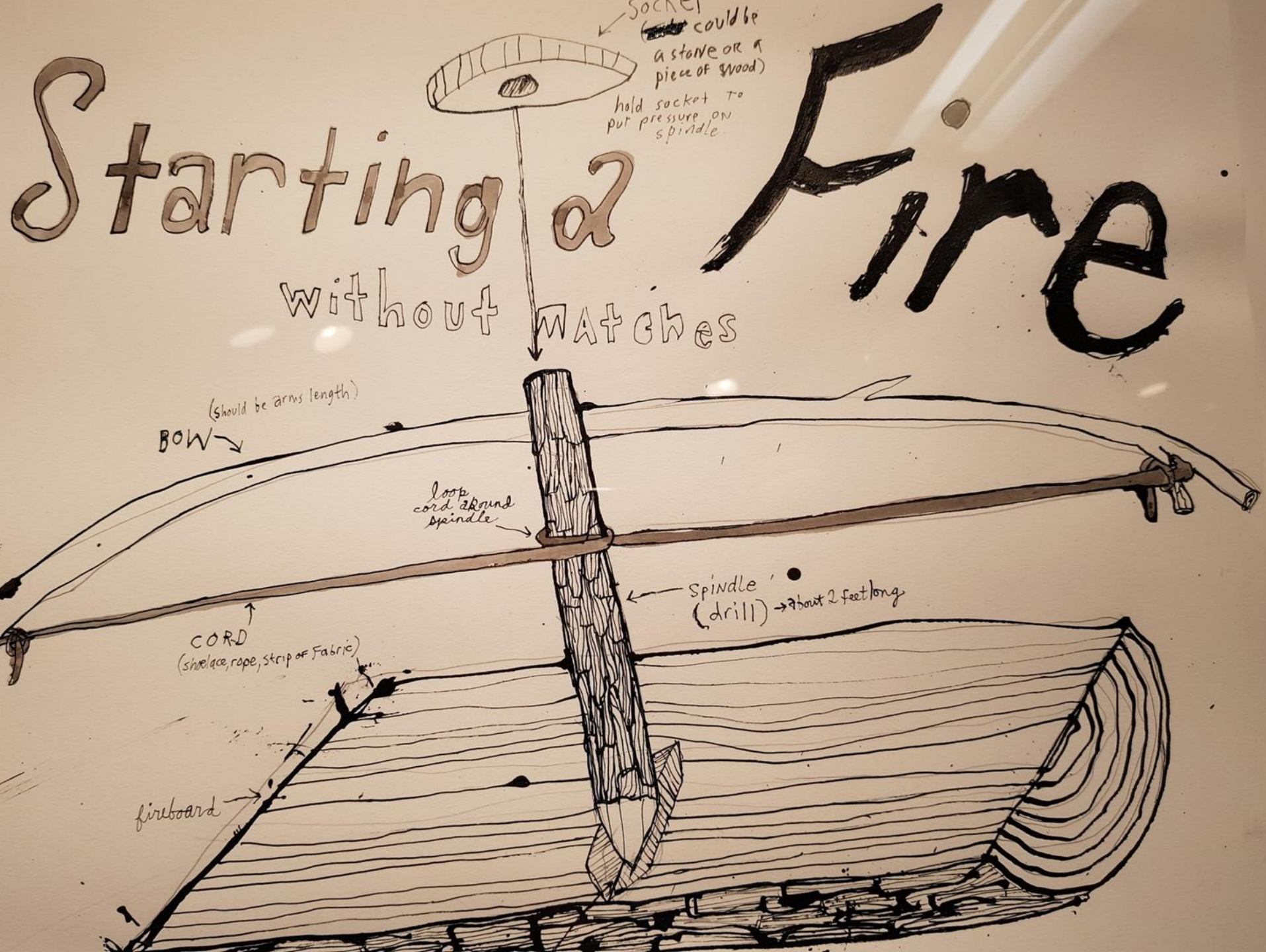


Starting a Fire

without matches





participatory methods
and knowledge generation to
support decision making under uncertainties
the example PROVIDEDH

eveline wandl-vogt, enric senabre, amelie dorn



[ach2019](#) @ [pittsburgh](#) (US)

25.07.2019





participatory methods
and knowledge generation to
support decision making under uncertainties
the example PROVIDEDH

presented by
eveline wandl-vogt, enric senabre, amelie dorn



[ach2019](#) @ [pittsburgh](#) (US)
25.07.2019



exploration space.definition

is a physical as well as virtual space
aiming to foster innovation
and support digital transformation in the humanities

exploration space.definition
is a physical as well as virtual **space**
aiming to **foster innovation**
and support digital transformation in the humanities

exploration space.mission

driven to accelerate knowledge into action
open innovation methods and practices
implementing the open innovation research infrastructure
against a background of a
RRI mission statement

exploration space.mission

driven to accelerate knowledge into action
open innovation methods and practices⁷
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exploration space.mission

driven to accelerate knowledge into action
open innovation methods and ⁸practices
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open innovation

