

DESIGN FOR PARTICIPATION



The UARTS Faculty Engineering/Arts Student Team (FEAST) will explore current participatory design theory and practices and ideate; fabricate/produce; and test a participatory design piece/s that will move forward our understanding and application of participatory design.

Participatory design has become now a central issue in modern design thinking. Exploration of the participatory design (understood as the active integration of

users in project, or co-design) spans a multitude of domains -from contemporary art to customer experience strategies, from health education to policymaking. Participatory design experiments with onset expectations for forms, shapes, media, functions, and context, and facilitates a dialogue between a user (addressee) and artist/designer (addresser). Initial projects may include "Missing Migrants of Mediterranean" (with the focus on migration routes, and connectedness), and "Data Alienation" (data and accessibility) but are not limited to these alone. Once formed, the team will be encouraged to select and scope their own topic, as part of the active ideation and iteration process.

MEETING TIME AND LOCATION

Offline: Wednesdays, 4:00-5:30pm OR

Online: Wednesdays, 6:00-7:30pm

STUDENTS SOUGHT

USER EXPERIENCE RESEARCH & DESIGN (2)

- Student skills: ideation, user research, contextual inquiry, diagramming (user flows)
- Likely majors: CS, SI, PSYCH, SOC, SW

DATA SCIENCE (2)

- Student skills: data analysis, data visualization (Python, R, Tableau)
- Likely majors: CE, CS, SI

GRAPHIC ARTS & DESIGN (2)

- Student skills: sketching/drawing, basic graphic design, interest in art object design
- Likely majors: ARTDES, ARCH, IOE

FACULTY PROJECT LEAD



Vadim Besprozvany is a Lecturer at the University of Michigan School of Information. He teaches undergraduate and graduate courses in interaction design, visual design and communications, mentors independent studies in emotional design, animation, branding and identity, and design language. He is an ArtsEngine faculty liaison (UMSI) and is interested in growing intellectual collisions and collaborative practices driven by the arts, design, and engineering. He serves as a curator and consultant at the Odesa Contemporary Arts Museum (MSIO, Ukraine), and participates in art(co)archive initiative, which is dedicated to Ukrainian contemporary art. Besprozvany's primary research areas include visual rhetoric, semiotics, media, cultural studies, and communications theory. He received his B.A./M.A. from Tartu University, Estonia, and Ph.D. from the University of Michigan.