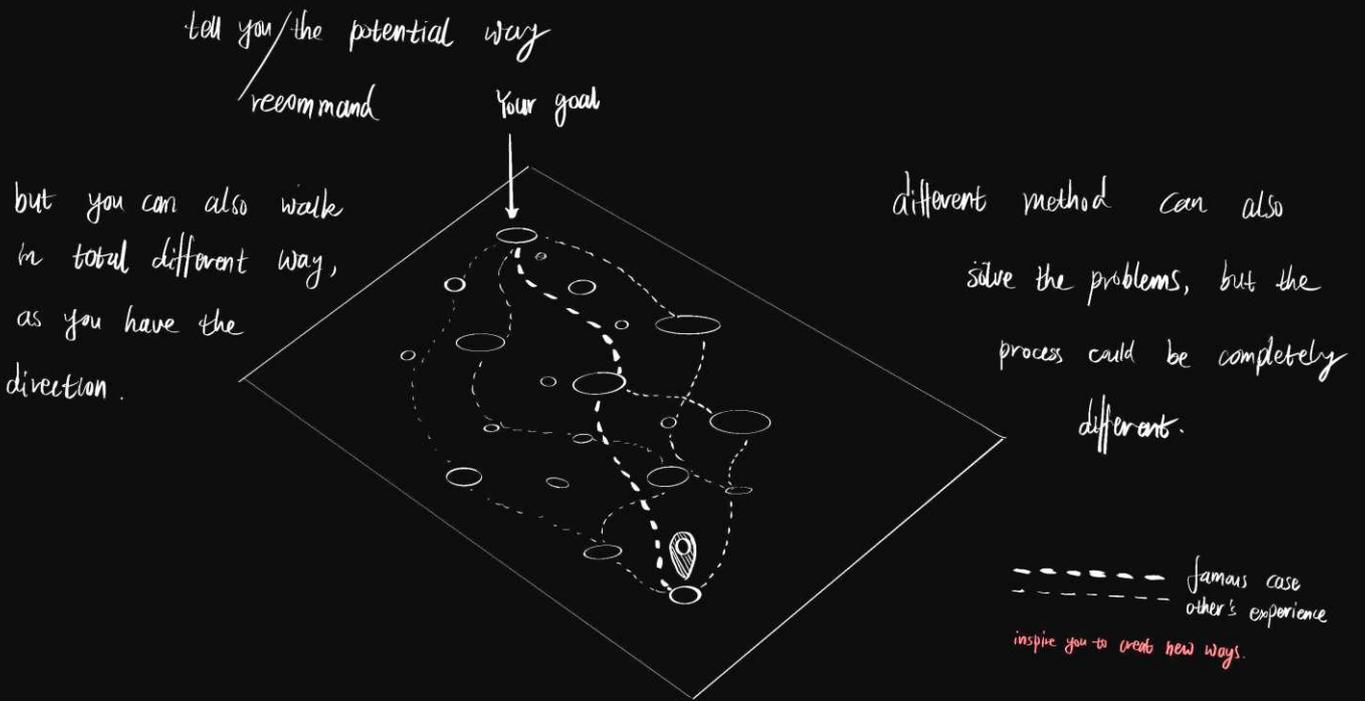


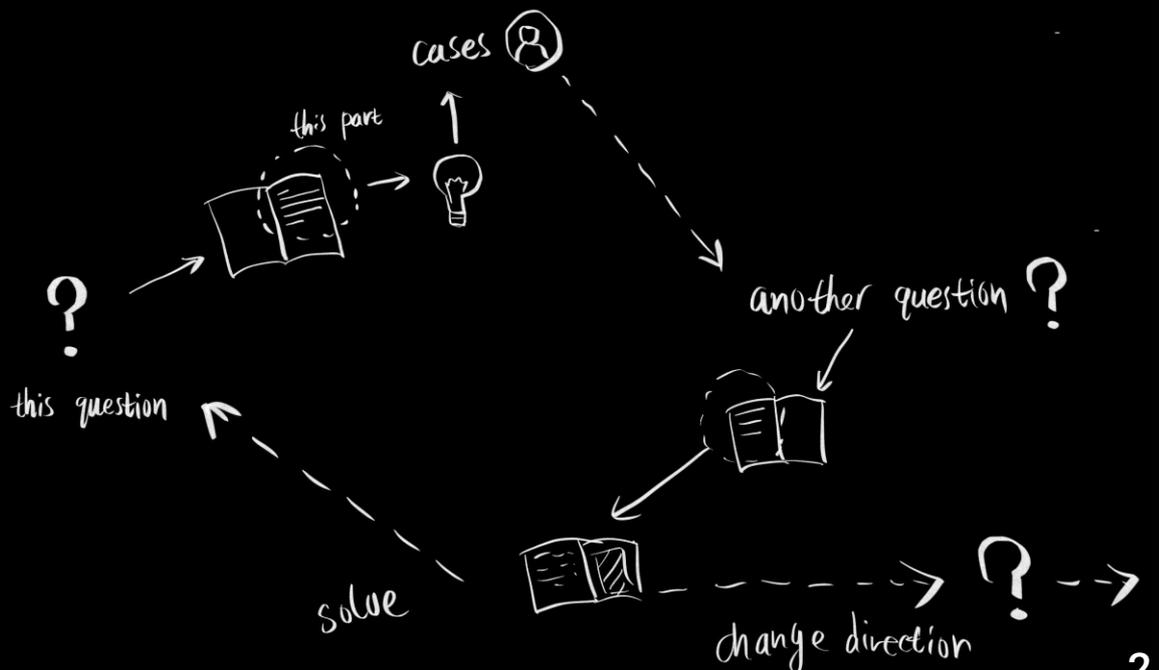