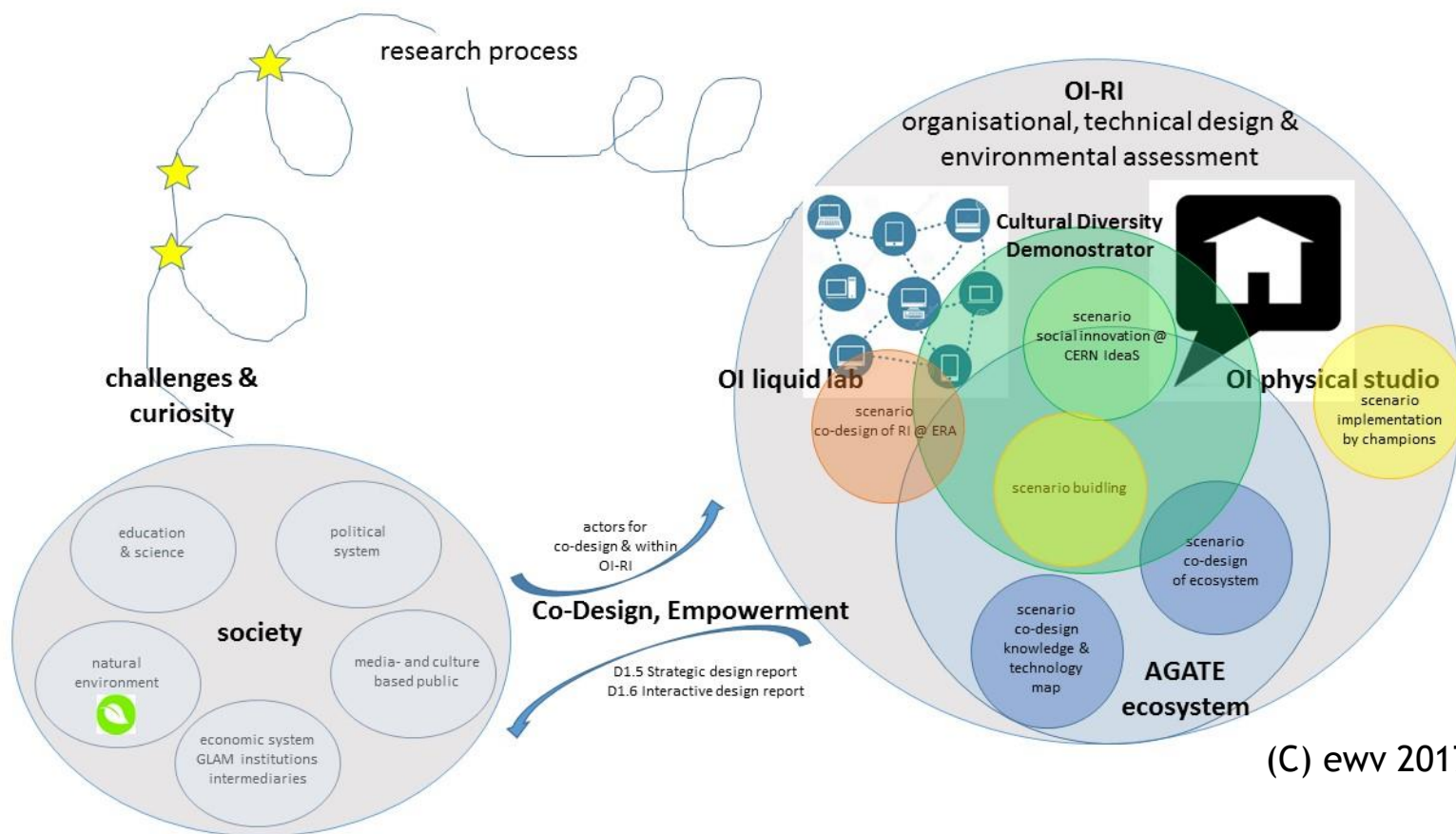
... is a distributed process ...
... based on purposively managed knowledge flows
across organizational boundaries...
using pecuniary and non-pecuniary mechanisms

[bogers and chesbrough 2014]

best practice example for OI of the AT government



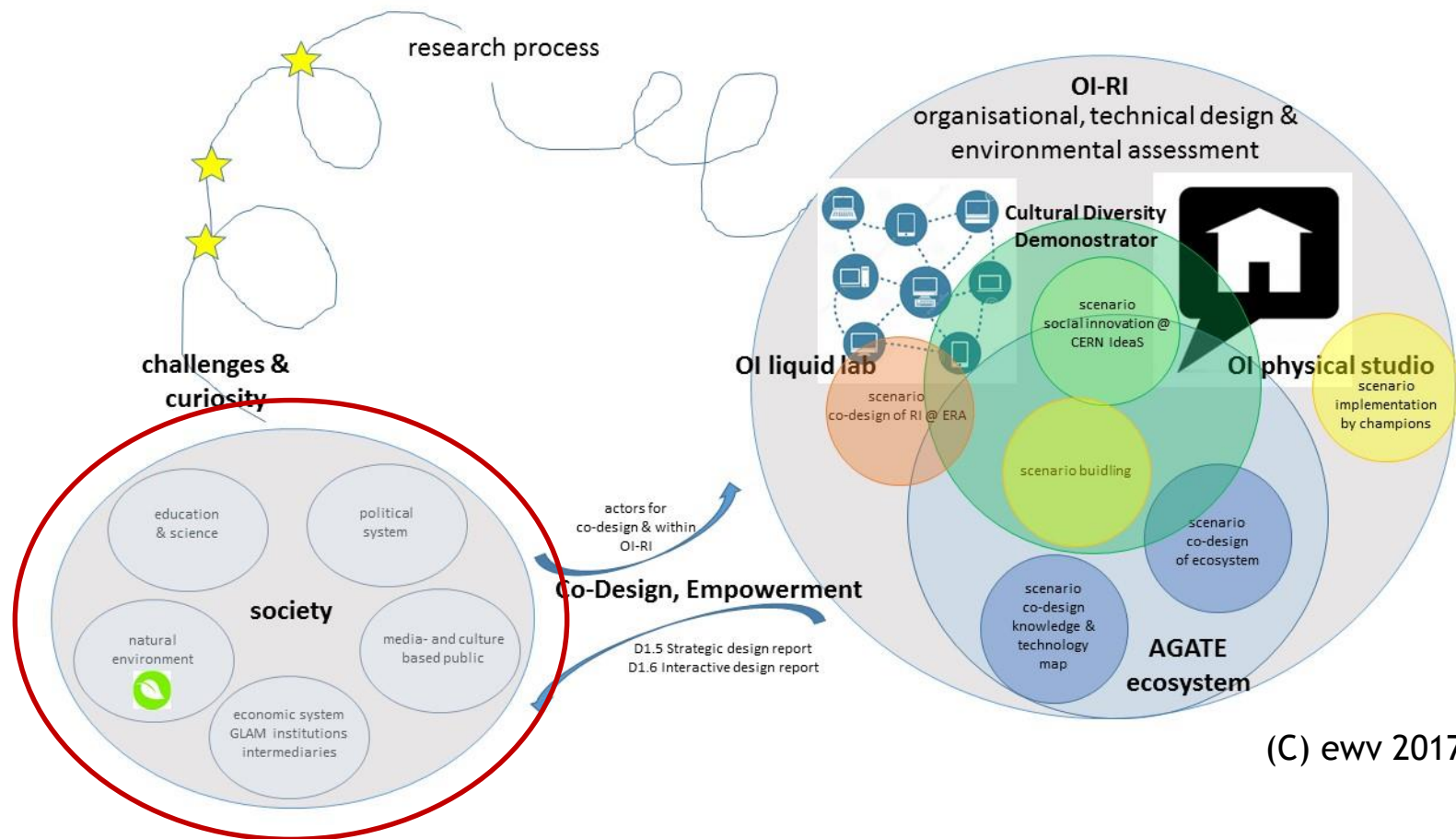
open innovation research infrastructure @ exploration space



