

IAT333 D101 SUMMER2011

INFORMANCES

Mark Lauman (301056458)
Shahanah Shivji (301088935)
Sergey Khomutovskiy (301102701)
Alice Ling (301041497)

Informance 3:

Scenario:

After I spoke with Meguido, he inspired me to think about more opportunities (it shows the audience she's motivated, during scenarios in her life. but there is always doubting her ability to do better (insecurity)). She wants to further explore other teaching opportunities from different institutions (elementary, secondary, post-secondary). By doing so, Sue would be motivated to become a more proficient and experienced teacher. Sue goes to the youth group meetings because it allows her to socially interact with a social group; with people who listen with care. She has grown to feel secure with the youth group; she feels secure to a point where she can share her personal life without being rejected. Since she has been thinking about these changes in her future career, she feels like she can share her current thoughts with the group. What is the most efficient way for her to share her thoughts without sharing too much?

This informance is told from Sue's perspective in first person. The first person allows us to observe how Sue's thinking directly, making it more personable and also allows the audience to look at Sue as a relatable character. With Sue being a relatable character to other users and audience, we can then identify our future design development to be used by more than one individual.

We created this scenario based off of Sue's career and this idea that she is insecure about taking chances. The Youth group places a role as a confident branch in her life; people she can turn to for advice, and a place where she feels safe to share her personal thoughts, and decisions. This is also a reason why other group members attend the Youth group meetings as well.

As a result, we hope to develop ideas about how to allow Sue and other group members of the Youth meetings, to share their personal decisions without feeling their over taking the group, with just their life. How can other group members look into one of their fellow members questions and contemplating decisions, and give them advice without having feel like it's forced or a task? What can motivate the group to feel that the meetings are a place for social interaction but at the same time a place where they can feel secure and make decisions that could potentially help change their life?

Iterating this process will allow us to design something, which can help individuals express themselves more confidently, in the idea that they feel like it, is too overwhelming to do sometimes in their social groups. We also want to emphasis that the person sharing their thoughts in the group has an identity, as oppose to creating a design that allows them to be anonymous. Considering that most of the group attends meetings to feel that they are someone, and have a name, we want to keep that strong attribute in the product. The product will also allow the group feel like they can contribute questions and different ideas.

Informance 2:

The Scenario:

Sue sends Rob (the coordinator of the youth group) a short message to inform him that she won't be able to attend the group meeting. Rob feels disappointed. He knows she can't come for a good reason. He wants to involve her in the meeting but does not know how.

This scenario was created based on our secondary persona, Rob. Rob and Sue both know each other from their mutual social group, which is the Youth group at their church, Rob leads on Sundays. This informance allows us to develop a design idea or development of some sort, because there is a road block in Rob's plans when he understands that Sue cannot participate in the meeting, but still wants her to be a part of it, from wherever she is; she can receive important updates about what occurred, what was brainstormed as a group, or what sort of plans were created. We chose to do it from Rob's perspective because we can see how the Youth group can potentially keep in contact and communicate with Sue more efficiently. Essentially, this scenario works for any of the committed members in the Youth group, and cannot make the meetings based on their priorities in their personal schedules.

We decided to explore the story of the scenario from Rob's perspective, because it allows us to investigate an alternative point of view, as oppose to Sue's. Sue's perspective would typically be the point of view the story would be told, because she is the protagonist that is experiencing the difficulty of being at the Youth group meeting.

From this scenario, we hope to develop different bases for ideas that could potentially help solve Rob's problem in wanting Sue to still be a part of Youth meetings, but also understanding that Sue has other commitments. Exploration of Youth meetings will be investigated, in terms of what happens at meetings, what is said, number of people typically, the different ages, and what kind of progression they make as a group. Our main theme throughout scenarios is to keep in mind that we want to develop an idea of how people stay motivated, and also how people's everyday surroundings inspire them to be inspired. What could potentially Rob think of for solving this problem, based on his main surrounding being his Youth group he leads every Sunday

Informance 3:

Scenario:

Rob was holding a group meeting with the youth group to discuss future events. All group members were asked to share an idea. A few shared an interest in a bake sale. Another group suggested a barbecue and camping event. And the remaining shared a game event they could all attend (i.e., paintball, volleyball). Rob brought up the point that in order for the group to go on a camping trip, they would need funding. This is when the bake sale idea would become helpful. From the sales, they can see the camping cost that would be covered from sales. If the group agrees, each member can split and pay the remaining amount. Sue informed the group that she might not be able to attend weekday gatherings because of her unstable work schedule. Weekends or late Fridays would be more suitable for her.

The group agreed to go camping at the end of this month (leaving Friday night and returning Sunday morning). They have arranged for a bake sale next week. Rob went around the room to compile a bake sale menu. Sue volunteered to contribute coffee, and blueberry muffins.

We chose to outline a scenario that depicts not just Sue or Rob, but also their Youth group as a whole. As oppose to designing just for an individual, and have it generalize, so that more similar types of people can utilize it in their everyday life, we wanted to target a social group, and enable a design development, that can allow a way for them to compromise easier as a group, when making events. A design we hope to investigate from this informance, is how do we make it easier for a group to brainstorm ideas more efficiently? What does the Youth group specifically need in order for their meetings to be more successful in decision-making and sharing ideas? This ties back to our main theme throughout our project in the question of what motivates people? By also further investigating of how a typical Youth group in a church, does interact with one another, and what social level they stand at, in terms of comfort level, we will be able to brainstorm various methods of to create something that can allow people to feel more comfortable sharing ideas. We will also be taking items, which we found to be successful from our probe packages. One item that each participant used was the "Speak to Me" affirmation bottle. From analyzing the bottle when recollecting, we were able to characterize each participants personality, how they think, and a little about their lifestyle. We also learned what they valued in life, and what their stance is in life currently. Stances that showed up in the affirmation bottle ranged from one individual moving homes to another needing to clean their room, and the need to live more organized. We hope that with these results from our probe packages, and also from creating a scenario such as this one, we can begin to iterate a design that enables individuals a part of a social group to feel more comfortable sharing ideas, and also allowing the process of decision-making to be more efficient; seem less like a task, and more of like a social activity.