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Experimenting productive disagreement between research and project in design. A basemap for action

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Abstract: Our workshop addresses how research and design intertwine and also place and look for a clear position one from each other. The main objective of the WK is to question respective positions of the researcher and the designer and to understand how research and design distinguish each other but also seek complementarities. More specifically, we propose to experiment 'productive disagreement' during the WK in order to foster respective position and identity (skills, competences) and mutual contribution. The methodology will be based on sensible insights, ethnographic approach and participatory observation, visual and creative methodologies (role-play, hand drawing, diagrams, system maps). Designers and researchers are invited to participate and will be involved in the design process of the workshop.

Keywords: Design's epistemology, project-grounded research, methodology, human and social sciences

1. Context and motivations

As two researchers from Projekt Research Lab coming from human and social sciences (sociology, anthropology and communication sciences), we would like to question and share our experience on a specific methodology called *recherche-projet* in design (Findeli, 2003) which is part of project-grounded research.

More specifically our workshop addresses how research and design intertwine and also complement each other. How do we engage into a project-driven research where research on societal change and dynamics is driven and produced by a design process? What are the positions, and skills of the researcher and the designer in this process? As so, this workshop both invites designer researcher and researcher in design. All interested and subject to interrogations on how research and design tools or methods play a critical discussion or epistemological problem are therefore welcome to join.

2. Aims

Our workshop targets several objectives in order to raise a comprehensive understanding of our questions:

- to tackle usual design's skills (iterative process, double diamond etc.)
- to analyse, during the workshop, the rhetoric of participation, iteration, agility in the designers' speech
- to explain (and redefine) the place of the researcher and the designer in the project's process (duality, specific or common skills, complementarity) and the way they give meaning to the project
- to make understand the paradox of the researcher's posture, engaged in a way of understanding the world focused on the project (productive disagreement)

As general methodological principles, we will use sensible insights (learning by doing), ethnographic approach and participatory observation, visual and creative methodologies (role-play, hand drawing, diagrams, system maps).

The activities of the workshop will be organized in three steps (total duration : 90 minutes) :

Step 1 (45 minutes): a general introduction based on the researchers organizer of the workshop, and followed by the activity of filing individually cards and later choosing information based on design research tools (role-play, ideation, exposition)

Step 2 (20 minutes): a set of ideation processes relying on visualisation (mapping, diagram, debate)

Step 3 (25 minutes): a debate based on a general exposition to present and discuss solutions and proposals (pitch, choice through space, debate)

3. Potential outcomes-outputs

The outcomes of the workshop are to locate and find "frictions" between design process (project) and design research. Small groups will present their surprises, misunderstandings, and points of convergence based on their observations and messages (language) they could have lived during a design and/or research experience. A system, scheme of drawing will be the general basemap of the collective outcome for all participants. Engaging into a debate, choosing an opinion and re-inventing a method and the way to visualise the iterative process in the design research and project will conclude this workshop.

4. Participants

We invite designers and researchers (from management to all sciences)

We motivate participation to our workshop for two main reasons :

- to retrieve the opportunity of experimenting 'productive disagreement' and also complementarity between design research and practice
- to practice the project to change the world and also to better understand social situations, interactions engaging into a 'project-driven research'

Participants will be involved in the design process of the workshop : tools will be provided to the participants but the outcomes will be co-designed with the participants as it is part of the experience proposed.

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