MSc and MRes
AISD
Groupwork

Organisation
- For this coursework you will work in small groups.
- The members of the group should be identified on each piece of work.
- Reports should be submitted both electronically and in paper form to Krista Calvert
- Deadline for groupwork: Monday 12 November

CHI 2008
- 26th CHI Conference
- ~2000 attendees
- 38 Countries
- 40-50 industry exhibitors

Student Design Competition
- 5th year of the CHI Student Design Competition.
- the competition has grown each year
- prime recruiting opportunity for identifying talented students.
- In 2007 there were over 50 submissions from 19 institutions, in 11 countries.

Student Design Competition
The competition is aimed at meeting three goals:
- Provide an opportunity for students from a variety of design backgrounds (HCI, industrial design, product design, visual design, etc.) to participate in CHI and demonstrate their problem solving and design skills in an international competition against their peers.
- Provide CHI attendees with refreshing perspectives on how design teams from different disciplines and different parts of the world approach a common design problem.
- Provide CHI attendees with a chance to meet future professionals in our area, and provide competition participants with an opportunity to network with experienced HCI and Design professionals.
The Design Problem

• There are 3 million homeless in the EU. Some are temporarily homeless by environmental circumstance, while some are born into poverty; some even elect a nomadic lifestyle rather than participate in the culturally accepted norms of society. Whatever the reason, these people often depend on public services and support for food, shelter, medicine, and other forms of necessary assistance and guidance.

• http://www.homeless.org.au/pictures/

• Design an object, interface, system, or service intended to support the state of living without a house.

• Use methods of ethnography and contextual research to understand the problem space, and develop user-centered design solutions to support, assist, enhance or otherwise benefit your target audience. Your solution could address the environmental state of being without a house, including issues of physical sustenance and safety, or it could investigate the emotional, social and cultural needs of this group of people.

The Design Problem

• Previous work in this area and in adjacent areas
  – Explore case studies from homeless websites such as:
    • http://www.deltablues.net/homeless.html
    • http://www.homelessskids.org/
    • http://www.homeless.org.au/pictures/
  – Identify scholar work in the field such as: