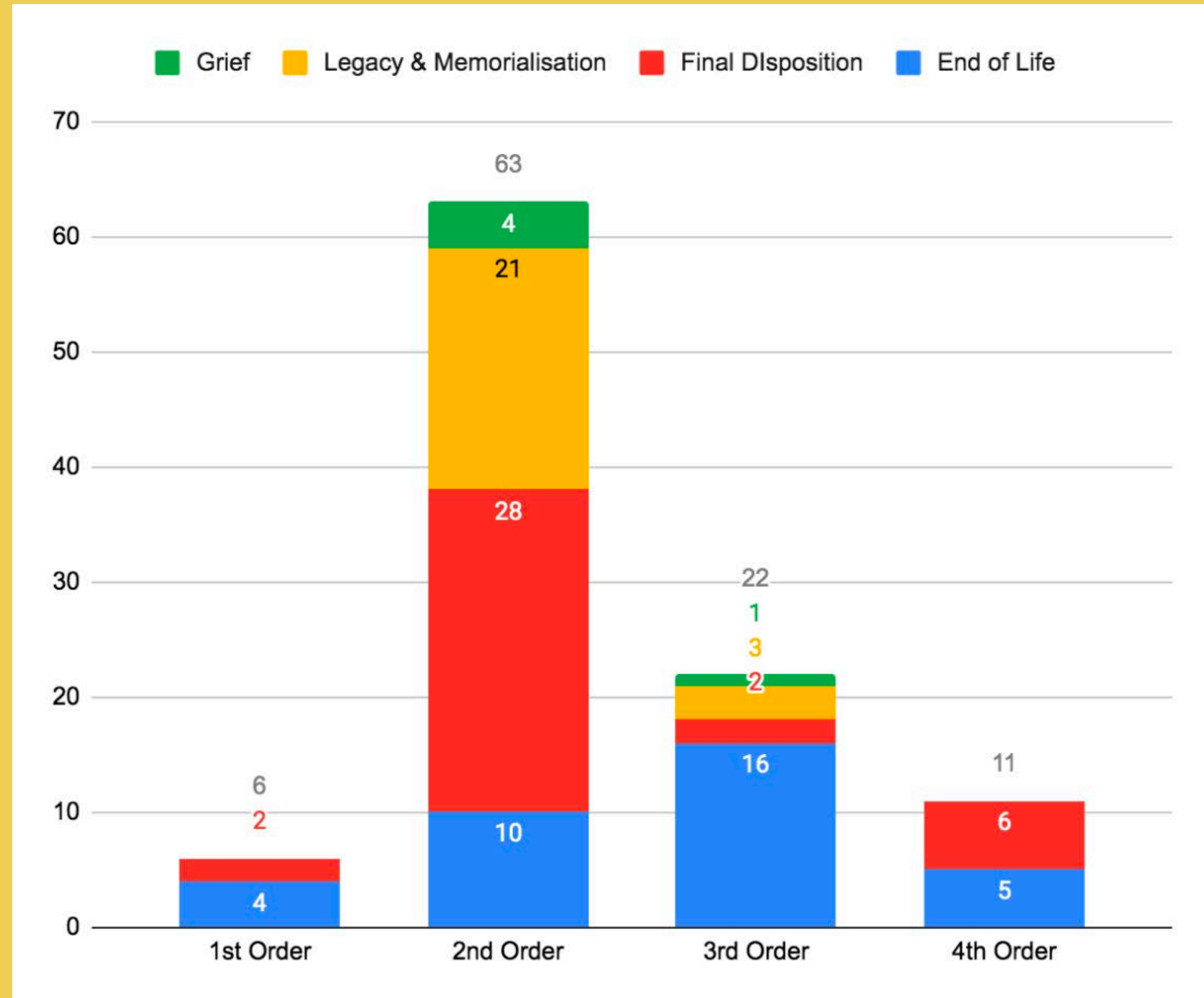
Self-care; self-management; chronic care, self-care technology, personal health management

