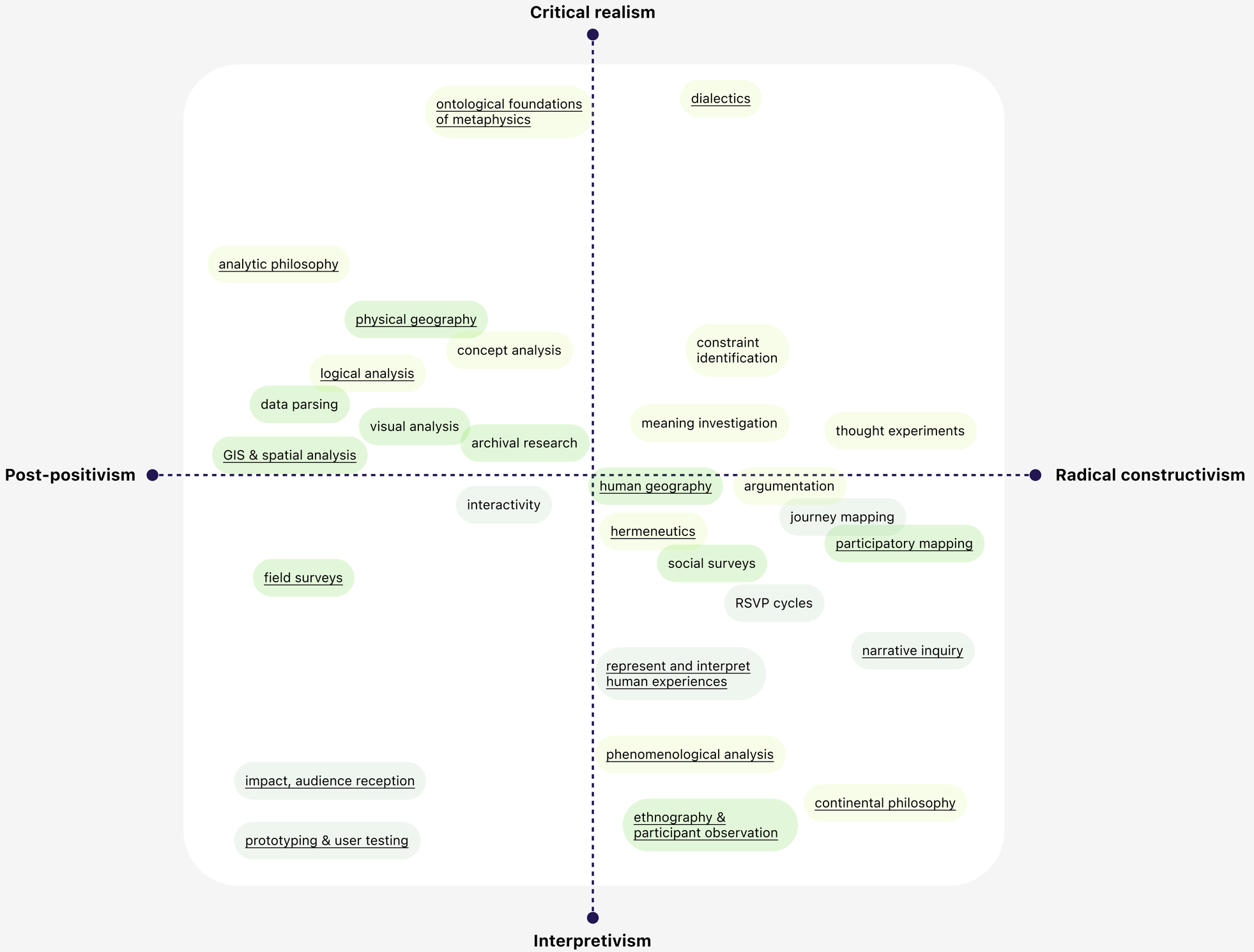
research through making

Fabienne's table 1

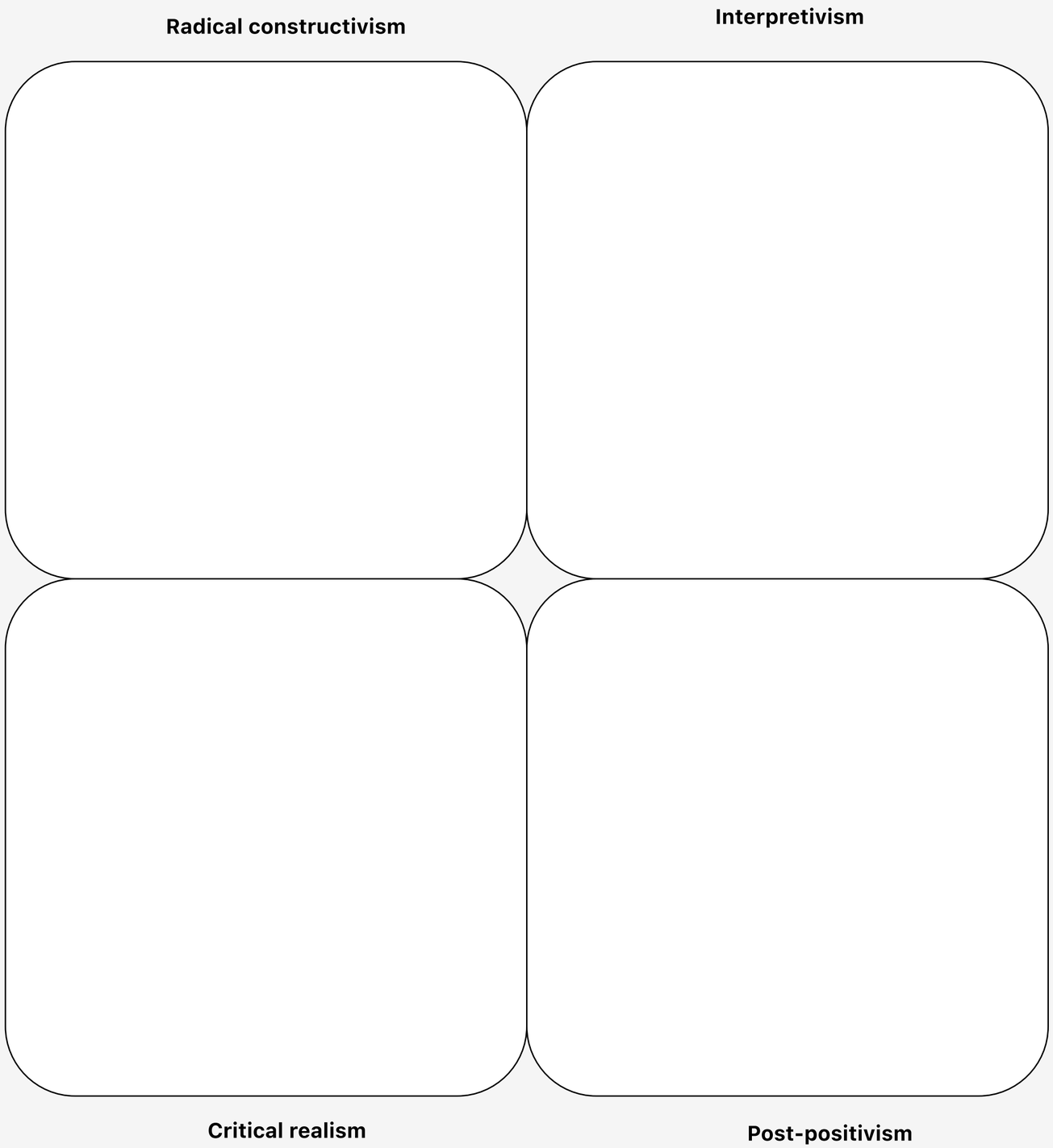
	Experiential Media (Arts), per Alex Oliszewski	**Geography (Social Sciences)**, per Mathew Coleman	**Philosophy (Humanities)**, per Richard Samuels
Research concept?	Creation of an experience and studying the effectiveness of it on an audience or research subjects. Interrogating experience.	Find gaps in areas of study that involve place specific human to human interaction. Map out and/or create datasets that involve the making or de-making of place via human intervention.	Interrogation of constructs that civilization(s) has generally agreed to hold true. Asking "what if" like questions to find gaps where knowledge might be misrepresented or underrepresented.
Factors that affect selecting a research condition?	Site specificity, available equipment, and type of human engagement can influence the research question being proposed.	Accessibility to place, ability to attain favor with civilians who (whether they know it or not) are involved with place making. Obtaining enough reliable data via ethnography. Parsing of data.	Historical and cultural context, bias, language, tradition/school of thought. Reception by community.