(C) ewv 2017



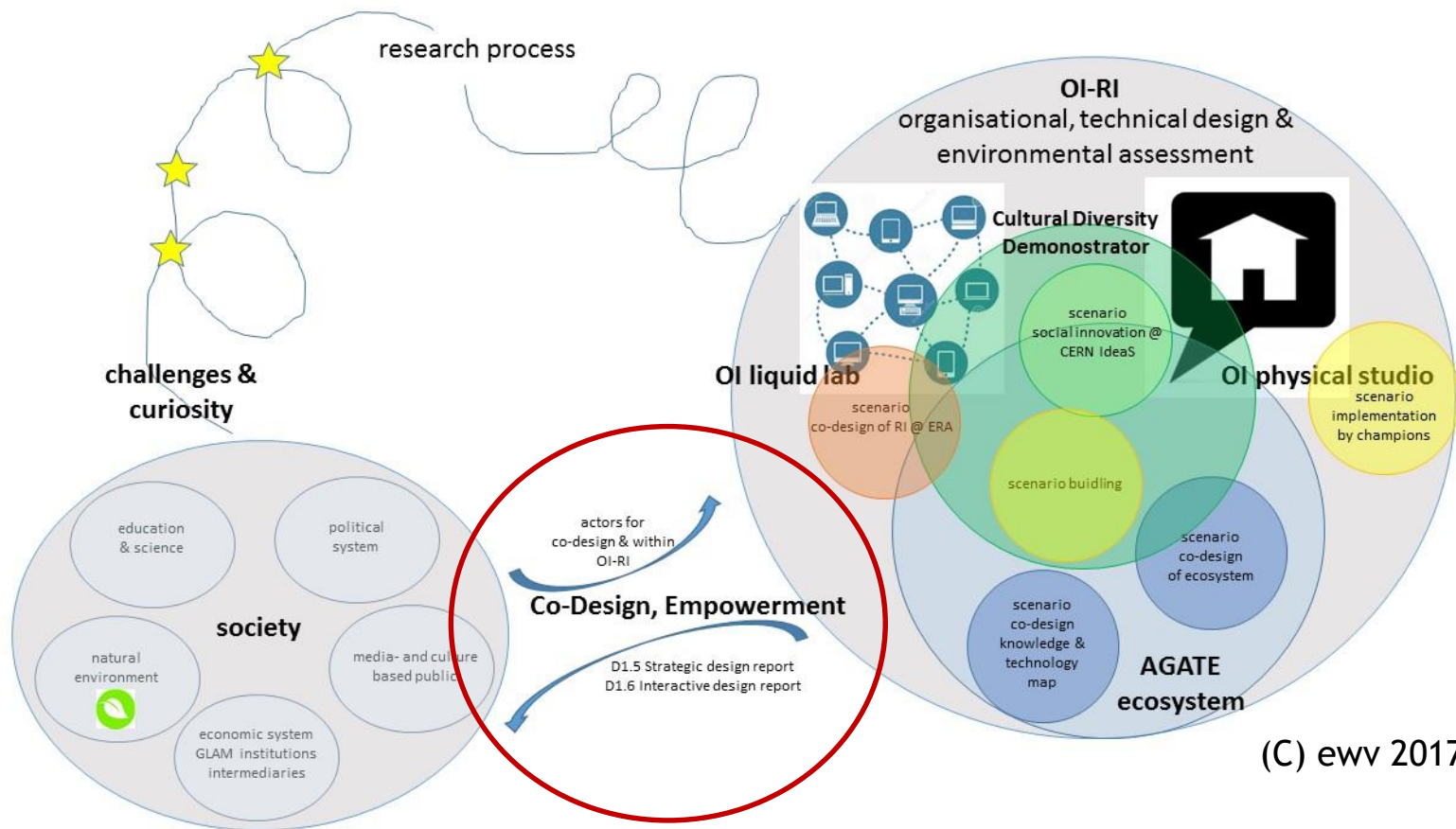
open innovation research infrastructure @ exploration space



