Research in context

| 01 Sensitive value in context | 02 Hidden Experience | 03 Contextual Assets | 04 Boundary can be intervened | 05 Dynamic change of context |

(Emery & Flora, 2006)

My Identity

| A Conflict Balancer | B Resource Allocator | C FutureParadigm Imaginer |

(Sanders & Stapper, 2014)

Bamboo Weaving Craftsman
2023
- Graphic Symbol
- One week
- Improve awareness
- Create a New Business Mode

Migrant Workers Community
2023
- Community Space
- People
- 1 month
- Rebuild relationship

Urban Village Migrant Children
2024
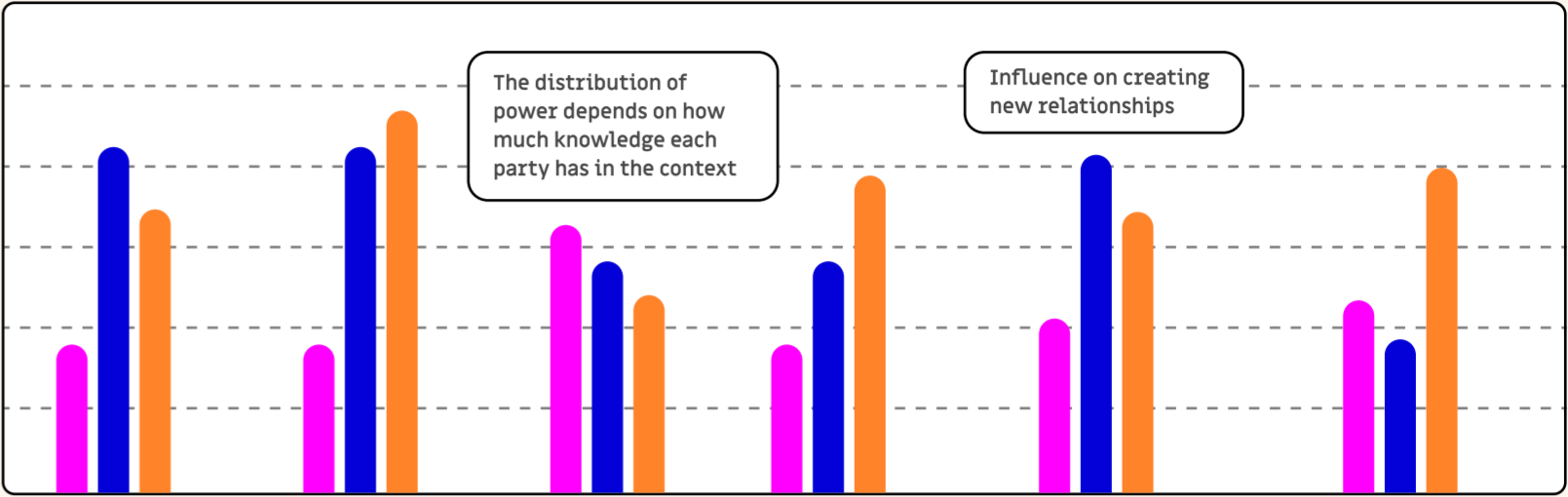- Children's Creativity
- Space
- 6 months
- Create Mechanism
- Try to rebuild relationship

I have chosen three design practices I have experienced to reflect on the participatory nature of my design research, using the concepts of participatory action research (Pain et al., 2007) and ontological design(Willis, A.-M. ,2006) for reflection. I reviewed the persistence, medium and corresponding impact of dry participation in three design projects, reflected on the leverage points that affect the change of context and relationship in participatory design research, and how I will carry out participatory research in the future.

