

where it comes from D&E conference 2012 submitted reworked version of my RF3

Had lots of interesting conversations that started quite a few longer term partnerships

One of these was with Steven Fokkinga



Grimaldi, S., 2012. Cinematic Narratives of Product Interaction Experiences. Methods for Cross-Media Fertilisation of the Design Process, in: Proceedings of 8th International Design and Emotion Conference London 2012 Central Saint Martins College of Arts & Design. London.

#### TU Delft Study Trip November 2013

Steven organised the workshop inviting also loana, and organising a series of meetings with researchers at Delft about the project as well as skype meetings with other researchers.

"PhD car wash" for our individual PhDs as well.

Presented this project and our PhDs at the end of the third day to the ID Studiolab in TU Delft.



#### **Steven Fokkinga**

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#### Ioana Ocnarescu

Alcatel-Lucent Bell Labs France

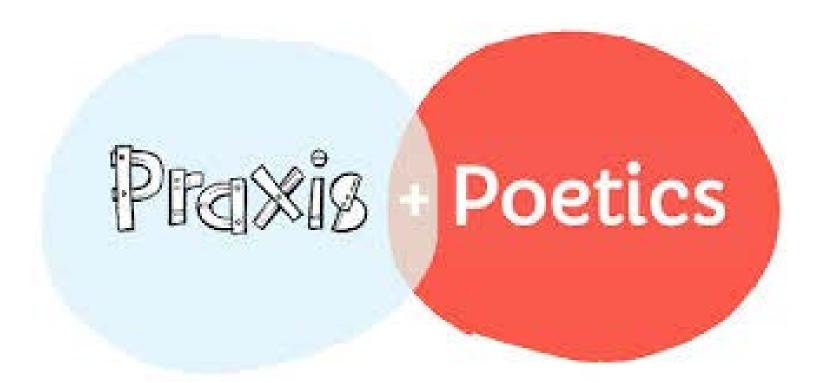
ioana.ocnarescu@gmail.com

#### **DPPI 2013**

Then continued to work through Google Hangouts to write paper

Paper submitted to CHI 2013 (not got in) and to DPPI 2013 (got in)

Great feedback there - decided to bring it further. Steven and Ioana were busy getting their PhDs, so I carried it further



Grimaldi, S., Fokkinga, S., Ocnarescu, I., 2013. Narratives in Design: A Study of the Types, Applications and Functions of Narratives in Design Practice, in: Praxis + Poetics DPPI2013. Presented at the DPPI 2013 Designing Pleasureable Products and Interfaces, ACM, Newcastle upon Tyne & Gateshead, UK, pp. 201–210.

# Narratives in Design Toolkit

2014

reframed the project from a paedagogic and research point of view - the idea is that it should be a tool for designers to aid in the design process.

Research project grant from LCC to turn it into a toolkit and test it



# Testing the Toolkit 2014

with:

MA Narrative Environments, CSM
MDES Service Design Innovation, LCC
MA Information Experience Design,
RCA

MA Graphic Design, LCC Workshop, Ateliers UX, FLUPA, Paris Design Fictions course for MA Design students, Kolding Design School, DK

basis of Erasmus teaching exchange with Kolding Design School, DK



#### Next steps

2014

The original paper was reworked into 2 chapters for my confirmation document (practice review and part of the literature review).

Journal paper (in progress).

Promote it to be used on courses.

## Narratives in Design - toolkit



Who (creator and audience)

When (design process or user experience)

Where (internal to artefact or external)

Why (what does the narrative do or achieve)

What (what type of narrative is used)

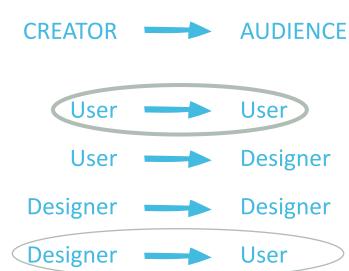
part of the Placebo Project



part of the Placebo Project







part of the Placebo Project





In the design process

In the user experience

part of the Placebo Project





Internal to the object

External to the object

part of the Placebo Project



# WHY

Communication & Conveying Information

**Evoking Reflectivity** 

Showing & Teaching Values

Empathy, Identification & Bypassing Social Structures

Imagination & Creativity

Memorability

**Engaging & Delighting** 

Persuading

Cohesion & Comprehension

part of the Placebo Project





**Minimal Narrative** 

**Sequenced Narrative** 

**Logically Sequenced Narrative** 

Value-Laden Narrative

**Entertainment Narrative** 

## Examples to analyse in the workshop

**Studio Weave**Freya and Robin



#### **Gaver, Dunne, Piacenti** Dream Recorder

part of the Cultural Probes



#### **Glenn and Walker** Rubber Band Gun

part of the Significant Objects Project



**Rokos** My Other Half





### Narratives in Design - toolkit



More info at https://narrativesindesign.wordpress.com/

Any questions or comments or to order toolkits to use in your classes s.grimaldi@lcc.arts.ac.uk

Original paper at https://www.academia.edu/4506199/ Narratives\_in\_Design\_a\_study\_of\_the\_types\_ applications\_and\_functions\_of\_narratives\_in\_design\_ practice