(C) ewv 2017



open innovation research infrastructure @ exploration space



(C) ewv 2017

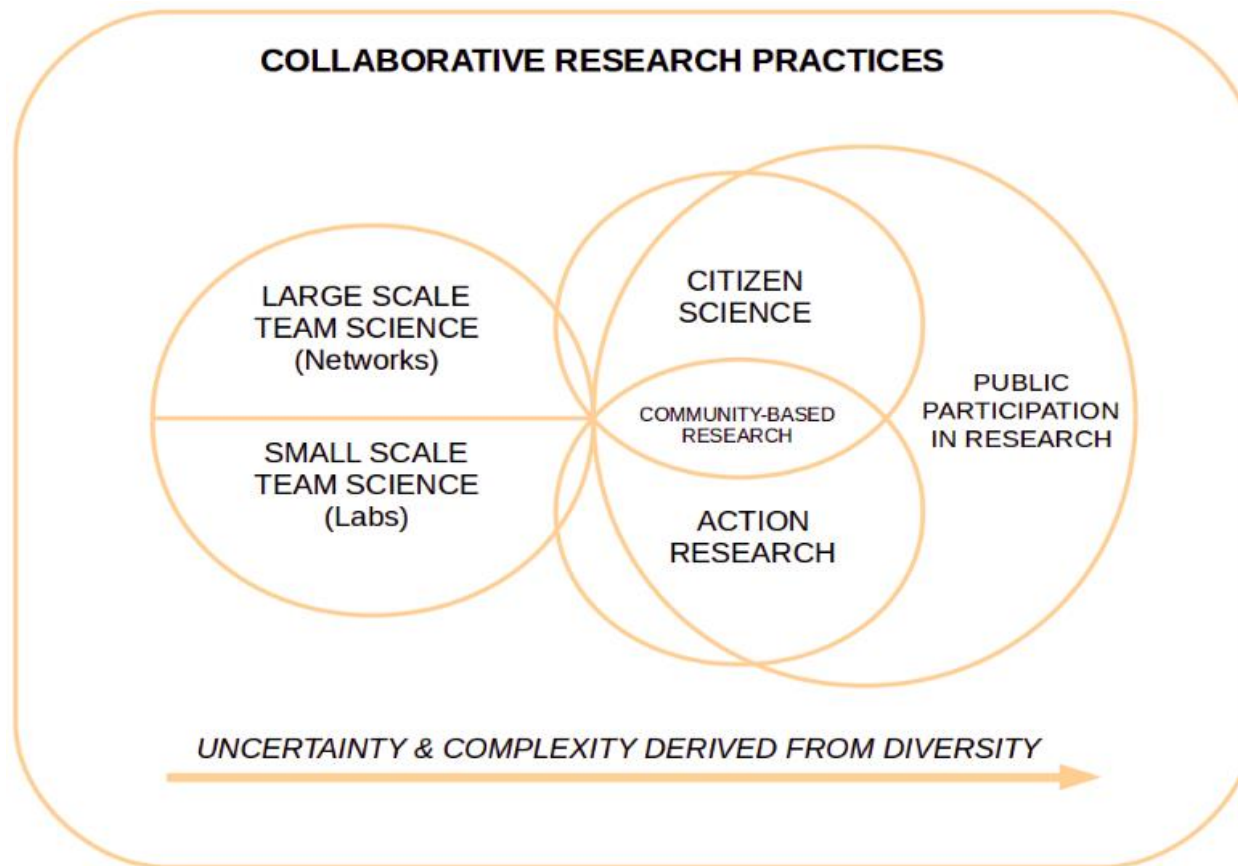


PROVIDEDH

PROGRESSIVE VISUAL
DECISION-MAKING IN
DIGITAL HUMANITIES

- chist-ERA
- partners: university of salamanca (PI),
trinity college dublin, poznan supercomputing centre, austrian
academy of sciences
- 3 years: 2018-
- aim:
create a collaborative space to explore and assess the
completeness and evolution of digital research objects
- interdisciplinary project,
aiming to connect unusual suspects (OIS)

