

Scenario-Based Design

- ▶ Descriptions of the past, present or future
- ▶ Risk-free tools for imagining and 'concretising' the future for asking 'what-if..?'
- ▶ Colourful narratives or process statements
- ▶ 'Good enough' representations of possibilities...
- ▶ ...or highly detailed
- ▶ Scenarios set the scene for discussion
- ▶ Scenarios can concretise ideas for development

"a concrete description of activity that the user engages in when performing a specific task, description sufficiently detailed so that design implications can be inferred and reasoned about"

- Carroll (1995)

Why use scenarios for curriculum design?

Scenarios,

- ▶ Use diverse kinds and amounts of detailing
- ▶ Present alternative consequences of action
- ▶ Can be abstracted and categorised
- ▶ Help designers to recognise, capture, modify and reuse generalisations or patterns
- ▶ Support reasoning
- ▶ Make design tasks accessible to diverse expert stakeholder groups

Scenarios Address 6 Challenges

1. Reflect on designs
2. Co-ordinate collaborative design action and reflection
3. Manage risk by having something that appears concrete and remains flexible
4. Manage the fluidity of design situations
5. Consider multiple views of an interaction
6. Capture outputs of idea generation

Forming successful scenarios - characteristics

- ▶ Goals, sub-goals or outcomes
- ▶ Settings
- ▶ Agents or actors playing primary or supporting roles (descriptions of who is involved, how and why)
- ▶ Plot - sequences of actions and events done by or to the actors or changes to the setting. Changes to events show how scenarios can be used dynamically to assess different decisions and outcomes.

Presenting successful scenarios

- ▶ Scenarios use natural language query and are presented as short narratives and can use various media, e.g.
- ▶ Text
- ▶ Visualisations, diagrams, pictures, etc.
- ▶ Comic strips and storyboards
- ▶ Videos
- ▶ Multimedia
- ▶ Post-it notes

Key reference

Carroll, J.M. (2000). *Five reasons for scenario-based design. Interacting with Computers 13, pp.43 – 60*

4 ways to use scenarios to support curriculum design

Collaborative design teams can,

1. Construct scenarios to work out and communicate their thinking
2. Construct scenarios to capture and communicate their thinking
3. Review or compare representations of existing pedagogy
4. Review or compare representations of proposed pedagogy