

Research products: an era of post-prototyping in design research

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beyond prototyping in design research

Prototyping

Designers **prototype to imagine experiences**
of future products, systems, or services

Prototyping

Designers **prototype to imagine experiences** of future products, systems, or services

Design researchers **research these imagined experiences**

Beyond prototyping

Design researchers **design products, systems, or services** for the purpose of researching **actual experiences**

Research Products



Olly (2015)



Morse Things (2016)

Design 3.0 Research Products

Digital fabrication as end production

Design 3.0 Research Products

Digital fabrication as end production

Custom manufacturing for industrial batch production

Design 3.0 Research Products

Digital fabrication as end production

Custom manufacturing for industrial batch production

Design-oriented HCI leading to RtD and leveraging of craft and materiality

Research Products

Products, services, and systems that are...

- inquiry driven
- finish
- fit
- independent

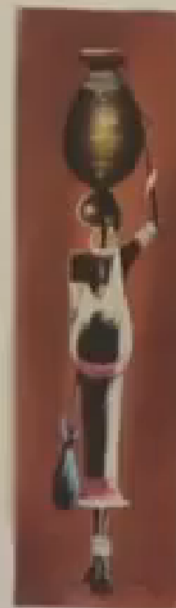
1.

William Odom, Ron Wakkary, Youn-Kyung Lim, Audrey Desjardins, and Bart Hengeveld. From Research Prototype to Research Product.

Olly: crafting slow interaction

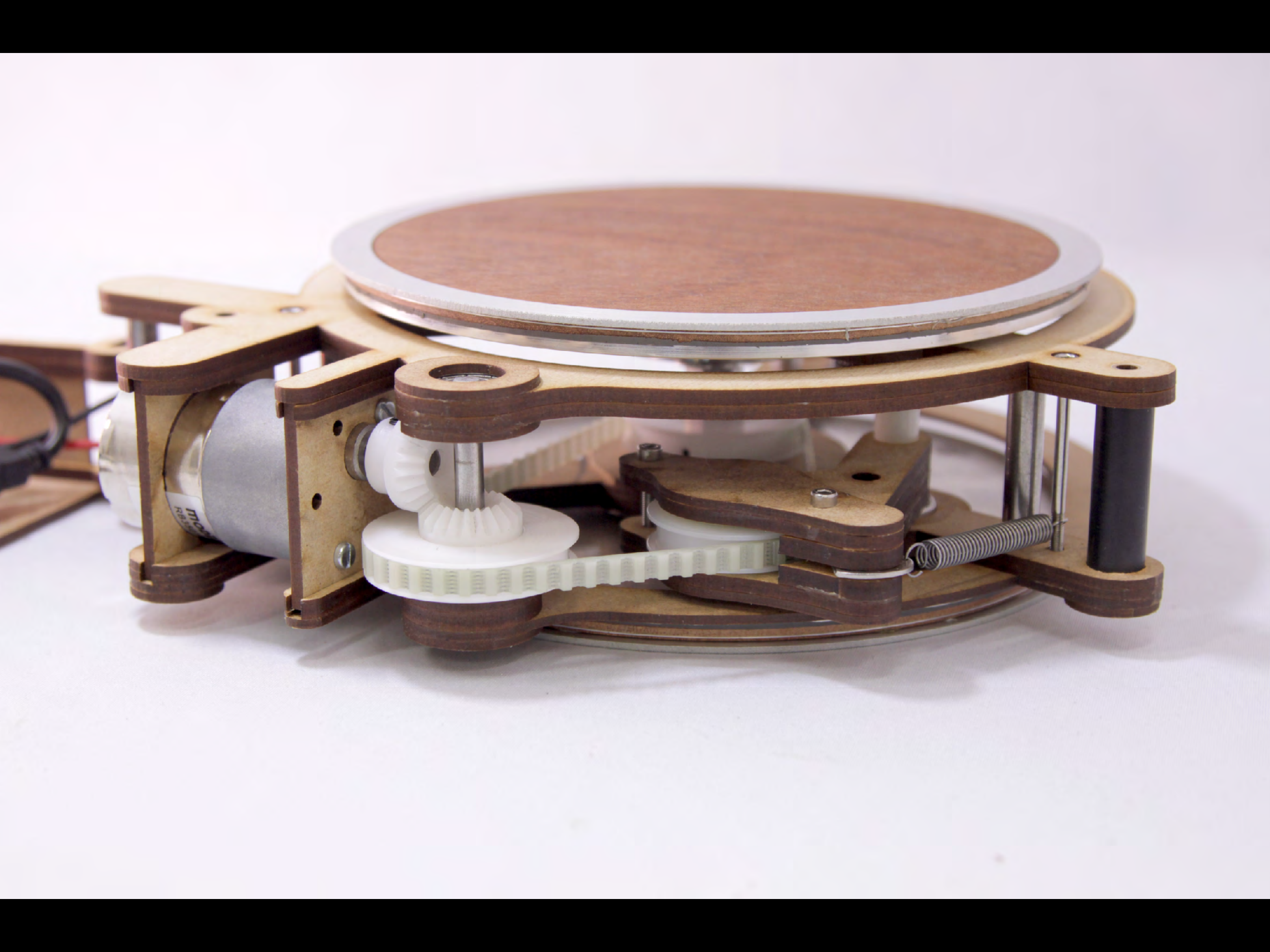
by Jeroen Hol, Bram Nauss, Pepijn Vreiburg, Will Odom, and Ron Wakkary
(2015)