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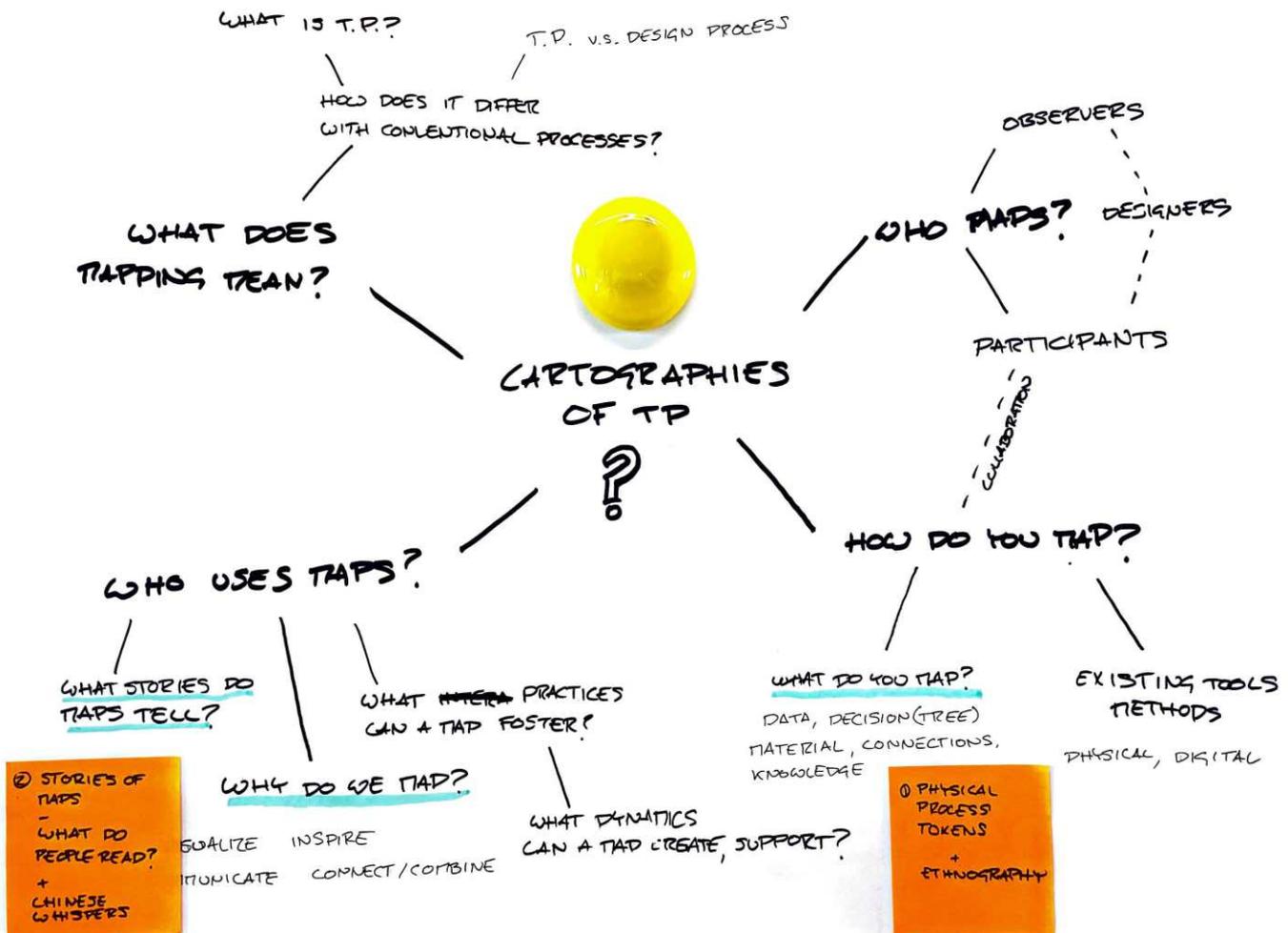
