

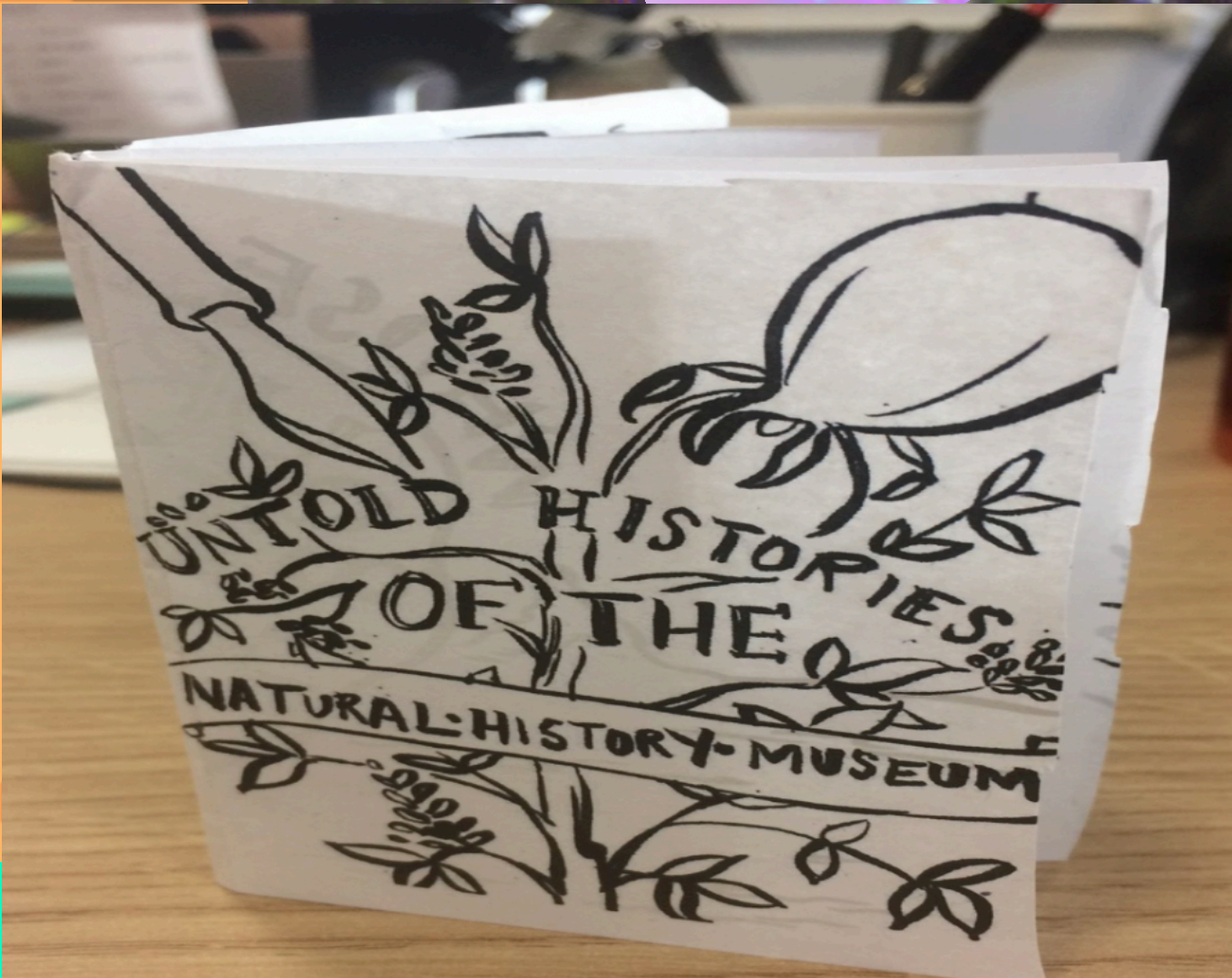
DESIGNING AS WE WANT

*to create the
experiences that
we need*

ABOUT ME



@FINOKOYE



ga

Now for the talk...

MINIMAL CRITICAL SPECIFICATION

‘NO MORE SHOULD BE SPECIFIED
THAN THAT WHICH IS
ABSOLUTELY ESSENTIAL.’