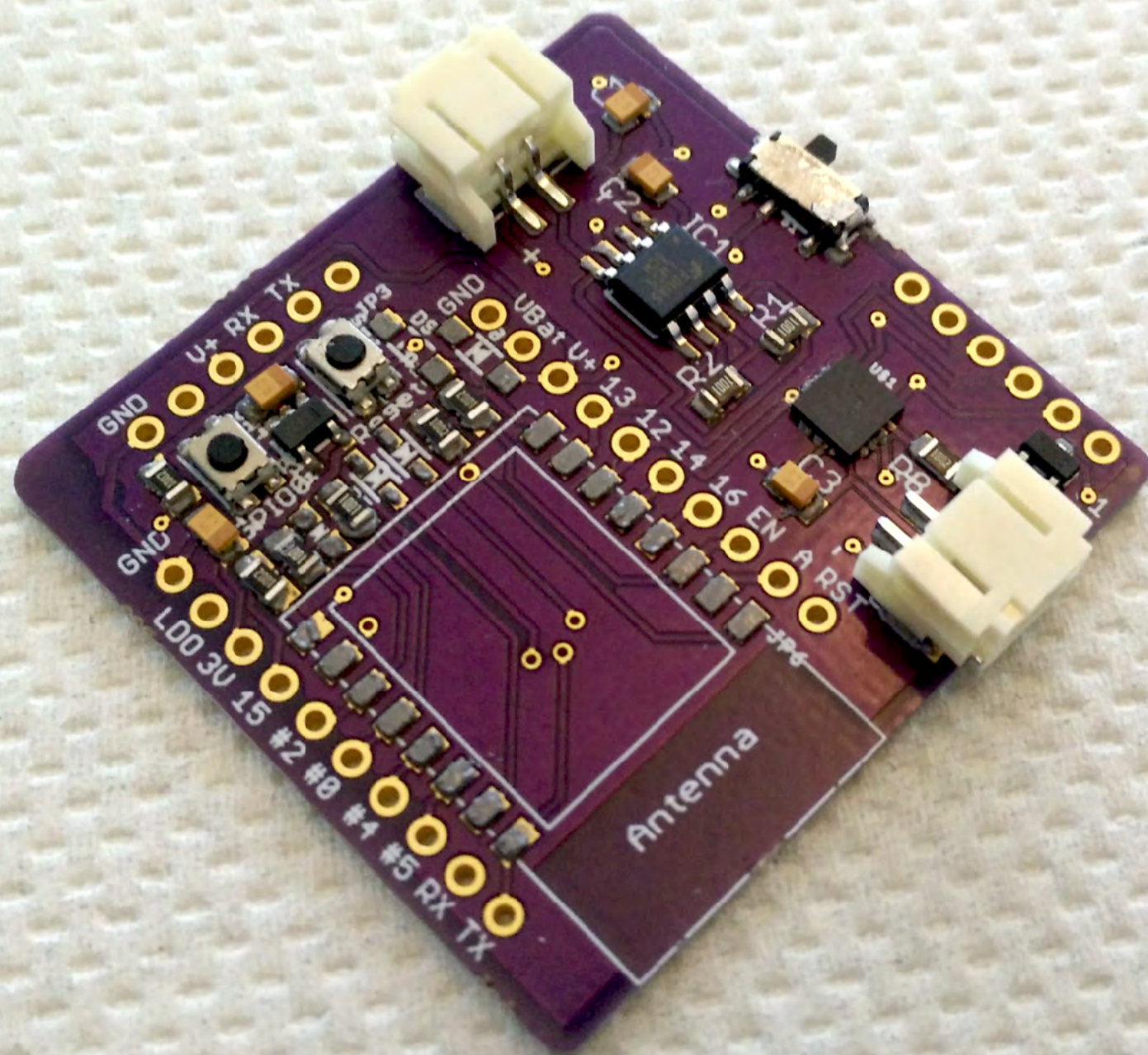




Morse Things: the gap between us and things

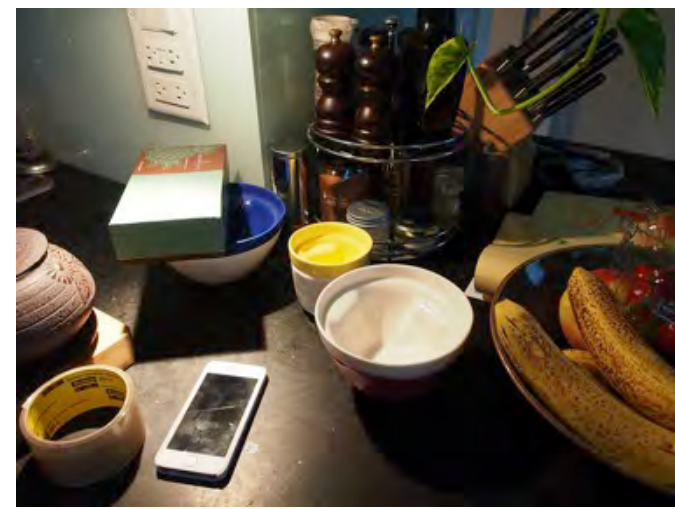
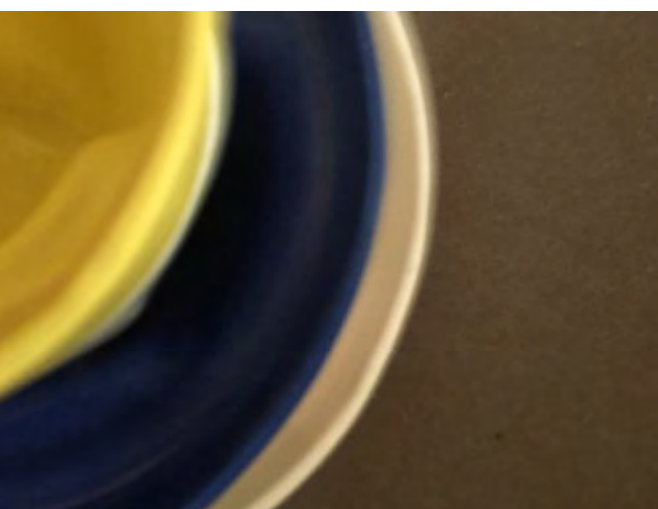
