



Users as participants in real-life design projects: Designing educational computer games with and for teenagers



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This seminar includes a brief introduction of the research performed at the department of Informatics at Umeå University, and continues to report on three exploratory studies, the aim of which was to practically employing Participatory Design concepts and methods during design of learning environments. The first study presents a research project where the objective was to design and implement a mobile learning environment for off-campus students within higher education, with good or very good knowledge of personal technologies. The data presented is generated from a longitudinal study, where our work since 2000 has been directed towards the understanding of mobile technologies and their use in the social context of distance learning. Results gathered from this project lay the foundation for further studies, performed within short-time real-life design projects. The objective in the later studies was to address challenges when applying PD in commercial product development projects. The studies include design of entertaining educational computer games. First, during the spring of 2004, an educational web-based game was developed for the Swedish Educational Broadcasting Company, with the aim to encourage teenagers to reflect upon gender aspects in society. Second, during winter 2004/2005 a web based educational computer game was developed for the Swedish Parliament. The aim of the game was to educate teenagers of the work performed by the Swedish parliament. Experiences from these projects will be presented during the seminar.

Monday, Sept 25, 2005, 12:00-1:00pm
201A IST Bldg.

(Note: For people who can not make this time, an informal open meeting with Danielsson will take place exactly one week later in the same location.)