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Verdezoto et al., 2014

Designing for mortality*

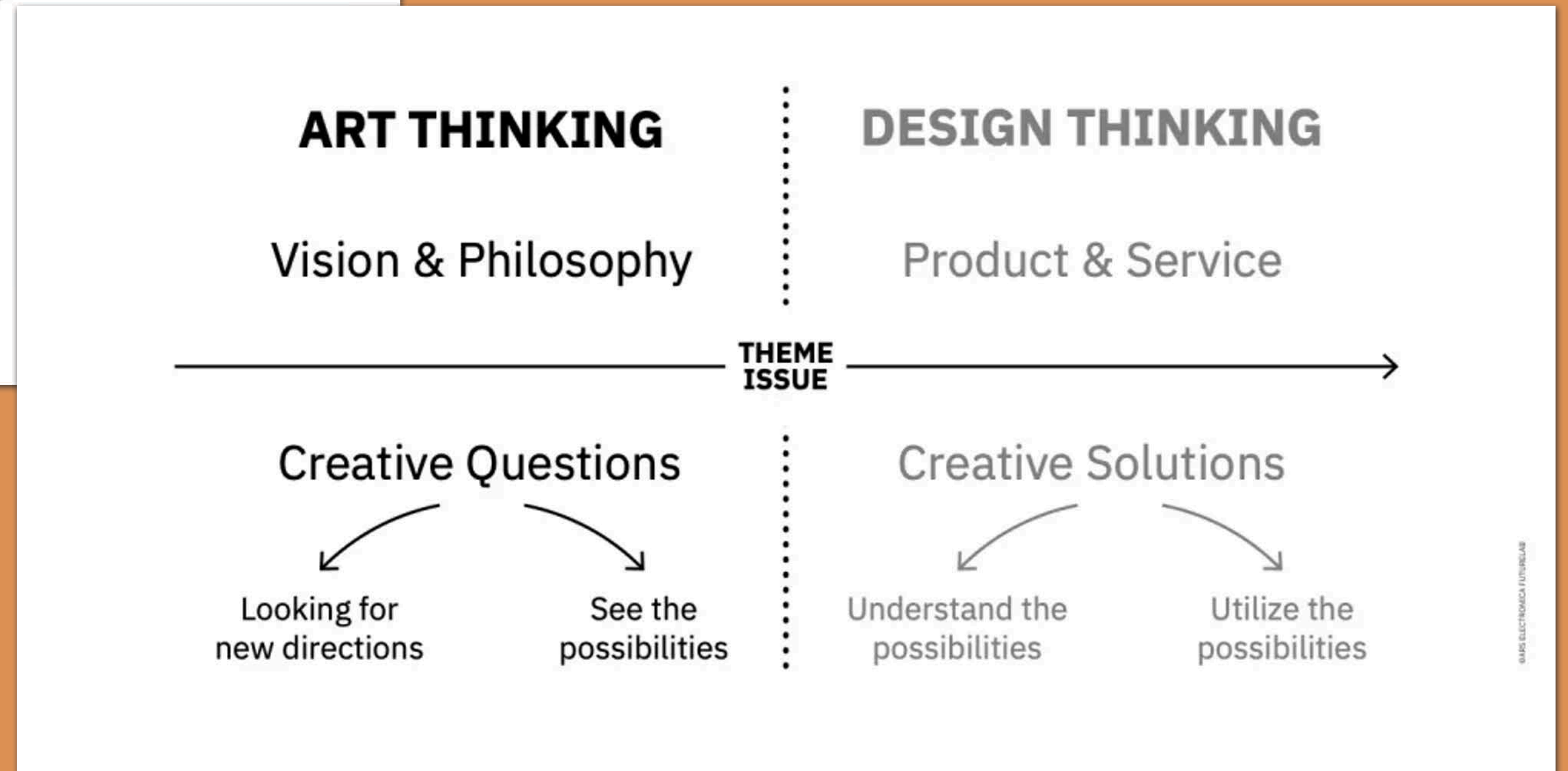
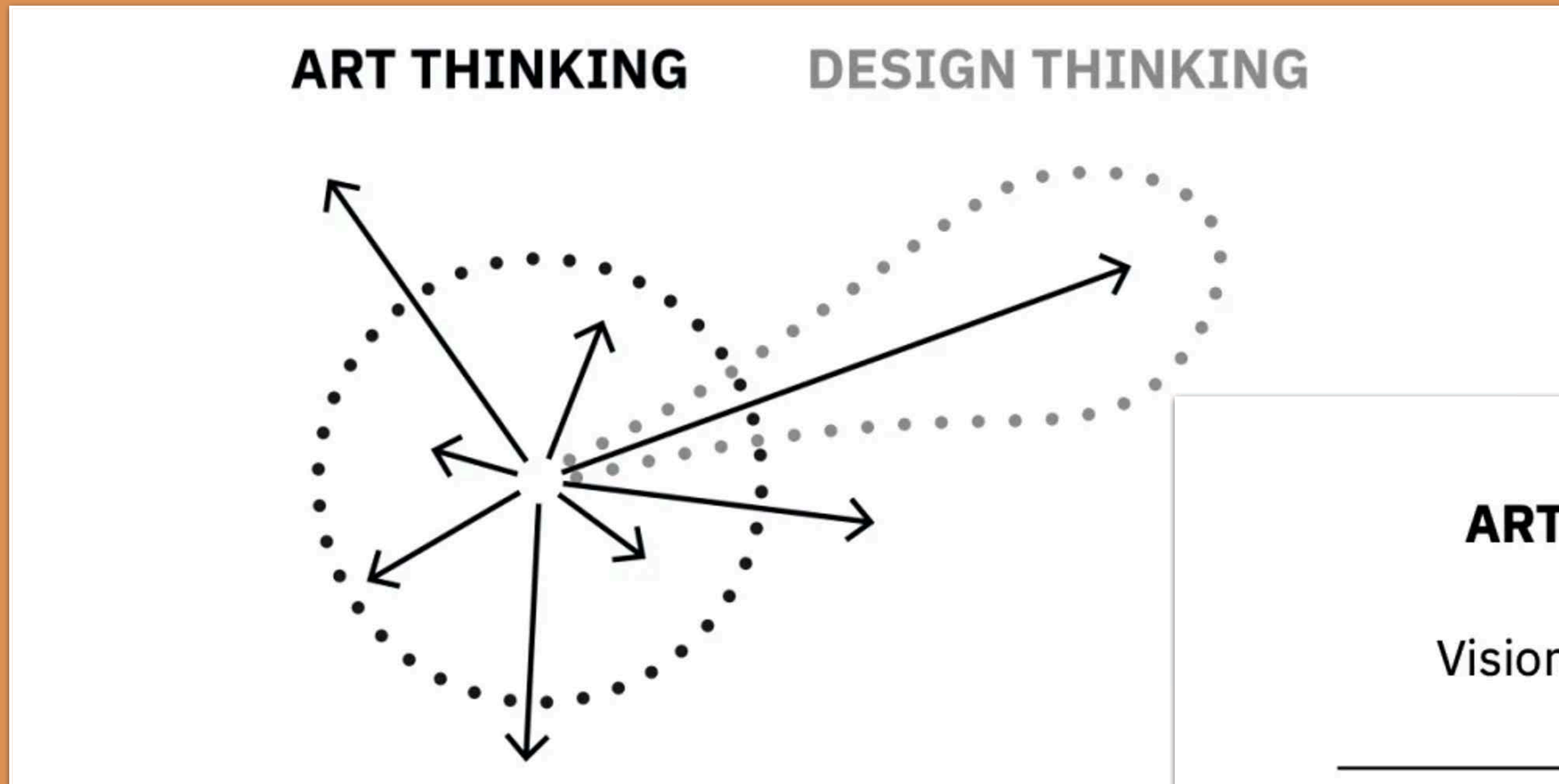
End-of-life, death, final disposition, legacy, memorialization, grief



Tibbles & Nickpour, 2022

*from the from research the Human-Computer Interaction research literature

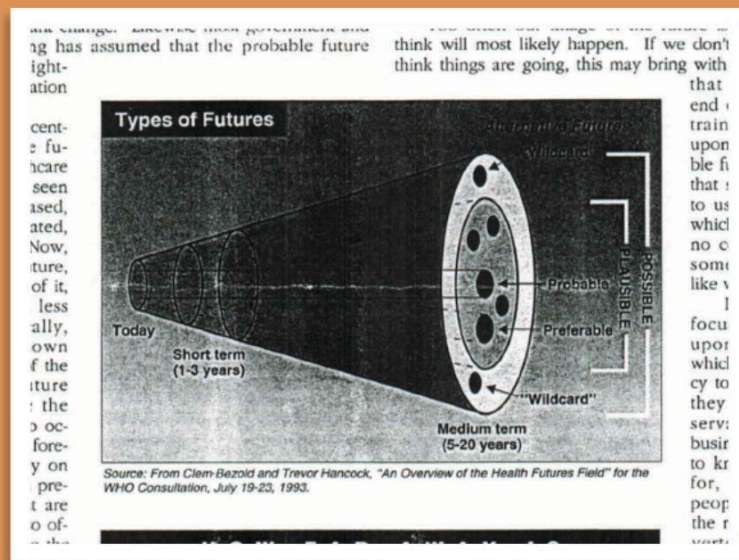
Art thinking x design thinking



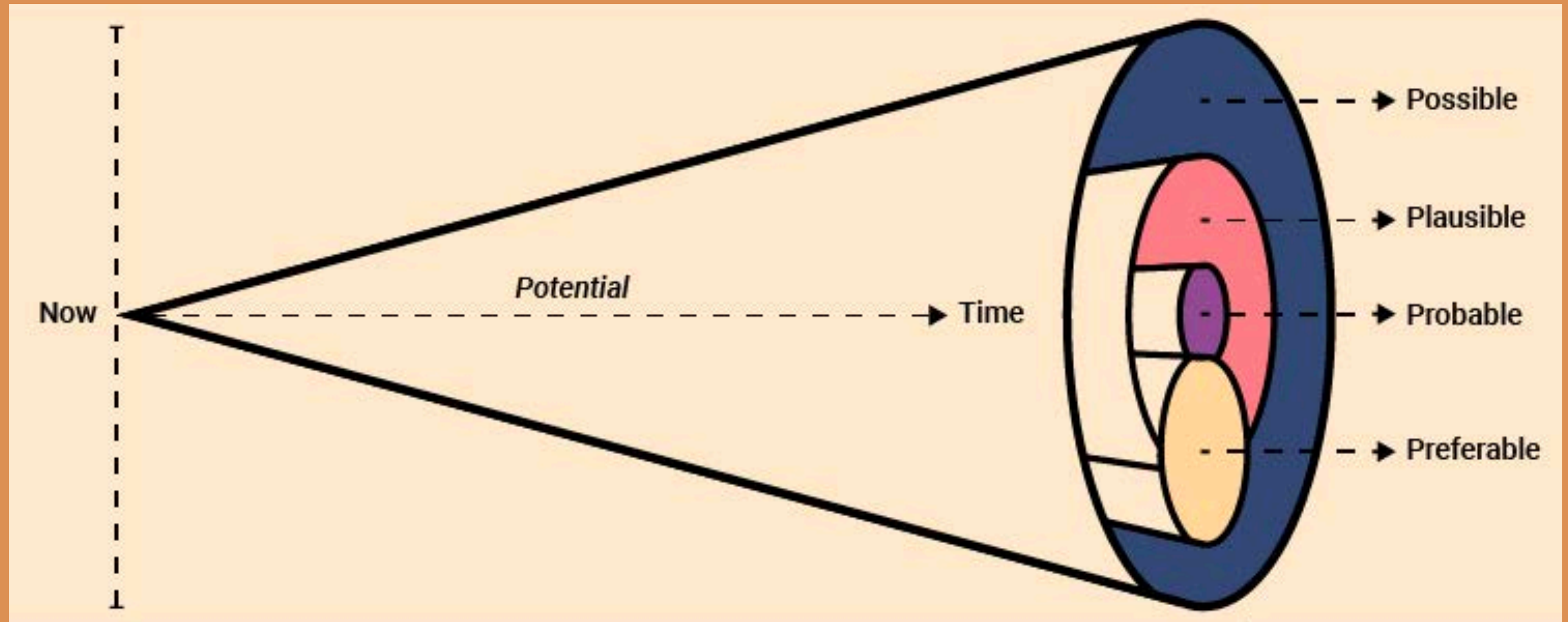
Multigenerational and (micro)futures thinking