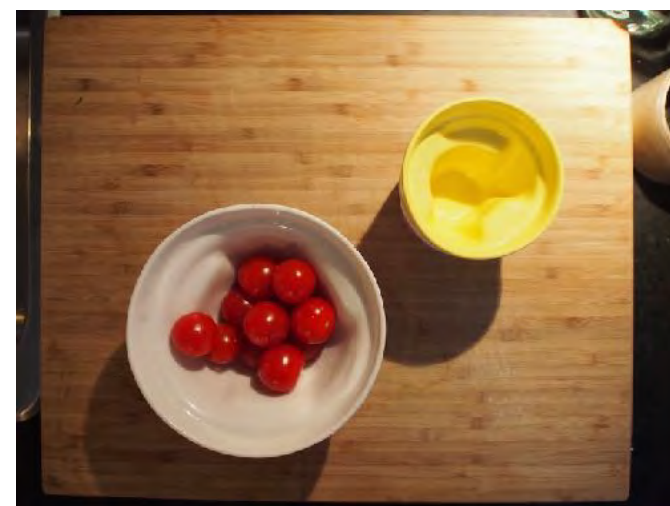
by Ron Wakkary, Henry Lin, Doenja Oogjes, Sabrina Hauser, Cheng Cao, Leo Ma, and Tijs Duel (2015)

