COLLABORATIVE CONSUMPTION
PROVOCATION 03
due 09 dec 2015

In this final provocation you will be tasked to interview and understand a community. This can be a community of parents, dog walkers, people that use the crosswalk at Telegraph and Bancroft, waiters, activists, etc. We challenge your group to think broadly and creatively about your "community" selection.

Through the process detailed below, you will develop a final design for a new type of interactive object. First, the artifact's meaning must be informed by information gleaned in the ethnographic interviews. Second, the interactive object should also play a role within your chosen community. **Finally, and most uniquely, it must be an artifact that lacks any individual ownership. In other words: it should derive its primary functionally through sharing. The object fails when owned or held for too long my any single community member; its value is created when it moves around across the community in a partial ownership model.**

COMMUNITY SELECTION
Choose a community. You also must have direct access to 2–3 members of that community. While you may know members of this community directly, you yourself should not be a member. You will need to meet with 2-3 participants in person, so they should be locally accessible for at least the duration of this provocation. In fact, you will need community members to agree to meet with you several times. You should check with us regarding your final community selection.

COMMUNITY ETHNOGRAPHY
The first part of this provocation focuses exclusively and intently on investigating, documenting and analyzing your chosen community. Your goal is to deeply understand the participants. Why is this a community? Who is included? Excluded? What are the interests, beliefs, value, and mission of this community? Where do they come together and interact? In a room? Park? Bustop? What do they currently share? Skills? Pets? Bicycles? Food? You will need to identify 2–3 individuals that are part of your group and interview them separately about what this community means to them, what they value from it, and how it plays a role in their lives. You will use many of the ethnographic techniques you have developed in the previous provocation on Hyper Personal Prototyping, such as: interviewing technique, videos, and sketching. Document and describe the community you selected.

Group Brainstorm
- Review your interview footage.
- Brainstorm with your group different types of prototypes that could be easily shared and benefit this community. Make lists, drawings and anything that helps you iterate design ideas.

- Sketch out your selected design & envisioned interaction. Your final design must be interactive.

<u>Prototype</u>
- Using the prototyping skills from class — namely laser cutting, 3D printing, microcontrollers, and electronics — design and develop the core functionality of this shared community artifact.
- Document the work using images and video
- You are required to being your prototyped design back to your community for feedback and qualitative evaluation. This requires you to plan ahead to allow time to finish your prototype with enough time for feedback. This may lead to partial redesign and changes as a result. You must report on the final feedback you received.

In class you will deliver a presentation to:
- Introduce us to your community
- Motivate your design and team expertise in researching the final design
- Present a live demo of your project in class
- Highlight the specific elements and qualities that make your design sharable and meaningful to your community

You will also hand in the following materials online through hackster.io:
- A title for your project
- One paragraph of text describing your project
- Your interview documentation
- Design process documentation (intermediate designs, sketches, ideas)
- A brief stand alone video (1-2 min) introducing your prototype and showing it in situ
- An instructables-style process document describing the step-by-step making of the work
- Any code, schematics, STL, cut, or modeling files along with a BOM (Bill of Materials)