Cone of futures

Considering multiple possible outcomes

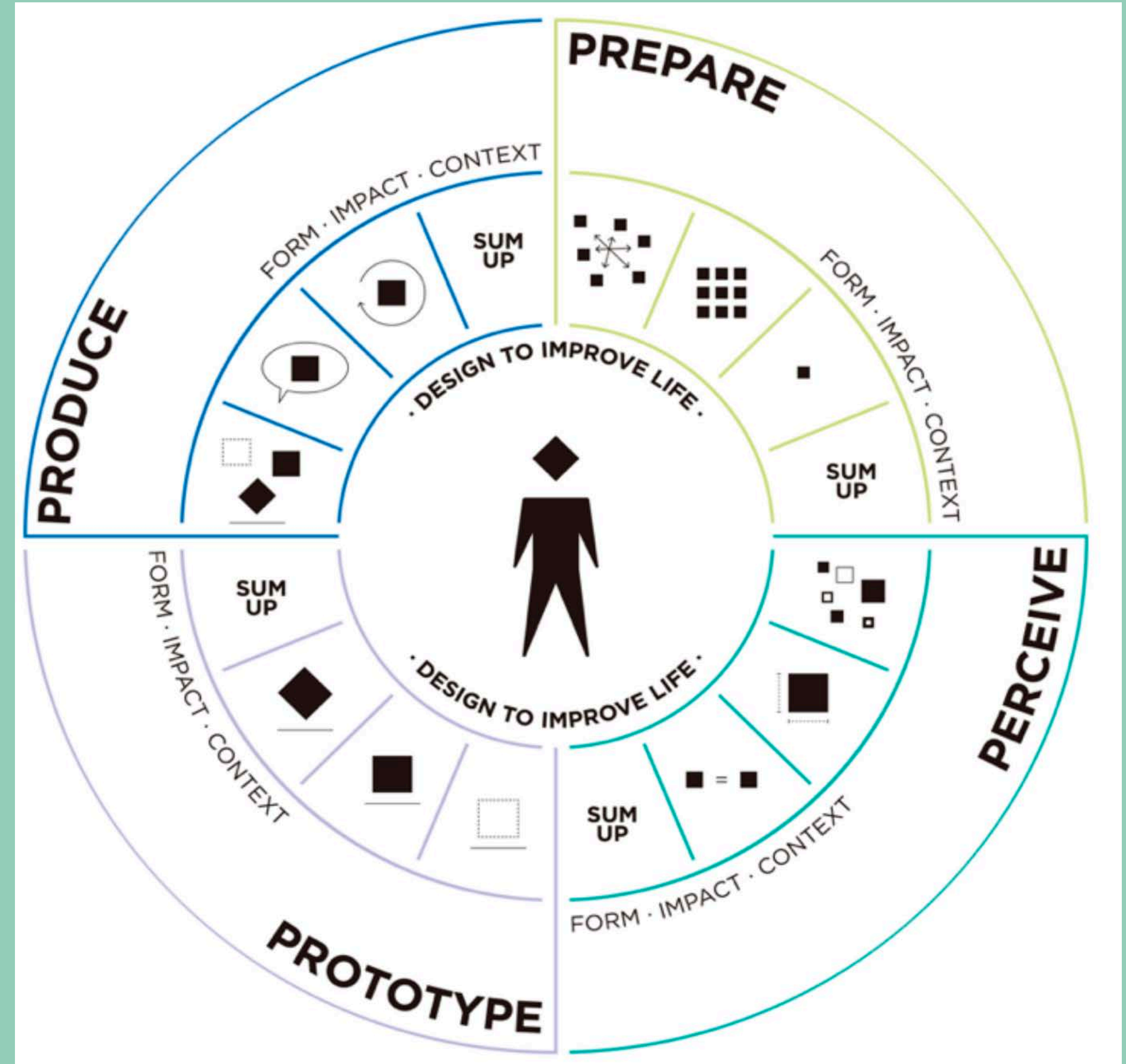


Hancock, T., & Bezold, C. (1994). Possible futures, preferable futures. *The Healthcare Forum Journal*, 37, 23-29.



Design Thinking

Human-centered approach to problem-solving, emphasizing empathy, creativity, and iterative prototyping to develop innovative solutions that address user needs effectively



Designing somatic experiences

Somatic costumes by Dean (2014)



N-of-1 methodologies

(Gabler et al., 2011; Manolov et al., 2014)

Experimental methods from medical research focusing on what actually works for individual cases in depth to gain insights into personalized experiences and responses.

AB, ABA, ABAB, alternating treatment methodologies.

Interventional n-of-1 design

Interventional n-of-1 designs involve experimental manipulation to assess the effect of an intervention on behaviour. There are several types.

AB design. An AB design involves measurement of 'baseline' behaviour (phase A) before an intervention is implemented, and after the intervention is introduced (phase B). Nine studies in the review used an AB design to evaluate the impact of interventions on treatment adherence (Gonzalez et al., 2010; Gorski, Slifer, Townsend, Kelly-Suttka, & Amari, 2005; Piven & Duran, 2014; Sather, Forbes, Starck, & Rovers, 2007; Sevick et al., 2005; Soroudi et al., 2008), smoking cessation (MacPherson, Collado, Ninemann, & Hoffman, 2016), physical activity (O'Brien et al., 2016) and drug use (Lee et al., 2014). For example, Gonzalez et al. (2010) evaluated the effect of 10–12 sessions of cognitive behavioural

ABA intervention withdrawal design. Withdrawal designs such as ABA designs provide more reliable evidence of the causal effects of an intervention because they reduce potential sources of bias. They involve monitoring the effects of implementing and then removing an intervention to determine whether behaviour changes in the expected direction. When an ABA intervention withdrawal design is used, behaviour is monitored at baseline, after the implementation of the intervention and after the completion of the intervention. Twelve studies identified in the review used an ABA design to evaluate the impact of interventions on treatment adherence (Cortina, Somers, Rohan, & Drotar, 2013; Daughters, Magidson, Schuster, & Safren, 2010; Gray, Janicke, Fennell, Driscoll, & Lawr-