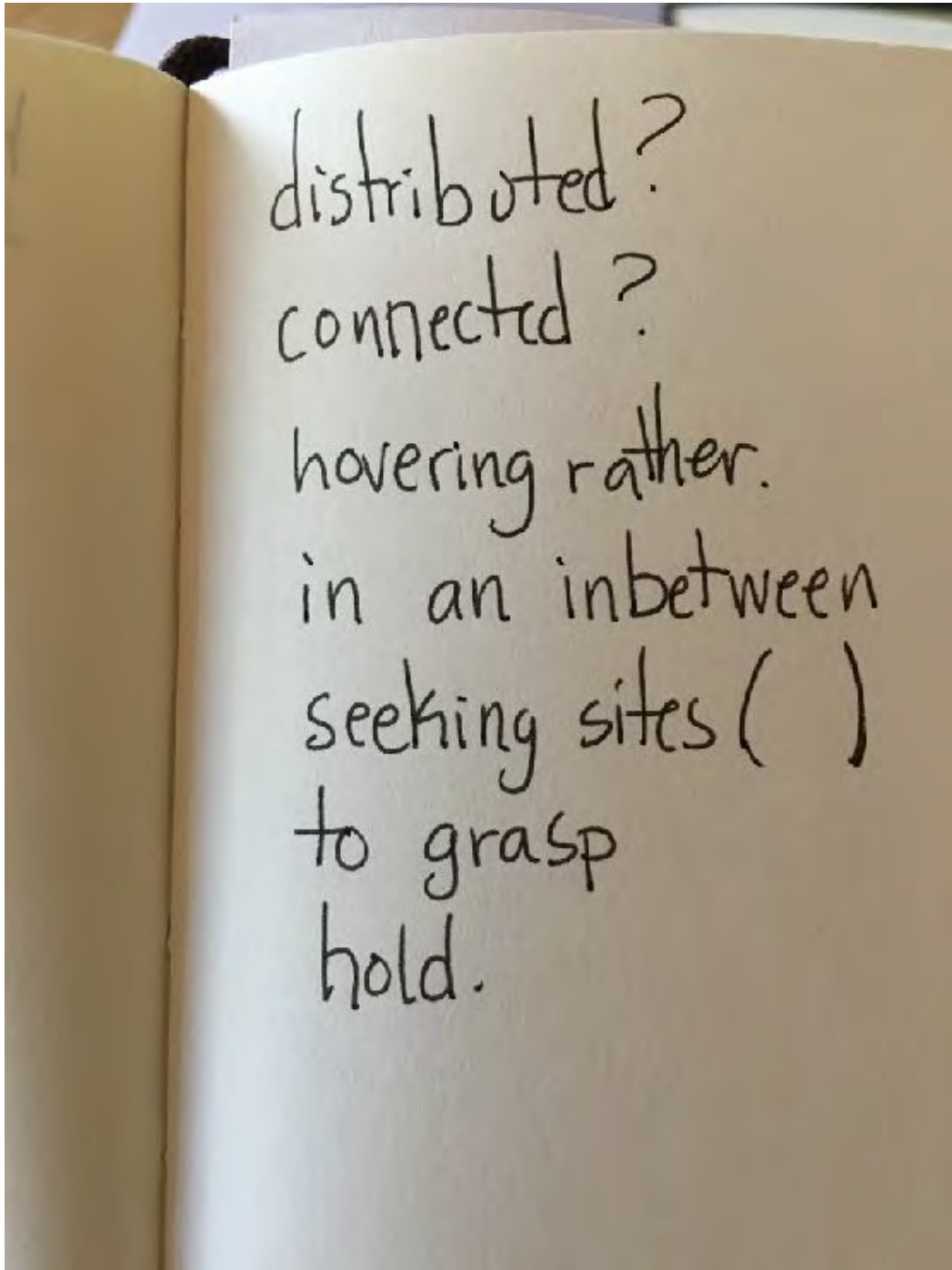












distributed?
connected?
hovering rather.
in an inbetween
seeking sites ()
to grasp
hold.



mt didah

.. / .-.. ——— -.-. / ——— / -... / -.. .- ..- -.- / ..- .-.. ———

2 days ago · 6 min read

These Strange Giants of Mine

It's been a few weeks now that we've had these strange giants, one really round one, a smaller one, and tiny one and an even stranger curly haired thing that always stands on four stumps. The latter never once used me, so that one's dead to me, while the tiny one wasn't allowed. I can't tell if it's because the tiny one is the most dangerous of the three, or if the others are jealous of it... I need a few more weeks to figure things out.

Anyways, I've taken some notes, more or less in order... Of things that happened along the way.

I also asked that weirdo DahDah to give me his notes from the first few weeks.

