Design led practice based multi-disciplinary research
‘Living Rooms’

Maintaining independence at home in later life
‘Living Rooms’

- Context of ageing population
- User - centred research
- Case studies
- Lab4Living
- Future home
Pensions

1900  22-1
2024  3-1

(office of national statistics)

Over 60’s outnumber under 16 year old for first time
(2001 census)

2025  45-60  85-90% of disposable income
2025  75% annual house growth - single occupancy

(Aune K. Sustainable singletons 2006)
He then calls Lisa and Bart over and lets them listen to the engineer’s ‘modified’ report. Homer continues to throw his weight around the lab.....

When Homer is shown the plans for his car, he tears it up and draws his own.
Homer goes back to his team of engineers and tells them what he wants.

Like a place to put his drink. Not a little cup, but one of those super-slurpers at the Kwik-E-Mart. And all sorts of other amazingly tacky things….

‘Some things are so snazzy they never go out of style!
Like tail fins…and bubble domes…and shag carpeting’…
'I want a horn here, here, and here.
You can never find a horn when you’re mad'......
The moment has come for the great unveiling….

‘Ladies and gentlemen, esteemed stakeholders, members of the press…..

All my life, I have searched for a car that feels a certain way. Powerful like a gorilla, yet soft and yielding like a Nerf bal

Now at last I have found it’….
When Herbert learns the monstrosity costs $82,000, Herbert realises he’s doomed.

Homer gives the horn a honk….

Herbert’s bags are packed as a crane replaces the ‘Powell Motors’ sign with ‘Kumatsu Motors’.

The Simpsons - Homer designing a car - ‘Oh brother where Art thou?’
interviews
7,240 Nose Finders

- Don't know
- Very difficult to explain
- Very easy to explain
- I used my best hand
- YES! I found it!
Tacit knowledge

*Things we don’t know we know*

‘we know more than we can tell’…(Polanyi)
‘I have washed clothes, cooked, driven a tractor, run a diesel locomotive, vacuumed rugs. This first hand discovery in identifying problems rather than just problem solving, results in more innovative solutions’.

Dreyfuss
User Research > design concept > product > user evaluation
User Research > design concept > user research > further concepts > product > user research > product development > user evaluation
Tac-tile Sounds System

www.rompa.com
End the scandal of medicine mix-ups

Anger as doctor goes free after fatal jab error
reconnect
Medical connector research group

BRAUN
SHARING EXPERTISE

Department of Health
User?
Human-centred

All stakeholders engaged in production & consumption
Lab4living
Co-design research group

Design - Health & Wellbeing
Sheffield Hallam University
www.lab4living.org.uk
He with body waged a fight
But body won, it walks upright.

Then he struggled with the heart;
Innocence and peace depart.

Then he struggled with the mind;
His proud heart he left behind.

Now his wars on God begin;
At stroke of midnight God shall win.

The Four Ages of Man, W.B. Yeats
Lab4living
Co-design research group

U3A…Sheffield 50+…Sheffield Elders…POPPS…Industrial partners
‘Living Rooms’

- Multi sensory approach to design
- Medical / health needs
- Sustainability
- Technology - solution/problem
- Quality of life - desirable products
- Inclusive
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Figure 8.1: Evidence of repeated annual stages of theourney in a group of native electronic assembly work in a busy structured film respect and in-handigned film (lower). Figure for new-
generated computer graphics and in-handigned film (upper). Note that these images have been cropped together.

*Source: Zwemer* (1985)
‘Living Rooms’

Aim

- 'interfere' with environments,
- create new scenarios
- learn how people perform in them
- develop products and theory
Role of artefact in understanding users

- communicate with them better
- access their knowledge
- empower them to explore situations
‘Living Rooms’

Thankyou
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