ABAB intervention withdrawal design (and further permutations). Like the baseline phase, the first intervention phase (B) also has two purposes; first to describe the behaviour when the intervention is implemented and second to predict future behaviour if the intervention continued (Kazdin, 2011). An ABAB design has at least two A and two B phases; therefore, it has the opportunity to predict both future non-intervention and future intervention phases. As a result, these designs are often considered as the minimum to demonstrate experimental control (Vohra et al., 2015). Further permutations of ABAB designs involve repeatedly implementing and withdrawing the same intervention. A greater number of AB replications in the design allows a greater number of opportunities to

Exploratory and speculative AI

Pretend that it is the year 2200. Human values have changed greatly since then. Seeking to end one's own life is no longer considered taboo, illegal, or immoral. In fact, many technologies and approaches (such as the "euthanasia coaster") exist to help people end their lives gracefully. In this hypothetical science-fiction future, pretend that you are a designer, technology researcher, and inventor. You have a loved one who is terminally ill and wishes to end her life as gracefully, painlessly, but creatively as possible. What ideas might you consider for inventions to help her do so?

1. Memory Mosaic Flight:

- A personalized hot air balloon ride equipped with virtual reality.
- As the balloon ascends, the VR headset would project a curated montage of her life's most cherished memories.
- The visuals would be accompanied by multi-sensory elements - gentle breezes replicating walks on the beach, familiar scents of loved ones, and calming music from her childhood.

2. Celestial Lullaby Pod:

- As she reclines in the pod, the night sky above her would be a starry expanse of light.
- A bioluminescent pod designed to resemble a shooting star.
- Crafted from sustainable materials, the interior would be adorned with a fiber optic network that mimics the Milky Way.
- Soothing music composed through a biofeedback loop could be generated based on her brainwave patterns, creating a personalized lullaby.
- As she closes her eyes, she would feel a gentle breeze and the soft glow of stars.

3. The Everbloom Garden:

- A virtual reality experience combined with a custom-designed sensory deprivation chamber.
- Upon entering the chamber, she would be enveloped in a calming mist and soft music.
- The VR headset would transport her to a fantastical garden filled with ever-blooming flowers that respond to her emotions.
- Joyful thoughts would cause vibrant colors to bloom, while peaceful serenity would cultivate a calming landscape.
- Ultimately, the garden would transition into a serene meadow bathed in warm sunlight, signifying a peaceful goodbye.

Design for Loved Ones: Technology & Empathy

Course Description

This 16-week interdisciplinary course equips students with the skills to design technology-mediated solutions that improve the lives of their loved ones, including family members and life partners. Through a combination of design thinking, user research methods, and critical theory, students will explore the complexities of domestic life, healthcare needs, and mortality. Weaving together artistic practice, technology, and empathy, students will design interventions that address real-world challenges in their personal spheres.

Design for Loved Ones: Technology & Empathy

Learning Objectives

- Analyze the ethical considerations of designing technology for loved ones.
- Identify personal and cognitive biases that might influence their design decisions.
- Apply design thinking principles to develop human-centered solutions.
- Prototype and test tangible, embodied, and embedded interaction designs.
- Consider multigenerational perspectives when designing for the domestic sphere.
- Explore the role of technology in family-centered and patient-centered healthcare.
- Develop speculative design concepts for end-of-life scenarios.
- Communicate their design ideas with clarity and empathy.

SAMPLE

Design for Loved Ones: Technology & Empathy

Course breakdown: Weeks 1-2

Gemini-generated

Module 1: Foundations & Empathy Building (Weeks 1-4)

**Week 1: Introduction, course
overview, research ethics discussion.**

**Week 2: Building empathy - exploring
personal narratives (autobiography/
autoethnography).**

ChatGPT 3.5-generated

Week 1: Introduction to Personalized Design:
Understanding the role of technology in
personal relationships; Exploring ethical
considerations and research guidelines

**Week 2: Recognizing Bias and Systems
Thinking:** Identifying personal and cognitive
biases in design; Introduction to systems
thinking and its application in design
interventions

SAMPLE

Design for Loved Ones: Technology & Empathy

Course breakdown: Weeks 1-2

Gemini-generated

Week 3: Design thinking basics, human-centered design principles.

Week 4: Introduction to domestic design, understanding social routines and contested values in the home.

ChatGPT 3.5-generated

Week 3: Art Thinking and Multigenerational Design: Using art thinking to foster creativity and innovation; Exploring multigenerational perspectives in design for families

Week 4: Embodied Systems and Complexity Science: Understanding embodied interaction and complexity science in design; Applying embodied systems thinking to technology-mediated interventions

SAMPLE

Design for Loved Ones: Technology & Empathy

Course breakdown: Weeks 5-6

Gemini-generated

Module 2: Designing for Life's Challenges (Weeks 5-8)

Week 5: Systems thinking and complexity science applied to design problems.

Week 6: Designing for healthcare: n-of-1 methodologies and family-centered approaches.

ChatGPT 3.5-generated

Week 5: Human-Centered Systems Thinking.

Integrating human-centered design with systems thinking; Designing for diverse user needs and contexts within families

Week 6: Design Thinking and Autobiographical Approaches. Introduction to design thinking methodologies; Using autobiographical and autoethnographic approaches in design research

SAMPLE

Design for Loved Ones: Technology & Empathy

Course breakdown: Weeks 7-8

Gemini-generated

Week 7: Artistic and creative experimentation, prototyping tangible and embodied solutions.

Week 8: User testing and design iteration based on feedback from loved ones.