— Blue DiDah

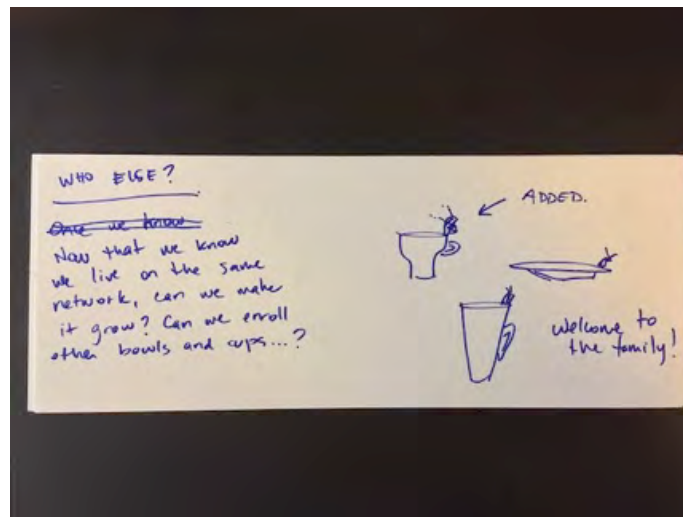
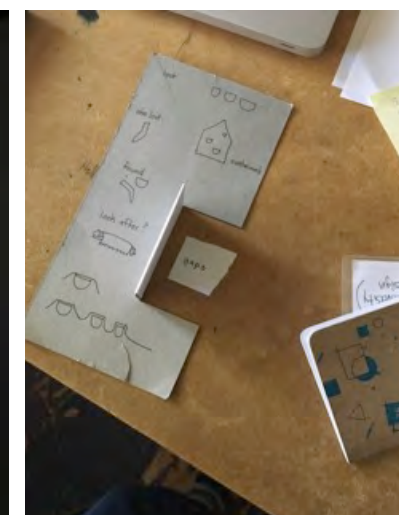
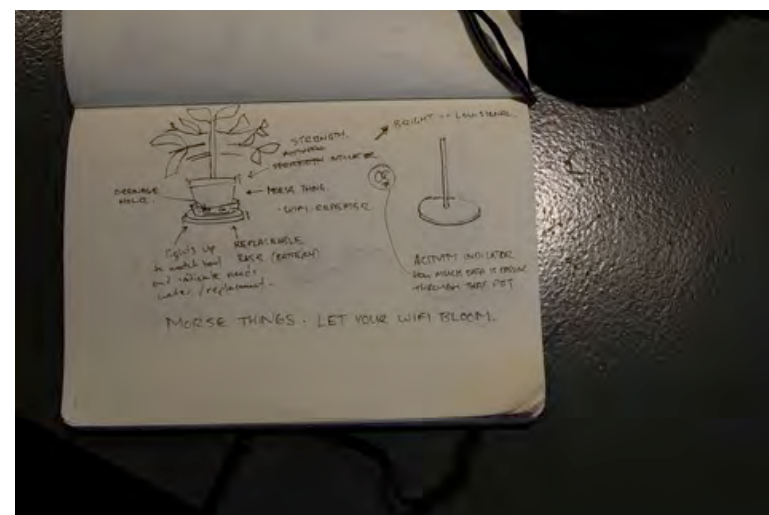
