

Capturing experiences in Edinburgh, a world meeting point!

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1 Atelier content

The Edinburgh International Festival, the biggest art festival in the world, is a convivial **meeting place** full of joy and life among participants, artists and the local population. People from all over the world come to Edinburgh to enjoy, meet other people and have a sparkling summer.

Meeting new friends ... talking to others ... a conversation can start while waiting together in some queue, or when people happen to sit next to each other, or just because you asked for help. Many of these interactions might last for life. Nonetheless, these interactions are part of the experiences during this festival, playing an important role in how people enjoy and live the festival. Most **meetings are by chance** but probably triggered by something. Specific coincidences might seem magical. This brings us to the theme proposed by this atelier: **Capturing experiences in Edinburgh, a world meeting point!**

The different possibilities and situations in meeting people brings a lot of design opportunities. Imagine that people would like to choose who they want to meet, based on their interests or curiosity in meeting someone similar or even different. How would this be possible, the meeting still being by chance and magical? What about the local population, how can they be part of this experience? We would like to propose to look into **how to enhance the meeting experience of the festival participants, artists and the local population during the event.** What can be the role of technology to design interactive support for this?

Moreover, some people might have access to the last trend technologies; others might not have access to technology at all. How can you create innovative interactive systems to support people's needs enhancing their life experience during the festival, but without changing their identity and freedom of choice? How do they envision the future of Edinburgh's festival? What are the boundaries of your imagination to create such a good experience? Are there any transformations to make?

By following an interaction design approach, you will do hands-on work to sketch, prototype and test your ideas. You will get guidance and teasing questions to help you move forward, but your group is the one steering the wheel! Let us share our expertise and methods with you and enjoy this atelier learning by doing and having good time. "Experience, explore and experiment!"

*"How do we become wise, master?
By doing good choices.
And, how do we do good choices?
Experience..., says the master.
And, how do we acquire good experience?
Bad choices"*

Old proverb

2 Relevance to School Title, Scope and Aims

This atelier proposal is relevant to:

a) the school title by bridging technology and interactions among participants when they meet and by creating new meeting possibilities based on participants' needs, goals, wishes and dreams.

b) the scope by proposing a theme that engages designers from different countries and cultures in trying to understand how, who and where people from all over the world meet during the festival as well as proposing people-centred designs.

c) the aims by inviting Convivio participants to form a community of practice and engage festival participants as well as the local population to design interactive technologies.

3 Atelier Leader Experience

Adler, PJ

Adler has been designing interactive web systems since 2000, working with international teams from all over Europe. He can offer input in ethnography, participatory design, use of personas and scenarios, and teamwork. During the last two years Adler was involved in other projects such as, re-design of a ticket machine, design to support students working on the move and how the people, in a city, can share past stories and future dreams.

Kristina Groth

Kristina has a PhD in Human-Computer Interaction with a focus on Computer Supported Cooperative Work. She has, among others, experience from areas such as field studies, participatory design, awareness issues, communities.

4 Scientific Novelty and Value

We will introduce you to the areas of participatory design, communities and awareness, and we will introduce you to how to make field studies. In our work with participatory design we will introduce you to personas and how to make prototypes or mock-ups in a light-way manner. You will get an opportunity to combine different kinds of methods in order to reach the best results in your work.

5 Overall Judgement

Pros:

- The proposal offers a direction for the atelier that has several possibilities for design, without being too specific, leaving space for the participants interests,
- The expertise of the atelier leaders in dealing with multidisciplinary group and nurturing communities,
- The proposed theme of working with festival participants and the local population in a context that would be of interest for them.

Cons:

- The less specific proposal, that for some participants, especially new designers, might not be concrete enough,
- The atelier leaders somewhat limited experience of the summer school,
- The atelier leaders limited knowledge of the festival and the local population.

6 Recommendation for Retaining the Atelier in the School Program

Three reasons why you, participant of Convivio, may want to choose this proposal:

- Our **theme** will engage you in a concrete setting with freedom to explore your ideas and try them out by quick **prototyping** and evaluation.
- **Learning with each other:** we will put together your experience with the atelier leaders experience of several years in designing interactive systems for communities and in working with multi-disciplinary and -cultural groups.
- **Designing and enjoying it:** you will jump into a non-stop mood by designing while having a good time. Together we will find the best ways to work together.