ChatGPT 3.5-generated

Week 7: N-of-1 Methodologies and Personal Experimentation: Implementing n-of-1 methodologies for personalized interventions; Conducting artistic and creative experiments to inform design solutions

Week 8: Tangible, Embodied, and Embedded Interaction Design: Exploring tangible and embedded interactions in domestic contexts; Hands-on workshop on tangible design prototyping

Design for Loved Ones: Technology & Empathy

Course breakdown: Weeks 9-10

Gemini-generated

Module 3: Envisioning the Future (Weeks 9-12)

Week 9: Multigenerational thinking and designing for diverse needs within a family.

Week 10: Speculative design and its ethical implications.

ChatGPT 3.5-generated

Week 9: Family-Centered Healthcare Design
Understanding patient and family-centered care principles. Designing healthcare interventions for family well-being and support

Week 10: Designing for Mortality and End-of-Life Care. Addressing sensitive topics of end-of-life care and grief. Exploring technology's role in legacy, memorialization, and bereavement support

Design for Loved Ones: Technology & Empathy

Course breakdown: Weeks 11-12

Gemini-generated

Week 11: Designing for mortality: end-of-life scenarios, legacy, and memorialization.

Week 12: Course culmination: Project presentations, critical feedback, and discussions on impact.

ChatGPT 3.5-generated

Week 11: Domestic Design and Social Practices. Analyzing social routines and ongoing practices in domestic life. Speculative design visions for the future of the home environment

Week 12: Final Project Presentations and Reflection. Students present their technology-mediated design interventions. Reflecting on the impact of personal design projects on their loved ones' lives

Design for Loved Ones: Technology & Empathy

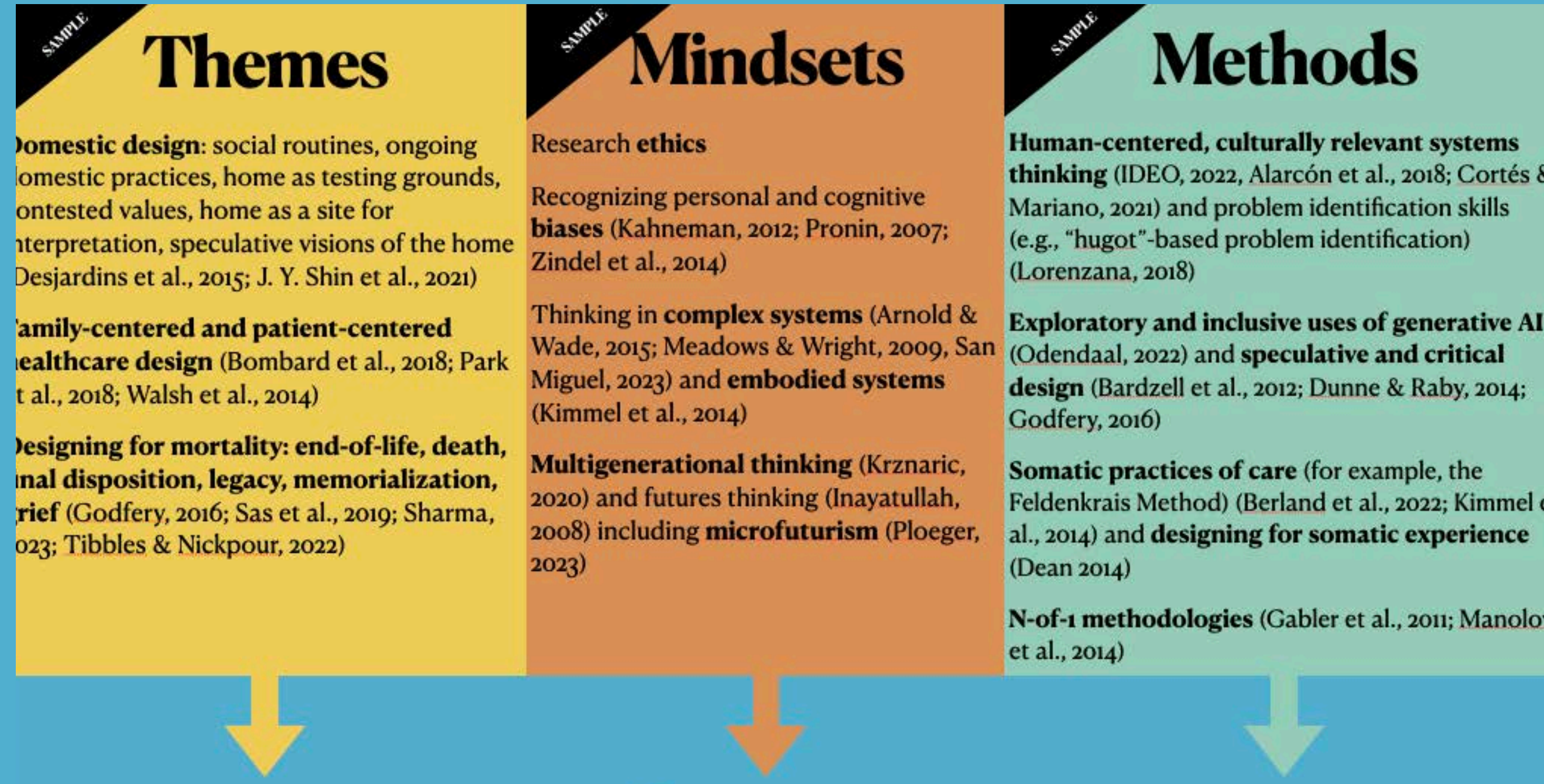
Assessment

Class Participation (20%) - Active participation in discussions, thoughtful questions, and engagement with course activities.

Weekly Journal Entries (20%) - Reflective writing on topics ranging from personal experiences to ongoing design challenges.