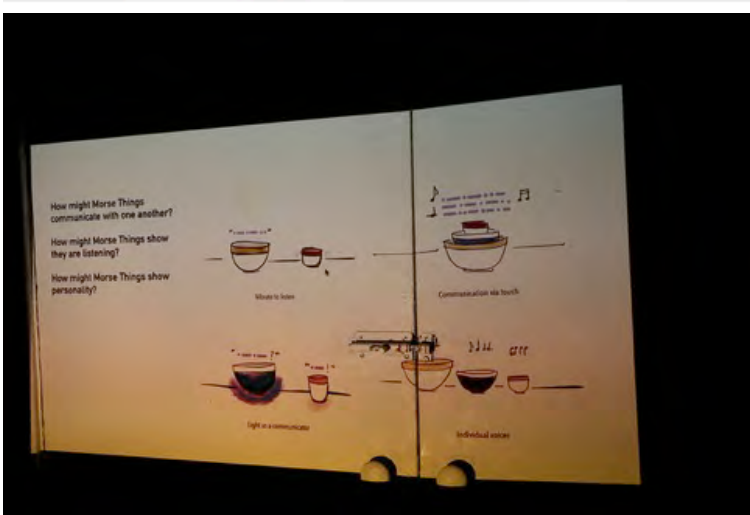
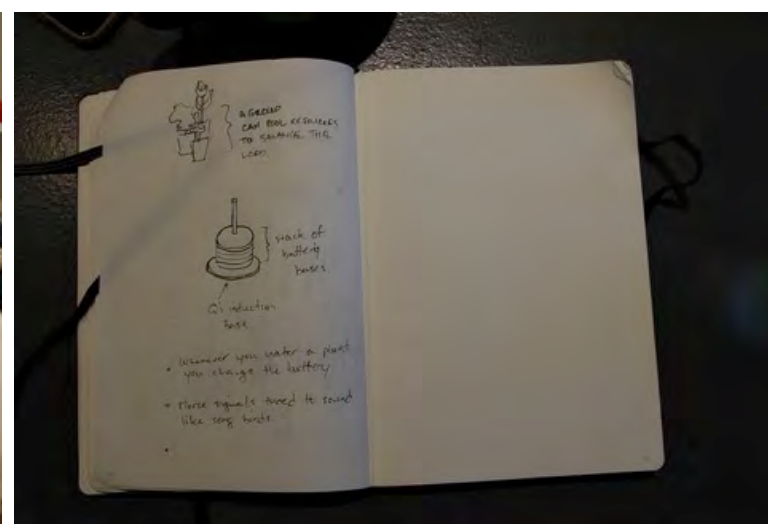
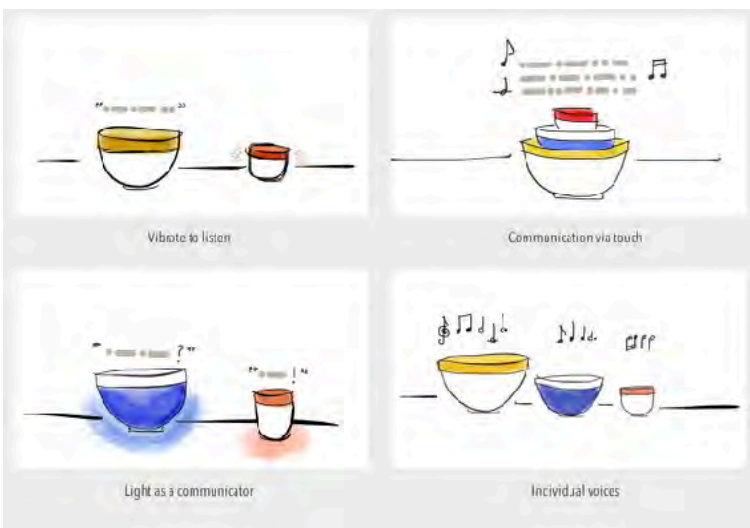
Entry 1