Evaluation on my Participatory Praction

The distribution of power depends on how much knowledge each party has in the context

Influence on creating new relationships

| Dependence on Context? | Degree of Participation | Allocation of Power | New Knowledge? | Influence on Participation | Introduce multiple perspectives |

- Medium
- Duration
- Influence

Design (Re) search

"AUTOETHONOGRAPHY" ABOUT HOW DID I DO THE PARTICIPATORY DESIGN RESEARCH IN MY PAST AND FUTURE

Background
Design towards a more macro and future system construction
(Marzia Mortati, 2022)

Background
The importance of lived experience as the basis for social reproduction
((Luo & Leitao, 2024)

Background
Design increasingly responds to the complexity of social systems
(Manzini, 2016)

Design Research Define to me
Search Signal + Intervention in a dynamic changed context

Society
The position of design research balances the power relations of designers participating in the research in the social context
Adapted from (Thorpe & Gamman, 2011)

Design Research 01 For Society — Empathy
Design Research 02 With Society — Autonomy — Elitism
Design Research By Society

- Knowledge — Create / Support
- Action — Change Perspective
- in

"Invent Society"
"Weaving Relationship"
"Reshape Context"

Signal / Inspiration / Transformation / Invisible Relationship / Value / Dynamic Boudary

CONTEXT KNOWLEDGE

Bottom-Up / Longevity

Level of Research
Influence

| Micro — Individual | Medium — Context | Macro — Social Structure |

Behaviour / Attitude / Interaction / Relationship

Ladder of Citizen Participation
(Arnstein, S. 1969)

| Non-participatory | Tokenism | Citizen Control |
| "Design for People" | "Design with People" | "Design by People" |

People
Can paying attention to the change of identity and the proportion of discourse power of the research object shape the ideal vision that everyone is a design researcher?
(Ho & Lee, 2012)

Power of Individual | Intersubjectivity | Level of Participation

Empower
Participatory Action Research

"A world where many worlds fit"
(Escobar, 2018; Mignolo, 2018)

PAR relies on filed knowledge, aiming at returning the rights in design research to the researchers, leveling the rights between researchers and researchers, so as to decide the method and direction of research, I used the 4 principles of participatory design to reflect on one of my past projects: our aim is to promote the construction of links among a diverse community in Macau

4 Principles of PAR

| 01 Knowledge based on experience | 02 Knowledge in Action | 03 Transformtive Process | 04 Collaboration through dialogues |

Designers' Power — Equal — Participants' Power
Reflection on one project — Include more participants

- Clean & Tidy Up
- Residents' Discussion — Controversy
- Find Key role — Change Perspective
FUZZY

- Observe interaction — Constantly change our position
- Food Sharing — Controversy
- Transform Space
- Join in the Digital Community — Realistic Observation
Improve public participation

- Make ashtray by Children
- Place ashtrays in the community
- Observe open dialogue
Link of Group

Intervention
- In design research, the BIGGEST DIFFERENCE from anthropological or sociological research is the timing of intervention
- Grow up with people and community, constantly switch perspective

Power
- How to show their value when they are gazed by researcher

Conflicts
- How to shuffle between academic language and local community language?
- Making academic contribution and meanwhile empower and make value to community

Ontological Design
Design research is like an invisible hand, reshaping signals and relationships in the context to produce social impact. , I try to influence the lifestyle of the objects I influence through such an analysis and synthesis process

Research Context — About power Reaction — Life Style
Design Research — Synthesise Signals — Perception — Value Sensitive
Change Context — Design Human-Becoming — Culture & Policy
Intervene Context — Responsible for Designing people — Behaviour

The ontological perspective made me realize that the design we do shapes the concept of the people we affect, and that we have a responsibility to design better human beings and relationship under the perspective of DESIGN JUSTICE AND VALUE SENSITIVITY

Technology in Participation?
How can we shape the technological probes into our lives to inspire active public debate and participation and broad democracy? At the same time, consider the degree of acceptance of design research and technology for marginalized areas

Tech

01 NEW IDENTITY--Tech Mediator
Balance the priorities of the use of social technology in different groups, and expand the participation of technology design in different contexts

02 Feedback for Tech
Shaping easy-to-understand processes to enhance low-tech receptive people's feedback on technology-shaped participatory processes,

Human Experience
Designers

How to promote participation in design research process?

AI help citizen participation?
Discuss — Voi / Voice
Helps residents engage in dialogue discussions and initiatives in their own context, and strengthens open dialogue based on things and different roles

Obscure Occupation
How can we draw on formative experiences from different fields to enable different fields to apply design methods in their own contexts.

Write on your ideas!