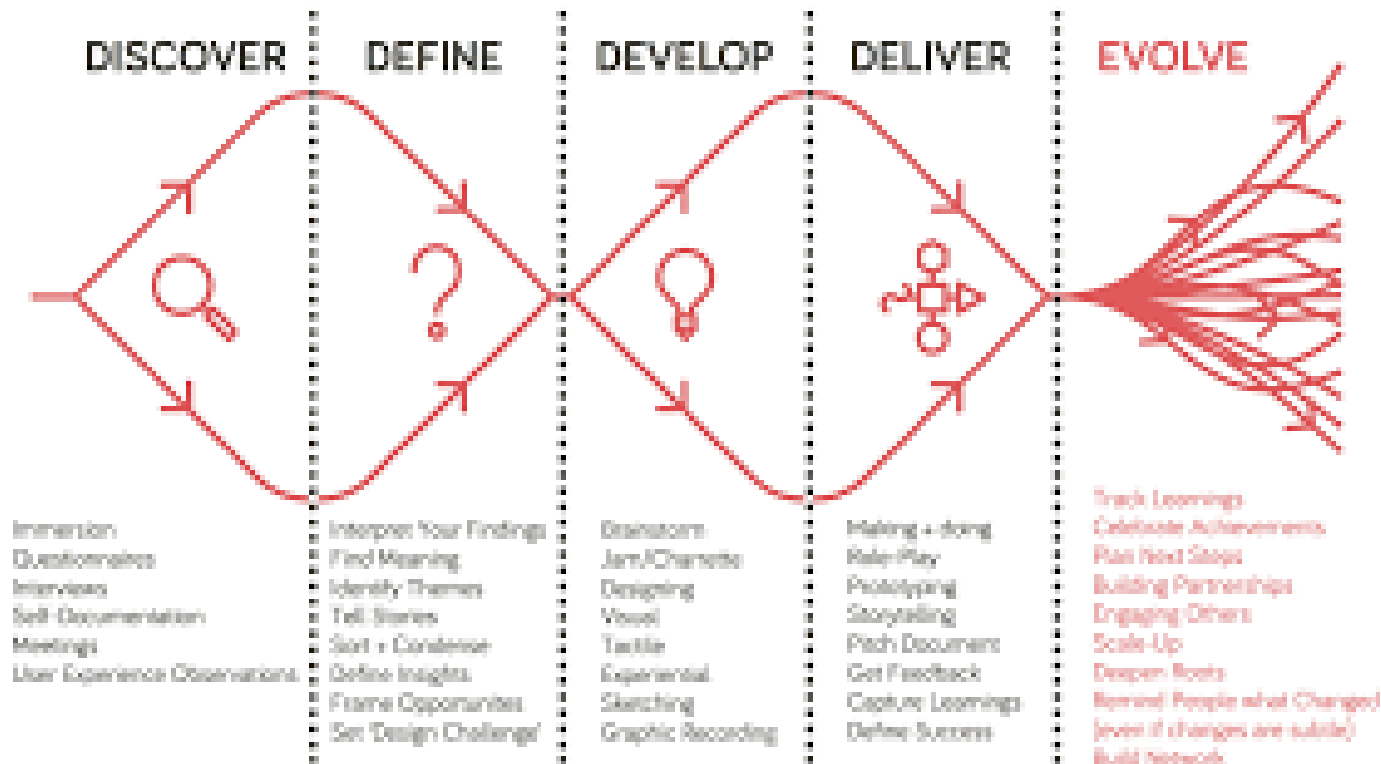
co-design integrating DH-perspectives



source: senabre hidalgo (2017)

c.f. PROVIDEDH [blog](#)

key principles of co-design: managing participation in actions of convergence and divergence

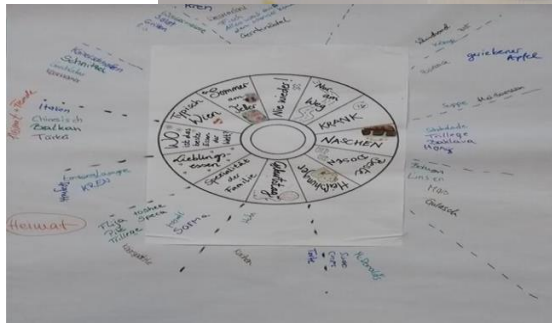


source: alex márton

I dotmocracy | “dot-voting” thermometers

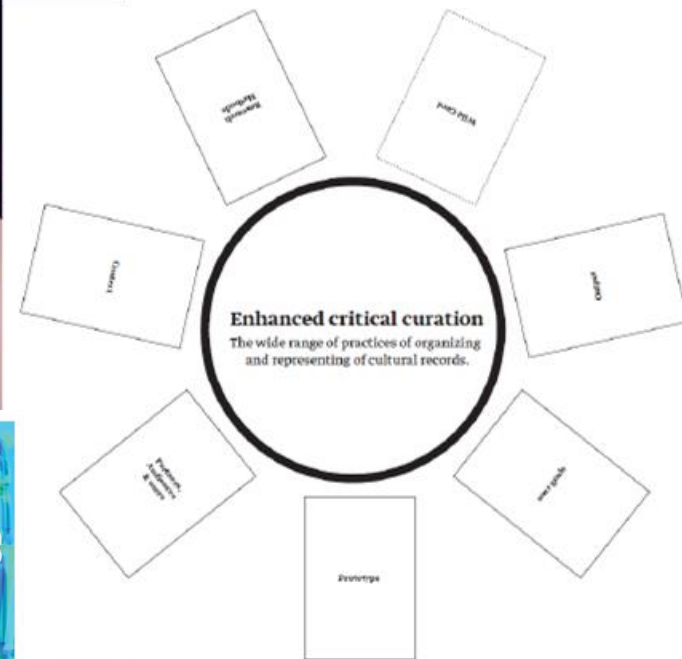
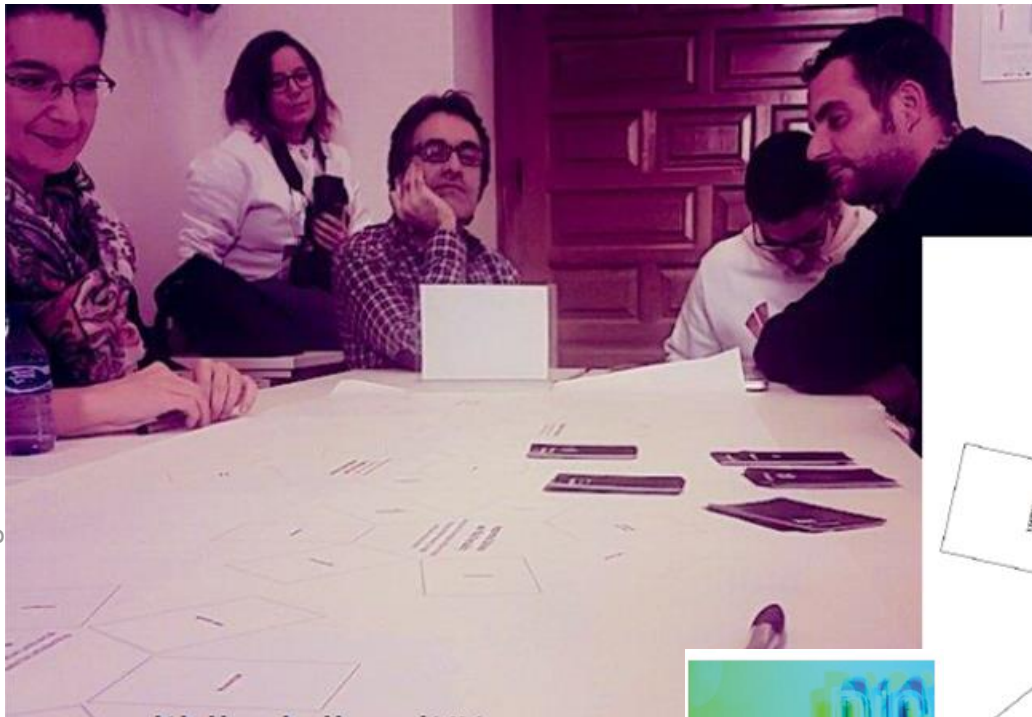