SOCIO- TECHNICAL DESIGN

COMPATIBILITY

‘THE PROCESS OF DESIGN MUST
BE COMPATIBLE WITH THE
OBJECTIVES’

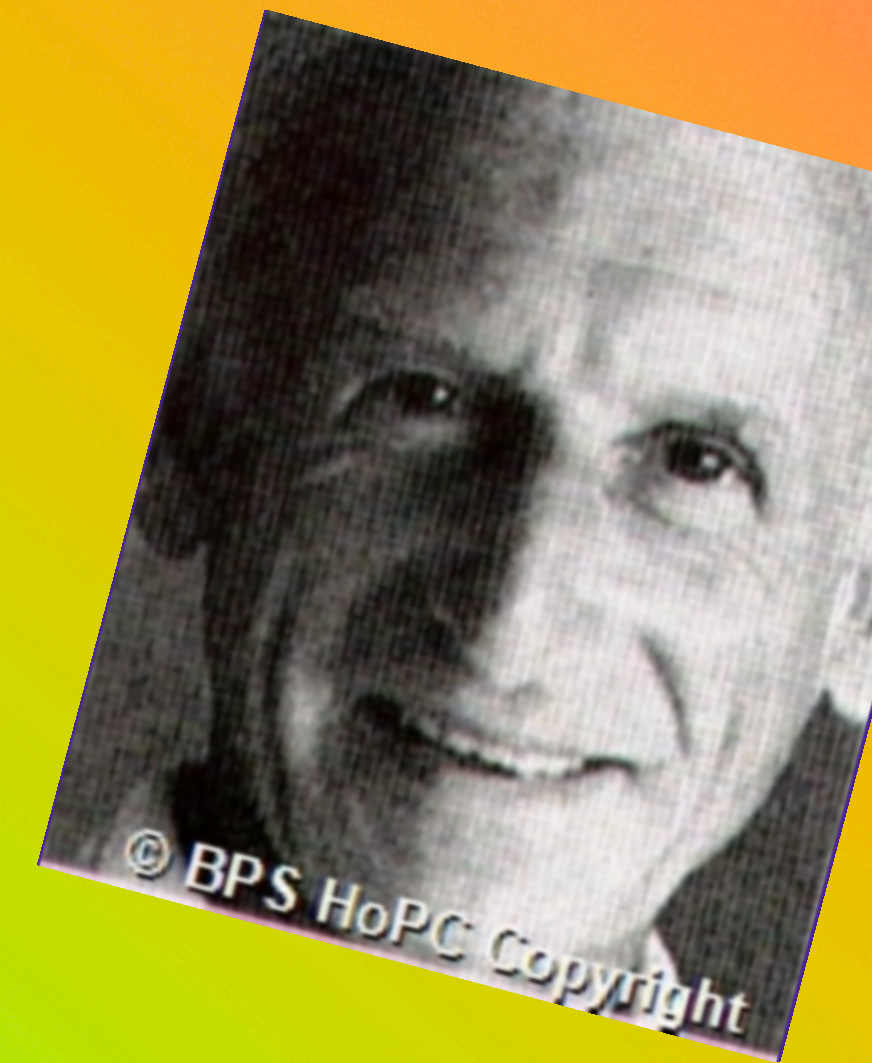
INCOMPLETION

‘DESIGN IS AN ITERATIVE
PROCESS -“THE CLOSURE OF
OPTIONS OPENS NEW ONES”’

BOUNDARY LOCATION

‘BORDERS BETWEEN TECHNOLOGIES OR
EXPERTISE WITHIN A TEAM OR
ORGANISATION END UP PROHIBITING THE
SHARING OF KNOWLEDGE AND EXPERTISE.’

*Albert Cherns,
the main man!*



**NEW SOLUTIONS EMERGE
FROM SIMPLE
INTERACTIONS BETWEEN
ACTORS WITHIN THE
SYSTEM.**

**TO SOLVE COMPLEX
PROBLEMS, YOU
MIGHT ALREADY HAVE
THE TOOLS TO HAND**

*“[someone] who moves things
from an existing condition to a
preferred one.”*

[paraphrased by] Milton Glaser

**WHO IS A
DESIGNER?**

The Design Justice Framework

WHO IS IT FOR?

WHO
WILL [MATERIALLY]
BENEFIT?

WHO MIGHT BE HARMED?

How might we...?

How might
we...?

How might we...?

How might we...?


-ve

-ve

+ve

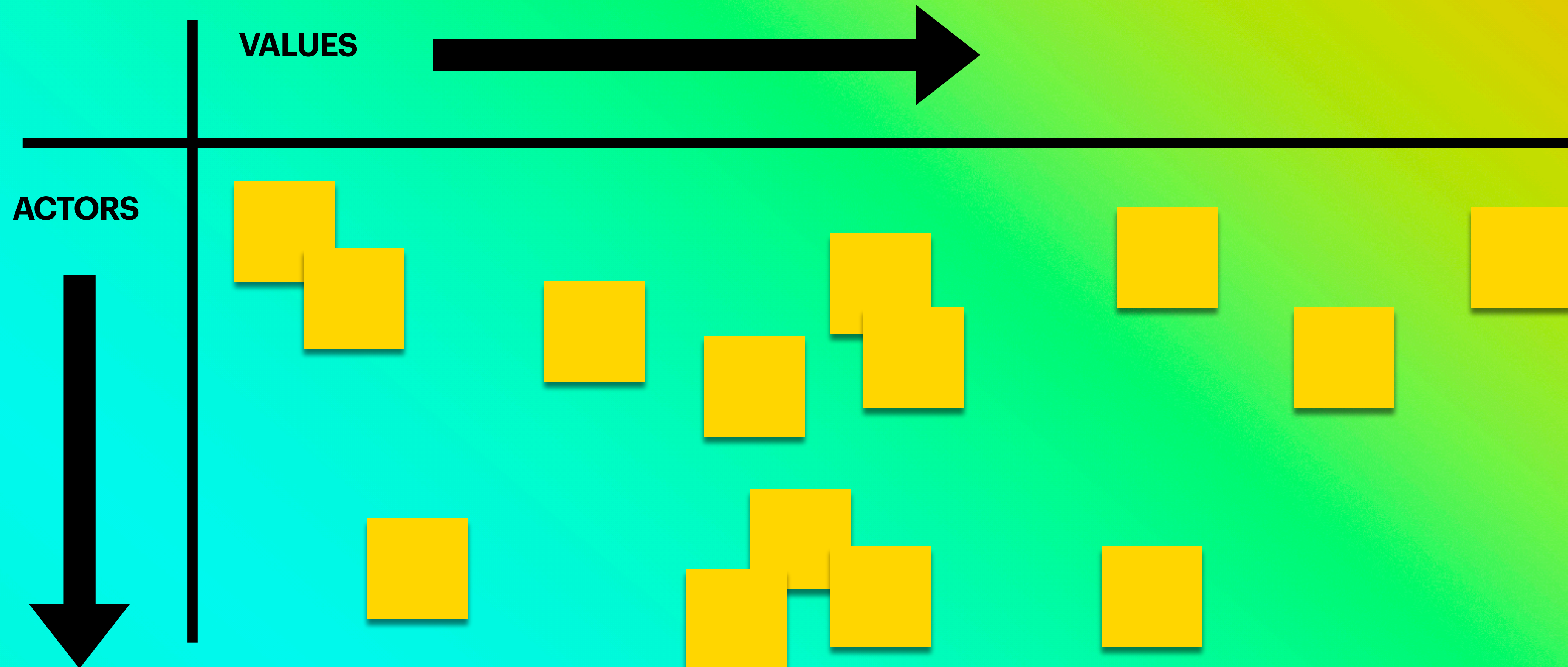
-ve

+ve



<

Values - Actor mapping



**DEEPER SYSTEMS
ANALYSIS**

+

**CLASSIC UX
TECHNIQUES**

=



**BUT
SOMETIMES...
IT'S JUST A MESS**

**AT POINTS OF
TENSION,
REMEMBER...**

**...RELATIONSHIP
IS AT THE HEART
OF GOOD DESIGN**

Thank you!