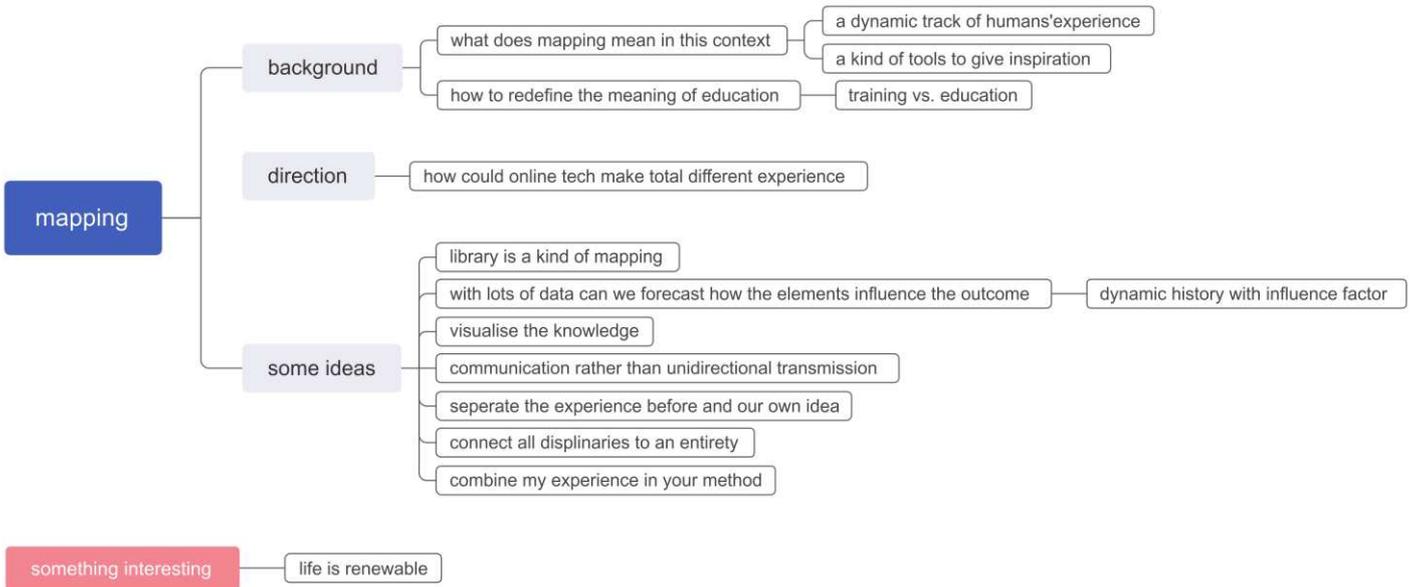
Explore the meaning of the map



