

Focus group: Pattern stories

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Stories have been used since the beginning of time to share experiences and knowledge. They help people make sense of and solve challenging problems. Stories build an emotional connection with their audience, they are easier to remember than facts, and can inspire people to act.

Stories about patterns or pattern stories treat design as a narrative in which patterns are progressively applied. Examples of pattern stories include:

- a running example that is referred to in each of the patterns in a pattern language
- a fictionalized drama where readers can listen in to the conversation of designers as they use the patterns to solve a challenge
- a case study of the design of a particular system in narrative form that introduces the reader to how patterns have been used in the design

The goal of this focus group is to address these questions:

- What are pattern stories (e.g., elements, structure)?
- What can pattern stories be used for (e.g., teaching, solving design problems)?
- Find different ways of telling pattern stories (e.g., acting them out, dialog)
- Identify patterns for telling stories (e.g., Problem/Trigger – Quest – Solution)

Audience:

Anyone interested in exploring new ways of communicating patterns

Preparation:

No preparation is required, although, if you have examples of pattern stories please bring them with you. There will be a printer at the conference, so we can also make a few copies to share.

Length:

60 min