Case Studies in Design Informatics 1

S01.2: Axiofacts = A_tefacts & Memoranda

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Adapted from materials kindly provided by Gilbert Cockton

Wicked Problems

❖ We don't understand the problem until we've attempted a solution

❖ We don't know when they are finally solved.

❖ There are no right or wrong solutions, and we can't iteratively optimise until we get an optimal option

❖ Every wicked problem is unique; it's impossible to generalise

A_TEFACTS

MEMORANDA

Antefact /Artefact = A_tefact

Four Design Arenas

- 1. **a_tefacts**: interactive digital products or services, what we produce (artefact) / have produced (antefact)

- **memoranda**: backgrounds that interact with a_tefact creation

    - 2. **Purpose**: the intended worth of the artefacts in use

    - 3. **Anyficiaries**: who benefits (beneficiaries), who doesn't (maleficiaries)

    - 4. **Evaluation**: to what extent is the intended worth for the anyficiaries achieved

AXIOFACT = A_TEFACT + MEMORANDA

Axiofact: Worth that has been made
by reflectively connecting **A_tefacts** in
conversations with **memoranda** in design work

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Evalu-
ation
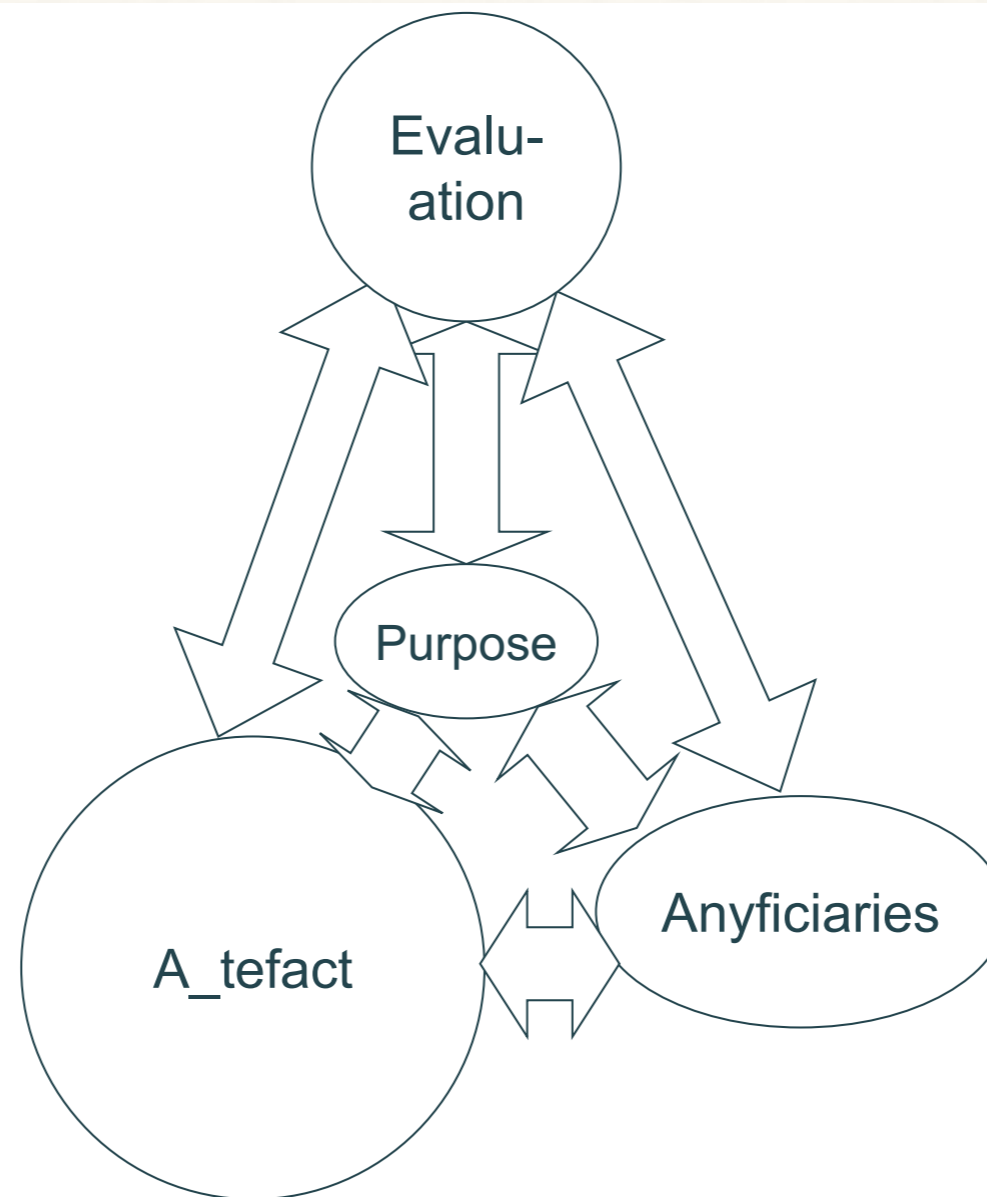
ABSTRACT
DESIGN
SITUATION

Simple
model of arena
based design
work

Purpose

A_tefact

Anyficiaries

Four design arenas need
Balanced integration

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Different Approaches / Different Emphases

❖ Applied Arts: Let's make shiny things!

❖ User Centred Design: Can users use it?

❖ Engineering: Does it fulfil its purpose?

Strengths and weaknesses

	Artefact	Purpose	Evalu-ations	Benefi-ciaries
Applied Arts	👍	👍	👎	👎
Engineering	👍	👎	👍	👎
User-centred	👎	👎	👍	👍

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How Do You Work on All Design Areas?

❖ You look at how each of the design activities you do impact them in turn. Some will be more artefact heavy, some more purpose centric, etc.