Design for Diversity and Inclusion
Related reading

Contents

HCI introduction

60min + 20 min reflection/familiarising

- Introduction to Human-Computer Interaction (HCI) and Interaction Design (IxD)
  https://youtu.be/ffA0ZJeSRFc (20:20 min)
  - o XEROX Video - Ethnography and the PARC Copier:
    https://youtu.be/DUwXN01ARYg
- Why we need HCI and IxD https://youtu.be/vXemvrfytcM (16.16 min)
  - o Hawai in panic video (watch to just understand the situation)
    https://youtu.be/qJan6Ywjxkw
  - o The employee who did the "mistake" talks about his experience
    https://youtu.be/WWNI6Vv65fQ (2 min)
  - o Usability explanation of the menu that caused trouble in Hawaii
    https://www.nngroup.com/articles/error-prevention/ (about 7min)

The design processes

30 min + 10 min reflection

- Double diamond process: https://youtu.be/0iNojP9tf1U (12.04 min)
- Double Diamond: https://www.designcouncil.org.uk/news-opinion/what-framework-innovation-design-councils-evolved-double-diamond (about 3min)
- Design Thinking: https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process (about 7min)

Who is the other?

about 60min + 30 min reflection

- A real person living in a world designed for unicorns (3 min)
  https://www.vasilikimylo.com/post/a-real-person-living-in-a-world-designed-for-unicorns
- Designs that kill women: https://youtu.be/7LQfu05i-80 (5.02 min)
- Watch from 4.27 – 6.02https://youtu.be/oWRbx_NWVxk?t=267 (2min)
- 3D printed unicorn: https://www.youtube.com/watch?v=5t7kFRQ5S-4 (4.28 min)
- Autism: https://www.youtube.com/watch?v=NCAErePScO0 (30 min)
- Stargardt Disease: https://www.youtube.com/watch?v=BWICh2sqxjs (9.16 min)

How do we design our digital society?

about 30min + 30 min reflection

- https://www.vasilikimylo.com/post/blind-spots-pt-1-designers (3min to read - 12:27min video)
- AI algorithms and bias: https://medium.com/mit-media-lab/the-algorithms-arent-biased-we-are-a691f5f6f6f2 (about 5 min read)
- Impressive tech: https://www.youtube.com/watch?v=bbEEmc0xtvw (1.44 min)
- One arm and prosthetics: https://www.youtube.com/watch?v=ZU_d5p61Qx0 (09.06)
- I have one of the most advanced prosthetic arms in the world (about 5min):
  https://www.inputmag.com/culture/cyborg-chic-bionic-prosthetic-arm-sucks

User research and other tools

about 60min + 60 min reflection

- Focus on gathering user requirements, personas, and scenarios
  https://youtu.be/0WBzvQxFolQ (08:05)
- Persona with an empathy map (5 pages)
  Ferreira, B., Silva, W., Oliveira, E., & Conte, T. (2015, July). Designing Personas with
  Empathy Map. In SEKE (Vol. 152).
- A framework for empathy (13 pages)
  Kouprie, M., & Visser, F. S. (2009). A framework for empathy in design: stepping into and
  out of the user's life. Journal of Engineering Design, 20(5), 437-448.
- Inclusive 101
  - https://www.microsoft.com/design/inclusive/ (have it as a resource)
  - https://download.microsoft.com/download/b/0/d/b0d4bf87-09ce-4417-8f28-d60703d672ed/inclusive_toolkit_manual_final.pdf (10 min to read)
- Web accessibility (5 min to go through) https://developer.mozilla.org/en-US/docs/Web/Accessibility/Understanding_WCAG

Pre course (preparation)

30 min

Wright down a list (boulet points) of questions, thoughts, and/or comments that came up to your mind when you were reflecting on the material.

You can bring them to the class and discuss them in the related parts

For those who want to take the credit

1. Do the pre course assignment and submit it, by (7th of March)
2. After the end of the course go back to your pre course assignment and reflect on the thoughts of your past self. Did you learn something more? Did you change your mind on something?
3. In addition, answer these questions
   a. How do you perceive diversity? Now in relation to before the course. Is there any difference? Why there is/isn't a difference?
   b. How do you perceive disability? You can base your answer on the different definitions. Is it some definition you agree more than other or maybe a combination of them? You can take a look here if needed: https://www.disabled-world.com/definitions/disability-models.php
   c. What was the most interesting part of the session for you and why?

Schedule – Activities – Related Material

Day 1	Activity	Related Material
9.30-10.00	Coffee & Introductions	
10.00 - 10.30	Discussion Stations (Group discussions)	
10.30 - 11.00	Introduction to IxD and HCI (Lecture)	HCI introduction The design processes
11.00 - 11.30	Technology for the "other" (Interactive Lecture)	Who is the other?
11.30 - 12.00	Pair and class reflection on the lecture	Who is the other?
12.00 -13.00	Lunch	
13.00 -14.00	The "other" (Video discussions)	Who is the other? How do we design our digital society?
14.00 - 15.00	Discussion on disability	
15.00 - 16.00	Summary of the day – Preview of Day 2 How to get the 1 credit	
Day 2	Activity	
9.30 - 10.30	Coffee & reflection of day 1	
10.30 - 11.30	Design concepts and tools (lecture)	User research and other tools
11.30 - 12.00	Experience a disability	User research and other tools
12.00 -13.00	Lunch	
13.00 - 15.00	Workshop – Make personas	User research and other tools
15.00 - 15.45	Presentations and reflection	
15.45 - 16.00	Summary and Feedback	