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Dancing with a Wicked Problem– Approaching Designer’s Deeper Understanding of Multisensory User Experience Through Design Diaries

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Rich Multisensory
User Experience



R(M)UE vision

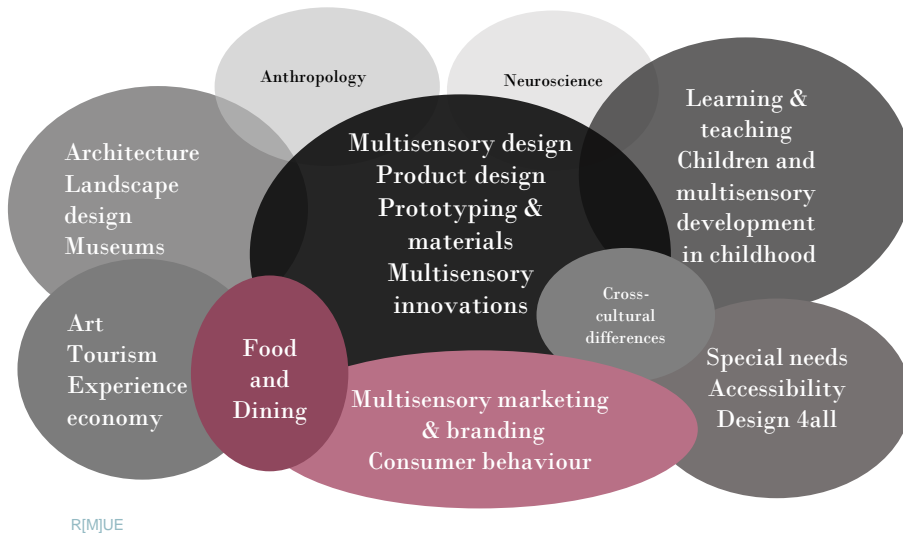
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We provide every company with the ability to tell the story of their products through the multiple senses.



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main research areas

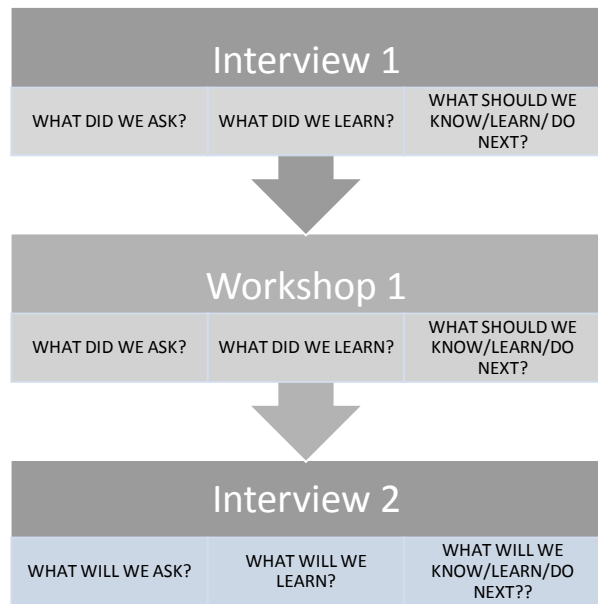


questions for the method development

- Why do we need the diary? Why is it important?
- What do we want to actually find out? What kind of data is needed?
- What is the best way to implement the diary?
- How does the designer benefit from keeping a diary?

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design diary
method
development
so far

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what did we learn from 1st Interviews?

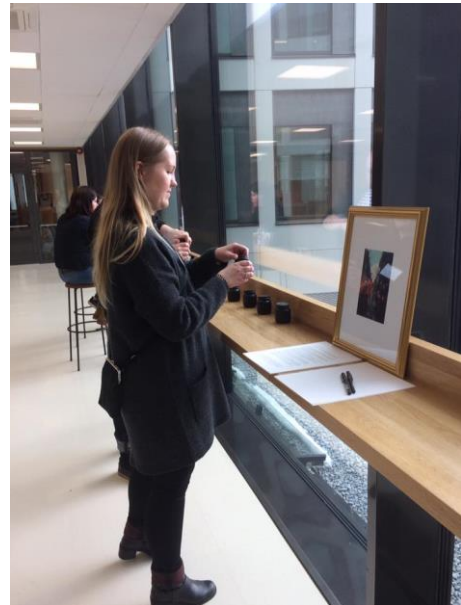


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R(M)UE 1st workshop



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what next?

- Interview 2; digging deeper on the issue
 - Piloting the diary method ourselves
 - Gathering more accurate research literature
 - Iterating and testing the design diary study method with designers
- > Any suggestions, recommendations or own experiences?

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thank you!



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