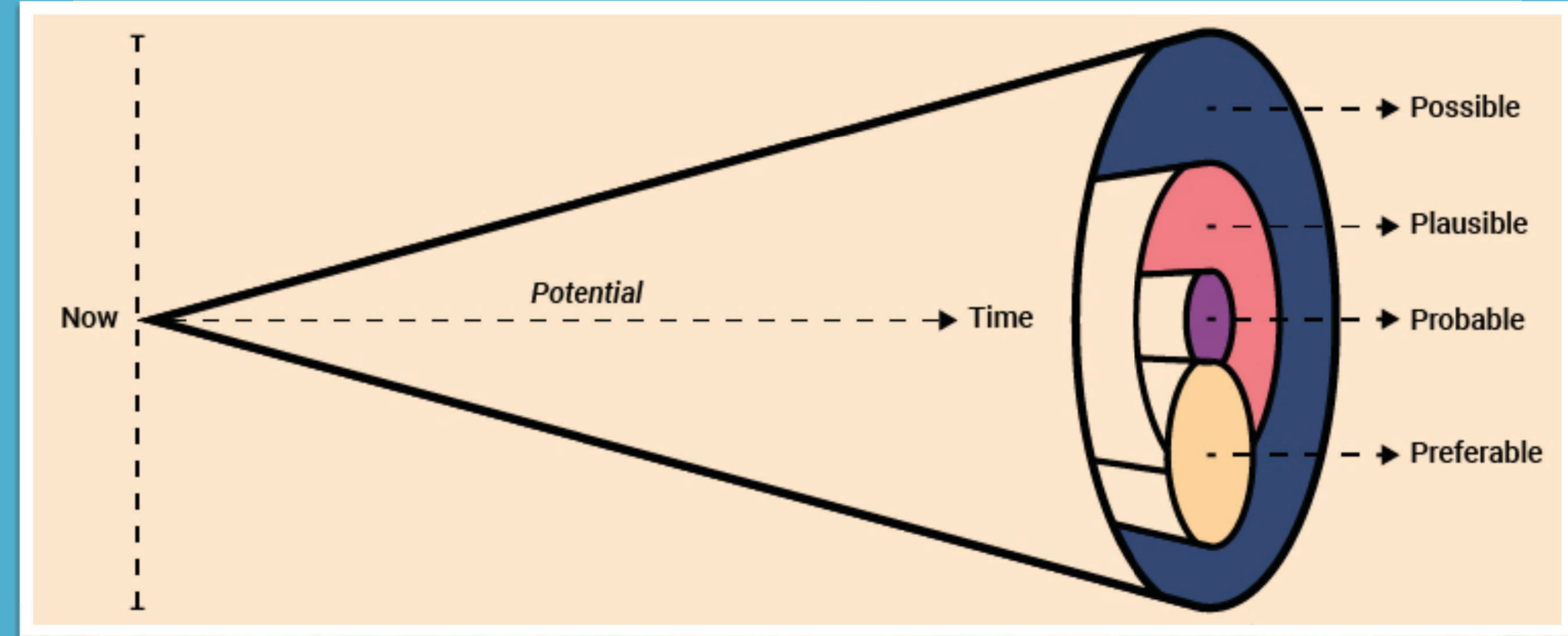
Mid-Term Design Proposal (20%) - A detailed outline of the chosen design intervention for a loved one, with clear research questions and proposed methods.

Final Project Prototype & Presentation (40%) - A well-developed, functional, or high-fidelity prototype showcasing the design solution, accompanied by a comprehensive presentation explaining its potential impact and ethical considerations.



Outcomes?

Benchmark for outcomes: Wearable Futures Course (2023)



<https://www.jisc.ac.uk/guides/vision-and-strategy-toolkit/futures-cone>



Customize cards Filter Sort



HASMI

TIME FRAME

22 years into the future

SUMMARY

HasMi, a three-wearable set released in 2037, is a magnetic light force sensor device that stores information offline through...

FINAL LIST OF PROJECT PARTICIPANTS

Faye Anjeli S. Lopez Airlie Licca I

LOOPABLE VIDEO

https://drive.google.com/drive/folders/1_OCws_Md5eL1YWmNOUGUAEw-4yg6rAV1?usp=sharing



NVro

TIME FRAME

50 years into the future

SUMMARY

The NVro (envy-row) watch derives from the word "environment," which is also what the watch prioritizes. The watch ...

FINAL LIST OF PROJECT PARTICIPANTS

Pauliana Jamie R. Nicolas Patricia

LOOPABLE VIDEO

Short Film, Envy: https://www.youtube.com/watch?v=A9bZMzQXb9I&feature=youtu.be ; loopable video: ...



KA-KAMPANTE

TIME FRAME

5 years or more

SUMMARY

KA-KAMPANTE is a set of wearable technology that will provide comfort and empowerment to a person in ...

FINAL LIST OF PROJECT PARTICIPANTS

Vernice Bethel C. Gica Rel Daryle

LOOPABLE VIDEO

https://www.canva.com/design/DAFW2VzC_ow/aVP-PQdNAVsbj3pzZUULzQ/view?utm_content=DAFW2VzC_ow&ut...



The Index

TIME FRAME

5-10 years into the future

SUMMARY

Technology has advanced significantly over a long period of time, frequently enhancing the lives of urban dwellers. However,...

FINAL LIST OF PROJECT PARTICIPANTS

Sapphire Marilag M. Dolorzo

LOOPABLE VIDEO

https://drive.google.com/file/d/1AR9zaAFCxoF0KcdXNTNek22u4J-083-s/view?usp=share_link



Exergen

TIME FRAME

50 years into the future

SUMMARY

Exergen

Remote work

Work-from-home setups have ...