What does the research involve?	Establishing physical conditions for transdisciplinary storytelling via staging and media system alignment.	Location based surveying, being on the scene. Gaining insights via being in or around the shoes of a sub-group of civilians.	Philosophical questions that are abstract and not easily addressed. Suspicion that isn't specific to the self can be an "origin" of question making. Deconstructing problems into sub-problems. Clarifying key terms, eliminate ambiguity. Consider the conditions of adequacy for a good answer.
Epistemology framework?	Interpretivism. Researchers and participants interact and lived experiences are made to feel real as a means of training or immersion. Simulations are facilitated to understand meanings humans assign to a system.	Pragmatic constructivism. Geography builds models (maps, datasets, stories) of the world to understand it. The models are typically on human experience and modern geography models are often a portrayal of a friction to certain societal place-based behavior.	Radical constructivism - truths have ben constructed rather than discovered. Understanding individual cognitive processes and that it develops meaning. Might be critical realism depending on the philosopher and their intensity of belief in underlying structures.
Goal of knowledge generation?	To deliver well designed theatre or simulation operations in which audience or participants experience, and yield feedback to improve upon.	The outcomes of geographic research are revealing of human and non-human interventions at non-human scale. Processing this information makes for more readable sense of place and change.	Writings: articles, chapters, books. Verbal presentations. Intellectual tradition. Contributions to ways of thinking for fields such as physics or economics. Meaning making and meaning investigation.
Research methodology?	User testing, observation, journey mapping, experience sampling method, performance ethnography, audience reception studies, RSVP cycles.	Ethnography, field work, interviews, social surveys, historical and archival research, photographic and video analysis.	Argumentation for formulating a range of potential answers to a question, and determine the precision/validity of a question. Constraint identification, concept analysis, thought experiments.

