Design fiction and the social, cultural, and ethical implications of emerging technologies

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Abstract. Design fiction is a design practice aiming at exploring and criticising possible futures by creating speculative, and sometimes provocative, scenarios narrated through designed artefacts. This demo session introduces the concept, basic elements and some genres of design fiction through exposition and selected case studies. It also allows participants to get first-hand contact with the early stages of the process of creating a diegetic prototype. In the end Participants will be knowledgeable about the overall concept and will grasp some of its particularities.

Keywords: design fiction, anticipatory ethnography, ethnofuturism, experiential Futures, diegetic prototyping

Necessary resources: Video projector with HDMI connector, amplified speakers with 3.5 mm jack connector, A1 paper sheets (1 per participant), small (2 cm x 3 cm) multi-coloured sets of sticky notes (1 set per pair of participants), black felt pens (1 per participant), one white board, four white board markers (black, green, orange, purple), open wi-fi internet access (for all), power sockets (for all).

The Demo Session will last for 1h30m (45m lecture + 45 workshop). The topic of design fiction is introduced, explored and illustrated during the lecture part of the demo. Participants will be invited to draft a diegetic prototype during the workshop, scaffolded by the facilitator.

Biographical note

David Lamas heads the Human-Computer Interaction (HCI) group at Tallinn University’s School of Digital Technologies. He also serves as the chair of the Estonian chapter of ACM’s SIGCHI (http://sigchi.org), and as an expert member of IFIP’s TC13 (http://ifip-tc13.org).

David’s main research interests are design theory and methodologies, and he has been designing organizations, communities and human technologies, systems and more since his post-doc at Michigan State University as a member of the MIND Labs network (http://www.mind-labs.org). He has done so in the USA, UK, Portugal, Cape Verde, and recently in Mozambique, Afghanistan and Estonia, developing through his experiences an acute understanding of how to shape and lead transformation processes.

David bootstrapped the Master in Human-Computer Interaction and the Masters in Interaction Design, the later run online jointly with Cyprus University of Technology. He has been grooming the local HCI community with a steady stream of training events such as the seasonal courses on Experimental Interaction Design, Research Methods in HCI and on the Design of Human Technologies since 2010. He has also promoted and run a complementary stream of dissemination activities such as the bi-monthly
meetups and the celebration of the World Usability Day, which brings together more than 500 researchers and practitioners every year, a bit from all over the world.

David also built a solid project participation record, taking part, leading and supporting his team in FP7, LLP KA3, ETAG, NordPlus, USAID and other projects.