e.g. when I do an texture design in bechelor
I don't understand the rhythm and layers.
recommmand → Gödel, Escher, Bach: an Eternal Golden Braid
math, music and optical illusion



Initial Exploration Direction



First Carousel questions

Need:

- PostIt's
- Pens/Writing implements
- Print-outs of interesting (process) maps
- A3 paper
- "Process tokens"

5 minutes	<p>Introduction What is the topic (cartographies of transforming practices, transferring knowledge of a transforming practices design process, enable a third party to explore).</p> <p>Key question: how and what do (TP) designers map in their process? How and what do they communicate?</p> <p>Activities Explanation Explain the upcoming activities.</p>
3 minutes	<p>1. Getting information from a map</p> <p>Goal: how do designers distill information in a map.</p> <ol style="list-style-type: none"> 1. Share an identical map with 3 participants. 2. Each participant has 3 minutes to distill information from this map: what does it mean, what story does it tell? Use post-its and sketches.
12 minutes	<p>2. Communicating a map</p> <p>Goal: how do designers communicate information in a map. And a fun start.</p> <p>Repeat 3x:</p> <ul style="list-style-type: none"> - One participant receives a print out of a map/process overview - Two participants receive a blank sheet of paper and drawing/writing tools. - The first participant has 3 minutes to <u>verbally communicate</u> what the map represents to the other participants. - As organizer, record the communication details and keep the sketches (ASK FOR CONSENT).
9 minutes	<p>3. Communicating a personal map</p> <p>Goal: using the "process tokens" that may represent certain parts of a process, what do those shapes/objects elicit?</p> <ul style="list-style-type: none"> - Ask every participant to think of a personal design process of theirs (or a small part of it). - Participants have 2 minutes to use the tokens to assemble an overview of their process. - Repeat 3x: every participant has 2 minutes to quickly pitch their process "supported by" the process token overview and or post-its, drawings, etc.
1 minute	<p>Wrap-up Thanks!</p>

Initial prototype



Foam prototype



Booklet prototype

User Test Questionnaire

Questions usertest:

Before:

Hi, I would like to ask you to map your process with our toolkit, for preparation of the test; Please already think about a project that you are working on right now or worked on in the past. it works best if you already have thought about the process of that project. the test it self will take around 20 minutes and is super nice because it will create a nice overview of your process.

Start:

Can you please map your design process?

- you can pick a project you are working on now or a previous project

After mapping:

What do you think of your own overview? (now)

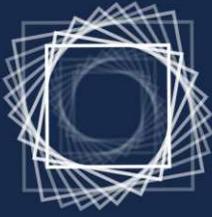
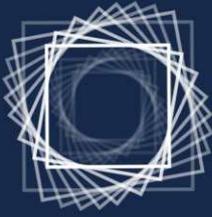
How did you experience this exercise?

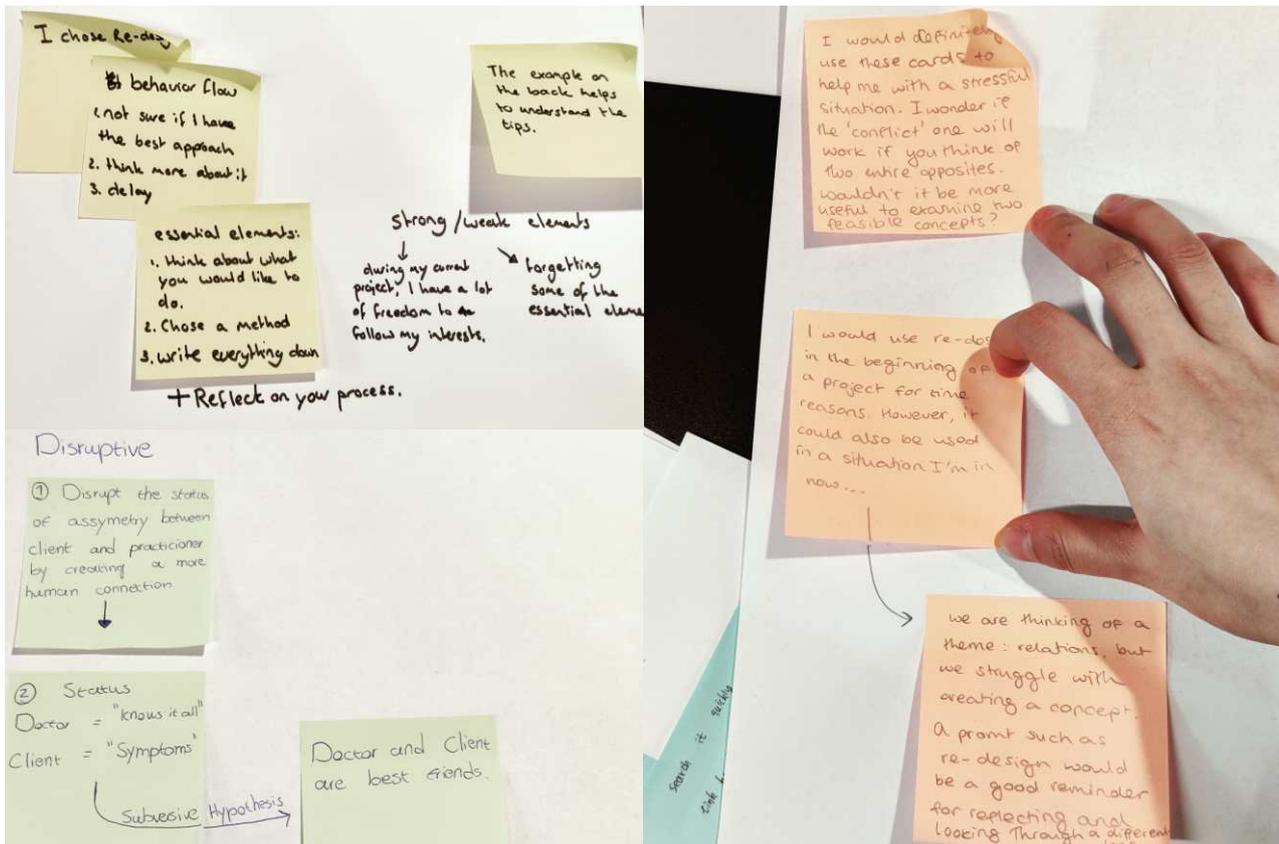
How do you normally map your processes? (past)

