

# Context-adaptive design with pattern cards

## Focus Group by

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## Pattern cards

In the last years we have observed a growing number of pattern card decks. A pattern card briefly summarizes a pattern and can be used in design meetings to openly explore design alternatives and solutions. While the haptic and playful experience of cards may be a driving success factor, one does not always have a good overview of existing patterns. To address this problem we want to experiment with supportive technology that recommends applicable patterns based on the current meeting situation. Such recommendation can be proposed by a meeting facilitator or a system that enables quick access to adequate patterns.

## Real objects meet virtual objects

We will intertwine haptic objects (such as cards, Lego bricks, dices) with supporting technology (virtual pattern cards on tablets or smartphones, large projections of thought-triggering patterns, or ad-hoc printing of pattern briefs). This workshop is experimental and we want to learn in which cases technology supports or blocks the process.

## Design Thinking

Along the way participants will learn methods of design thinking, and develop the concept for a new killer app within the timeframe of a (long) focus group. To achieve this we will present a design challenge, facilitate the process with a “living agenda” and trigger thoughts and patterns using different tools. “Living agendas” refers to the collaborative creation of an agenda and implementing the agenda during a meeting.

## Process

- Presentation of Design Challenge
- Participants can work in teams or individually
- A mixture of methods and design suggestions will be provided on pattern and method cards (real & virtual)
- Reflection about the process and its result