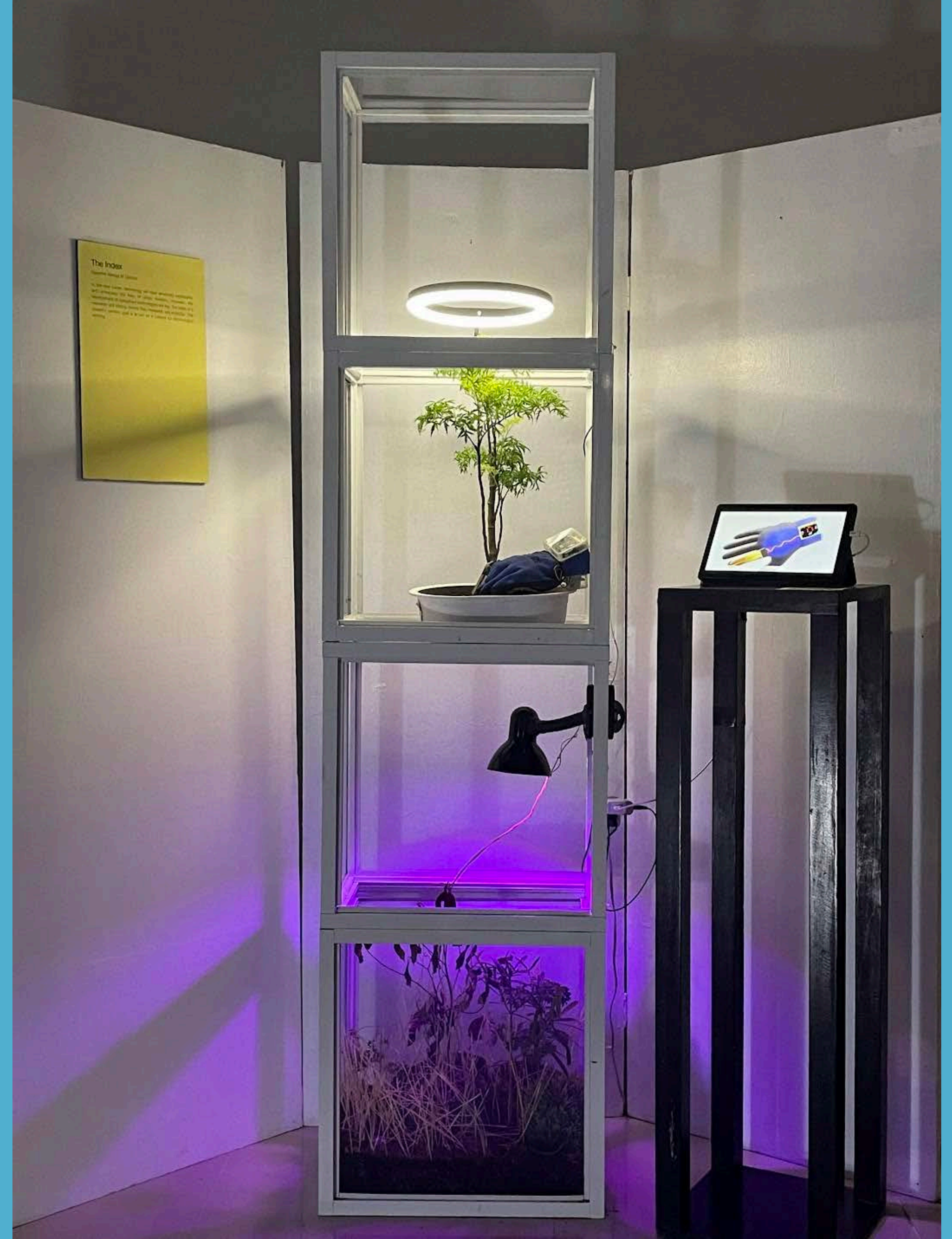
FINAL LIST OF PROJECT PARTICIPANTS

Marciano C. Virola III

LOOPABLE VIDEO

Drive Folder

https://drive.google.com/drive/folders/1QmMs-idQSPUSIKqxo8XJIGNi8qzv0kiN...







Track 11 — Death, degrowth, and finitude in the age of the lifelike <u>Diego Maranan, Angelo Vermeulen, Amy Holt, Ulrike Kuchner, Pieter Steyaert</u>	Chaired Session	—
Programming Death Liminal Life	Day 2, 23/04/2024 Day 3, 24/04/2024	15:00 - 16:45 09:45 - 11:00
Lunar Echoes: Tidal Flows Illuminated through Hydroacoustic Art <u>Mette Juhl Jessen, Pieter Steyaert</u>	Track 10, Day 1	10:15
Dynamics of Organization Matthew Woodham - Lifelike Dynamics: Adaptive Dissipative Structures in Self-organizing Whirlpools	Track 04, Day 2	09:15 09:15 - 09:35
Exomoon: Bridging Science and Theater Through Living Machines <u>Pieter Steyaert, Ulrike Kuchner, Mary Pedicini, Pim Tournaye, Sven Kiefer</u>	Track 01, Day 2	11:45
Designing for One's Own: Towards Technology Design Education for Home and Family Care <u>Diego Maranan</u>	Track 01, Day 2	15:30
Self-Organizing Space Architectures and Their Potential to Redefine Human Co-Existence <u>Angelo Vermeulen, Arpi Derm, Farshad Goldoust, Igor Nikolic, Frances Brazier</u>	Track 01, Day 3	10:15
Approaching the Unimaginable: Invisible Sculpture and Imaginative Fictions as Expanded XR <u>Mary Pedicini, Pieter Steyaert</u>	Track 07, Day 3	11:45
Models as mediators in critical, computational and creative practice <u>Ulrike Kuchner</u>	Track 05, Day 4	09:15



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Thank you

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