source: amelie dorn



mapping shared interests and concerns
about a co-developed game

II toolkits and canvas participatory board game



metadisciplinarity
and joint vocabularies



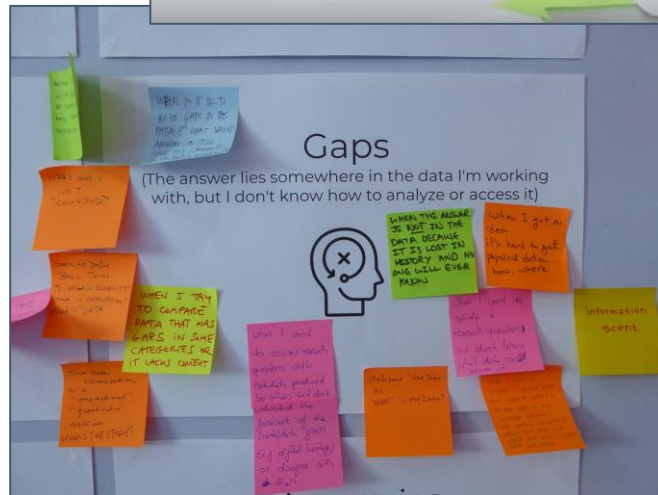
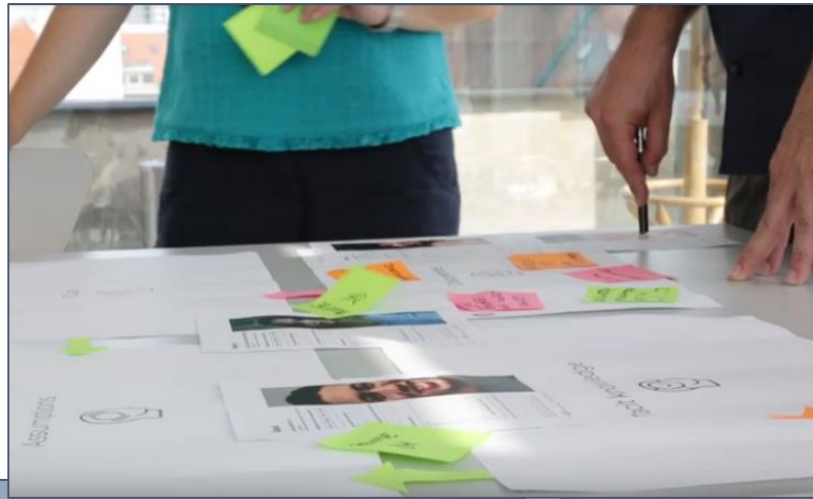
source: eveline wandl-vogt