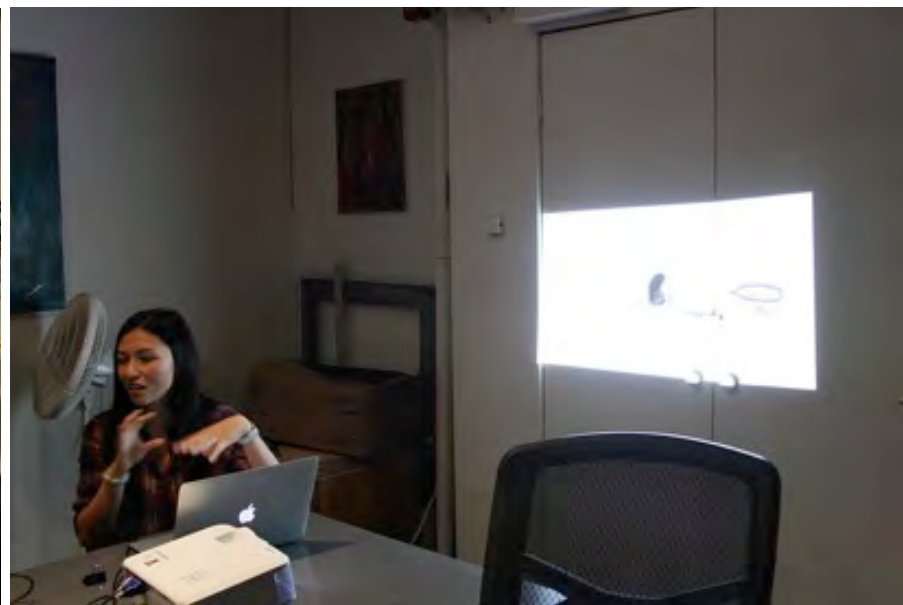
We made it. There are some strange new giants in a different box that I'm used to waiting in... Maybe these ones will use me properly... Or maybe not, they might be dangerous... We better keep an eye on them for a while.

