

## **WP9 Workshop on Innovative Approaches for Evaluating Affective Systems**

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### **Description of a Bodystorming method station**

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The bodystorming and acting method station will be set up in a staged office environment, as described in the article *Understanding contexts by being there: case studies in bodystorming* (Oulasvirta, A., Kurvinen, E., & Kankainen, T. Personal and Ubiquitous Computing 7/2003.).

Staging the given environment does not require heavy settings, it will be done as lightly as possible with the material that happens to be at hand. The organizing group will arrange the staging.

The theme of the method station will be elderly people and retirement. Material from a Academy of Finland funded research project called Drama - Scenario Methods for User Centered Product Concept Design will be used as a background for the bodystorming situations. Those situations will be accompanied with user narratives, or stories from the user studies. The goal of the bodystorming session will be to innovate products or services, or social systems that help the target user group in those challenges that are associated with retirement and its implications in life.

As a difference to the bodystorming and acting in a staged office described in the above mentioned article, we have a professional actor as an acting adviser. Also, we will have a videotaped persona presentation, which introduces Satu, a 55 year old female who is planning to retire on a pension. Satu is the main character in a forum theatre play, that is based on the user research conducted during Drama project. Satu will introduce herself, and tell about her life to the participants. Introduction of this character will help the participants to emphasize the given user group.

First the participants will be introduced to the brainstorming process, and divided into pairs. The pairs will be distributed to 2-3 points, with one researcher at each. In each checkpoint, 2–3 design questions, and their background will be introduced to the participants, asking them to solve those questions by acting. Each participant will be given the opportunity to play Satu in each given situation. The other member will play a supporting role.

Acting will be carried out to the point where the problem occurs. The pair's task then is to generate design solutions. The researcher will act as a moderator and a group leader, writing down ideas that emerge, simulating the innovated design ideas in use,

and deciding when to conclude. The researcher may also help the participants by asking such questions as: "What would your character do in this situation?", or "How could technology help in this situation?" Some ideas may be simulated with paper mock-ups drawn by the researcher. Proposed solutions will then be acted with the mock-ups.

Afterwards, collected ideas will be discussed in a larger group. Based on this discussion, moderators will write down or draw the design ideas as scenarios.

### **References**

Oulasvirta, A., Kurvinen, E., & Kankainen, T. (2003). Understanding contexts by being there: case studies in bodystorming. *Personal and Ubiquitous Computing* 7/2003.