II toolkits and canvas data uncertainty matrix

		... AND IS KNOWN TO:					...AND IS NOT KNOWN TO:				
WHAT WE DON'T KNOW...	WHAT WE KNOW...	Collaborator researcher or specialist	Researcher from another discipline	A given data visualization system	Non-expert or citizen interested	Another role: _____	Collaborator researcher or specialist	Researcher from another discipline	A given data visualization system	Non-expert or citizen interested	Another role: _____
		EXPLICIT KNOWLEDGE					GAPS				
WHAT WE DON'T KNOW...	WHAT WE KNOW...	Collaborator researcher or specialist	Researcher from another discipline	A given data visualization system	Non-expert or citizen interested	Another role: _____	Collaborator researcher or specialist	Researcher from another discipline	A given data visualization system	Non-expert or citizen interested	Another role: _____
		TACIT KNOWLEDGE					POTENTIAL DISCOVERIES				

source: enric senabre

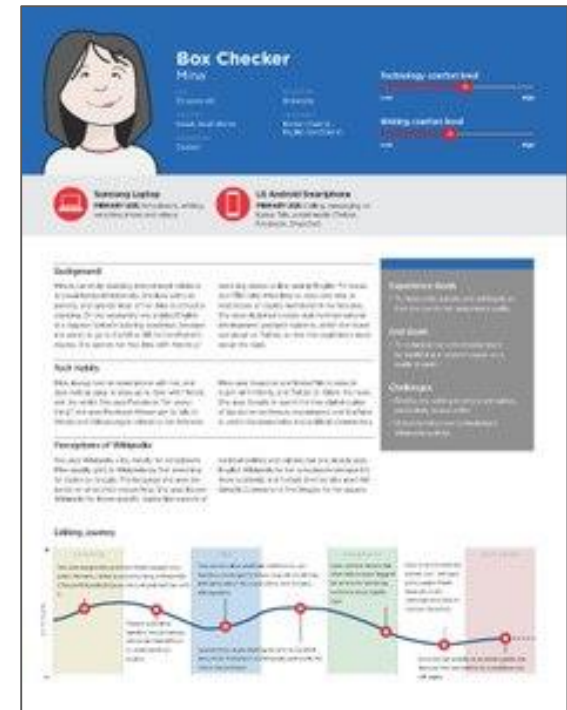
II toolkits and canvas data uncertainty matrix



source: enric senabre

II toolkits and canvas: personas

source: enric senabre

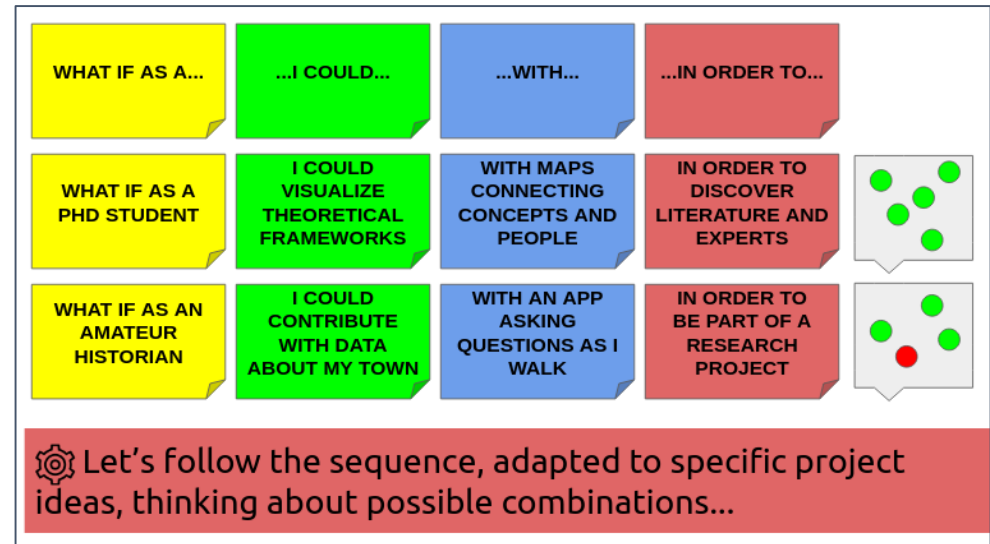


“personas” as a key element for imagining and refining possibilities oriented to effective research

II toolkits and canvas: research questions

treating research questions like “user stories”:
playful, generative and modular approach

source: enric senabre



user stories for tools dealing with uncertainty in research:
“what if / I could / with / in order to...”



learnings from collaboration with unusual suspects



- marginalized groups via gate keepers
- based on joint purpose
- difficult to approach
- nearly no access to science
- not approached by participation in science
- digitization reproduces existing gaps
- emotional „access“ build on trust
- variety of views on knowledge, terminology, rewards
- successfully applied in various scenarios
e.g. multidisciplinary research, education,
education w/ marginalized groups (STEM),
citizen driven archive, citizen innovation for humanitarian
purposes



next steps



- use case „food“
 - thesaurus, recipes, cultural dimension**participation is welcome!**
- detecting actors in all parts of society
applying OI methods and practices
- next events:
 - book + manifesto sprint:
[#bioculturaldiversity](#)



join us!



@caissarl
@esenabre
@adooorn
@PROVIDEDH
#explorations4u

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