

Frameworks for User-Focused Digital Humanities Projects: Half-day workshop proposal

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Description

This half-day workshop provides participants with a variety of frameworks to create and test user interfaces for digital humanities projects. It challenges the perfunctory application of generic front-end development formulae that are often imposed on DH projects long after the intellectual and creative work of the project is considered to be complete. We offer a series of methodologies and tools in order to integrate design thinking and user-focused design practices in every stage of DH project development.

Schedule

Session one: the big picture

- Cultural probe exercise to allow participants to introduce themselves as well as their questions and motivations (Wandl-Vogt)
- Core concepts of design thinking
 - empathy as a foundational practice (Mapp)
 - Iteration as a fundamentally humanistic form of creativity and interpretation (Mapp)
- Sustainable development goals (Wandl-Vogt)

Break

Session two: tools and frameworks

- User personas (Theron)
- Agile user stories (Theron)
- Observation-based usability testing (Mapp)
- Journey mapping (Mapp)

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