First attempt at diagramming

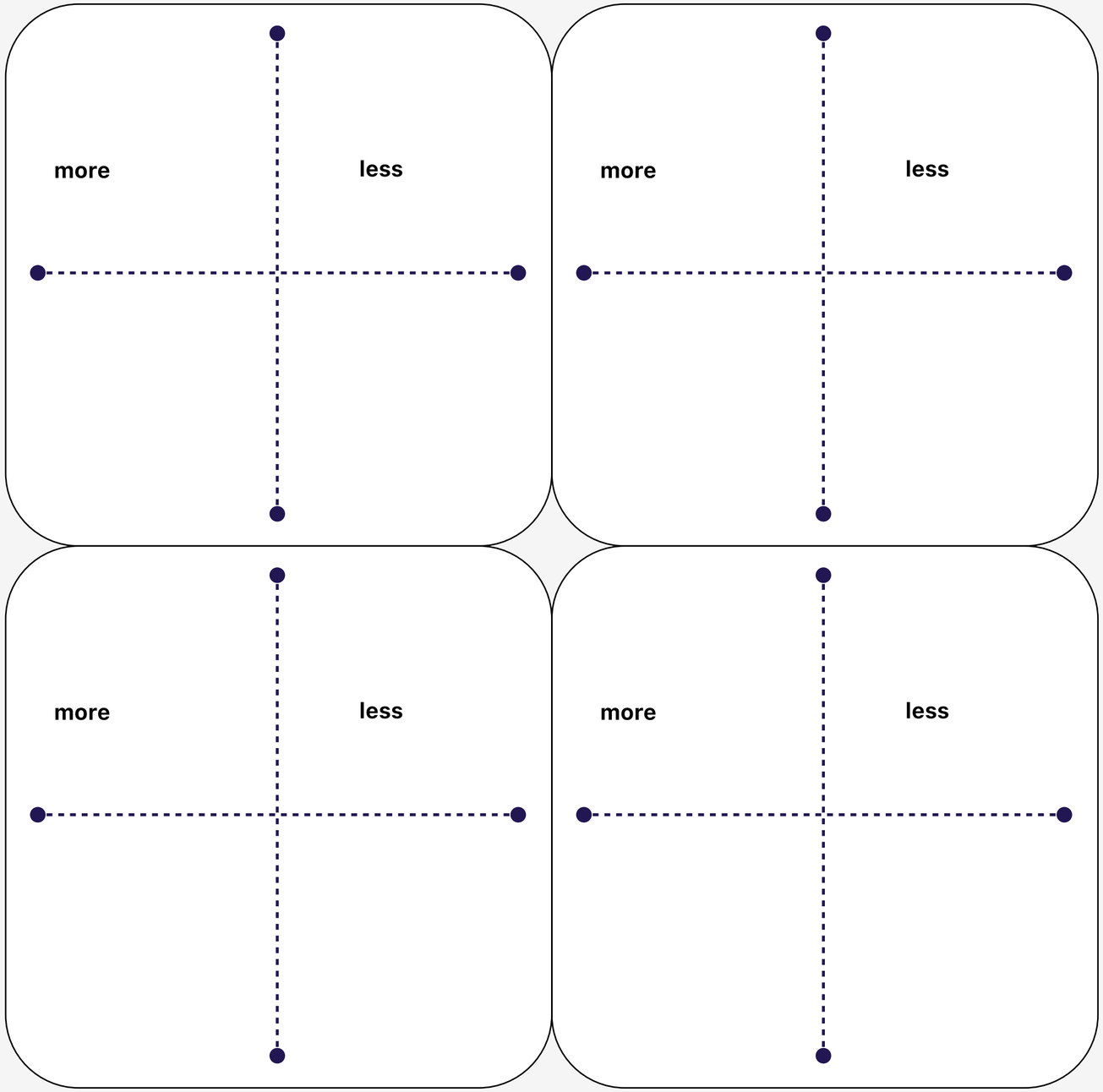


First attempt at diagramming

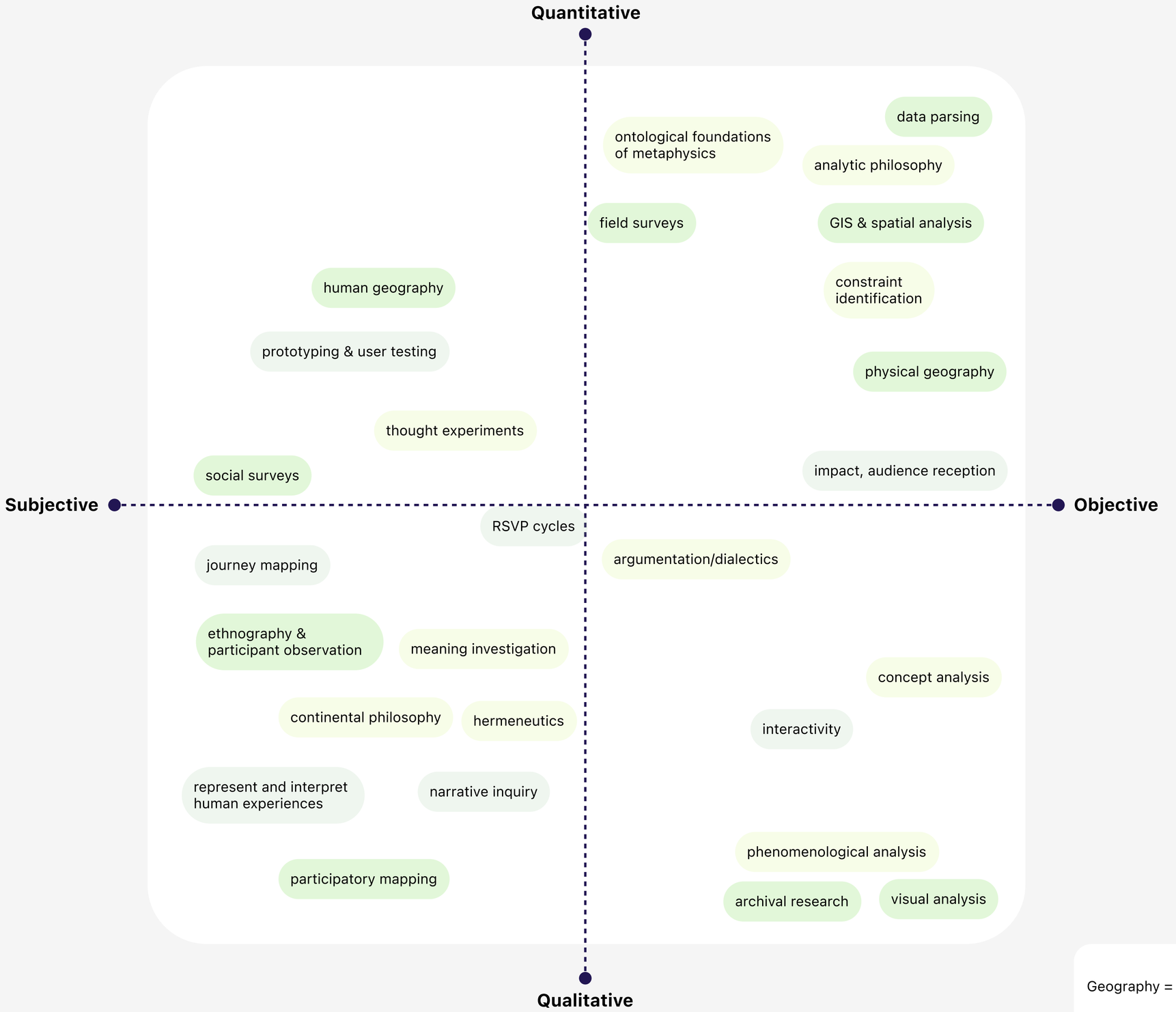
Second attempt at diagramming



Second attempt at diagramming



Methodology: Subjective, Objective, Quantitative, Qualitative



Geography =

Experiential Media Design =

Philosophy =

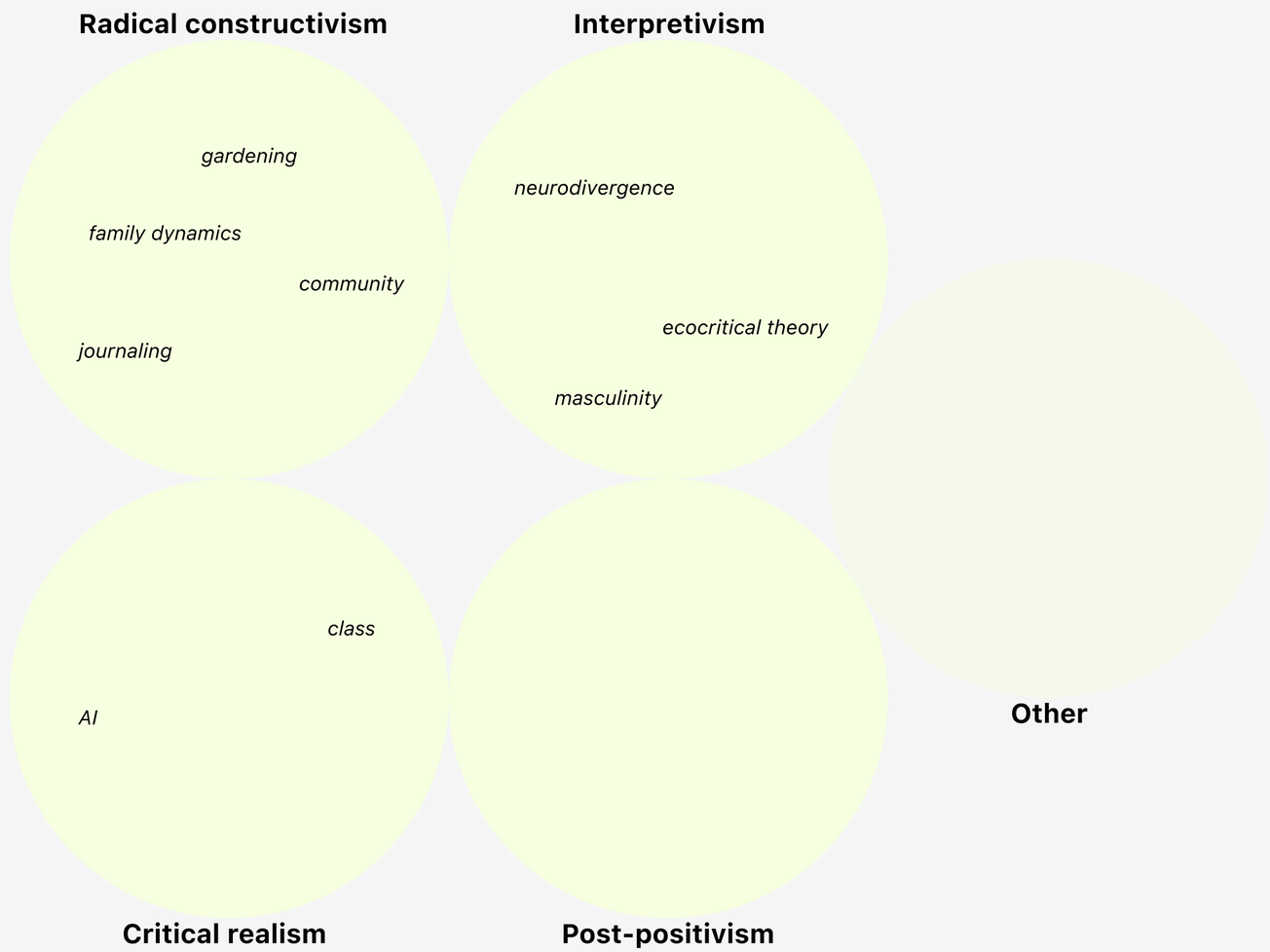
Unfinished diagram for laying out methodologies into aligning frameworks

	Post-positivism	Critical realism	Radical constructivism	Interpretivism
field surveys				
data parsing				
GIS & spatial analysis	✓			
human geography				
physical geography				
social surveys				
ethnography & participant observation				
visual analysis				
participatory mapping				
archival research				
prototyping & user testing				
journey mapping				
RSVP cycles				
impact, audience reception				
represent and interpret human experiences				
narrative inquiry				
interactivity				
argumentation/dialectics				
thought experiments				
meaning investigation				
continental philosophy				
analytic philosophy				
ontological foundations of metaphysics				
constraint identification				
hermeneutics				
concept analysis				
phenomenological analysis				

Fabienne's table 2

	On Alex, Mathew, and Richard
What do these three approaches have in common?	The three approaches frequently lie somewhere between radical constructivism and interpretivism. At the heart of their research is aspects related to humanity.
What differentiates them?	While aligning on the notion of humans, what separates them is the aspect of human experience in which they propose research questions.
Where do you see commonalities with design research	In many if not all cases. However, instances of user testing, prototypes, journey mapping, surveys, data parsing, concept analysis, argumentation are a key few.
How would you characterize their contribution to the field?	I believe their contributions are in line with editing experience and/or analyzing under studied aspects of currently held 'truths'.
What have you learned from the three presenters?	More substantial understanding of these frameworks. Before it was very abstract.
Scholars influence on your own research projects?	Thinking...

Uncommon methodologies sketch



A working methodology garden diagram