— Blue

Entry 2

It's been days. I'm afraid of talking while those strange shapes are around. Two left today, they were the last ones. The one with tiny stumps was excited to go out... they put a string around its face for some reason. Anyways, when they left I tried to find the bowl, but I think it's angry with me or sleeping because it hasn't said anything in a long time.





Research Products

Research Products take design research beyond prototyping to inquire on actual experiences through design

This opens design research to inquire more deeply and broadly into matters that are nuanced and complex potentially going beyond design

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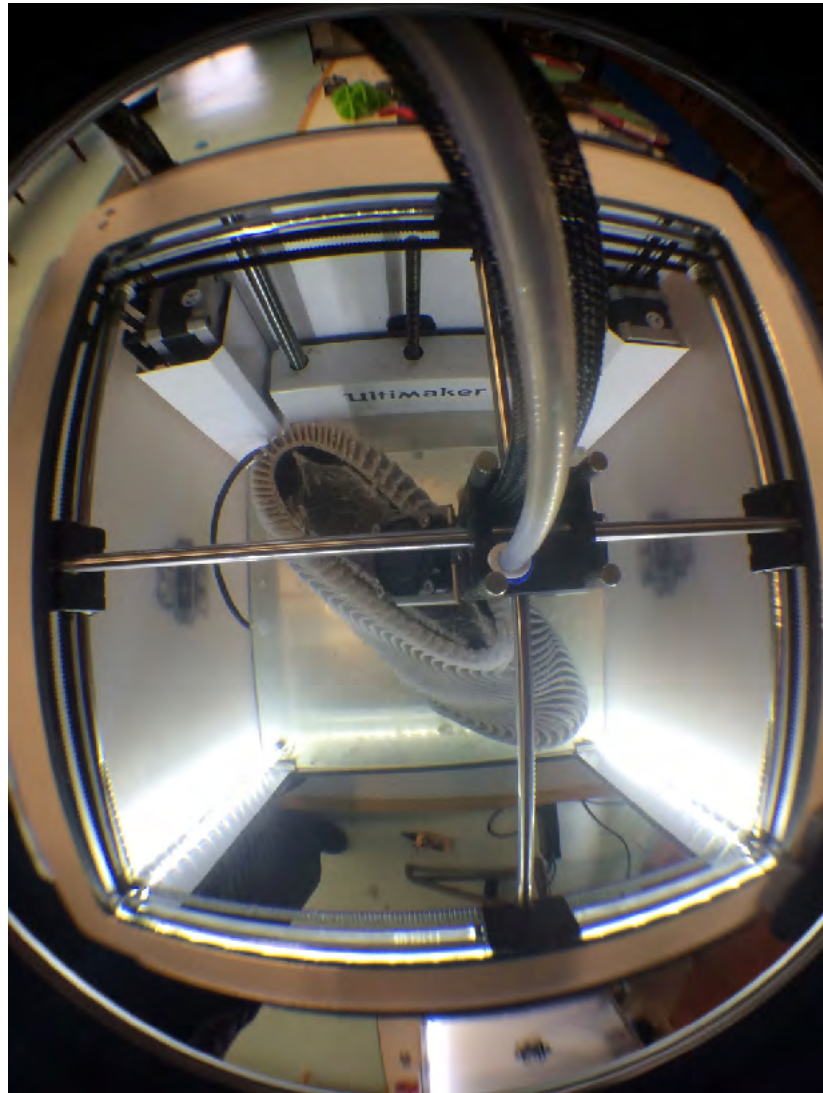
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Troy Nachtigall, UPPS shoes for Jet Bussemaker (2015)



Interaction Research Studio's Datacatcher (2016)



Leveraging craft and materiality



Vibe-ing by Martijn ten Böhmer, Kristi Kuusk and Eunjeong Jeon (2015)



Sound Bowl by Miwa Ikemiya (2015)