What are points that are missing/ want to add more depth/information? (future)

What are the elements of this process you want to communicate to others? (future)

Test problem-inspired modules

 <p>Insight</p>	<h2>Re-design</h2> <p>Get inspired by everyday life. Go back to the drawing board and re-examine the design around us.</p> <p>To tracing the origin of the concept, and the occurrence of the action.</p> <p>GO</p>	<p>Observe your entire behavior flow.</p> <p>Describe the experience structure Describe the place and time.</p> <p>What are the essential/ contingent elements for the whole process? (the essentiality of an element is determined by its necessity for the conduct of the ritual)</p> <p>What are the strong / weak elements (which influence the experience of the practice) in ritual?</p>	<h3>Making hot chocolate</h3> <pre> graph TD A[Selecting cups and spoons] --> B[Take out the cocoa powder] B --> C[Mix milk with cocoa powder] C --> D[Heat in the microwave] </pre> <p>The key to success lies in the selection of the cup, which affects the quality of mixing and heating</p> <p>Containers, spoons, cocoa powder and milk are essential elements in the making of hot chocolate. Contingent elements: sugar, almonds, oranges. These don't affect the overall making experience. Strong elements: shape and material of the cup, which determining the quality of cocoa mixing. Weak elements: overall quantity of milk.</p>
 <p>Insight</p>	<h2>Disruptive</h2> <p>A way of thinking in different views and innovating from the ground up.</p> <p>Change the perception of the competition and the industry you are in. Think of things that others have not thought of.</p> <p>GO</p>	<p>What is the status you want to disrupt?</p> <p>What are the stereotypical laws?</p> <p>What is your subversive hypothesis? Is there any place to think backwards?</p> <p>Is there any place to deny?</p> <p>Is there any place for adjustment?</p> <p>Propose irrational "what if..."</p>	<p>e.g. Soda water is not expensive and tastes good. → What if soda water is expensive and tastes bad?</p> <p>The focus of consumption of Red Bull is to provide energy.</p> <p>e.g. Socks are always sold in pairs. → What if the socks weren't sold in pairs?</p> <p>Little miss matched sells a set of three different socks.</p>



I chose re-design

Behavior flow
 1. not sure if I have the best approach
 2. think more about it
 3. delay

essential elements:
 1. think about what you would like to do.
 2. Chose a method
 3. write everything down
 + Reflect on your process.

Strong / weak elements
 during my current project, I have a lot of freedom to follow my interests.
 forgetting some of the essential elements

The example on the board helps to understand the tips.

I would definitely use these cards to help me with a stressful situation. I wonder if the 'conflict' one will work if you think of two entire opposites. wouldn't it be more useful to examine two feasible concepts?

I would use re-design in the beginning of a project for time reasons. However, it could also be used in a situation I'm in now...

we are thinking of a theme: relations, but we struggle with creating a concept. A prompt such as re-design would be a good reminder for reflecting and looking through a different lens.

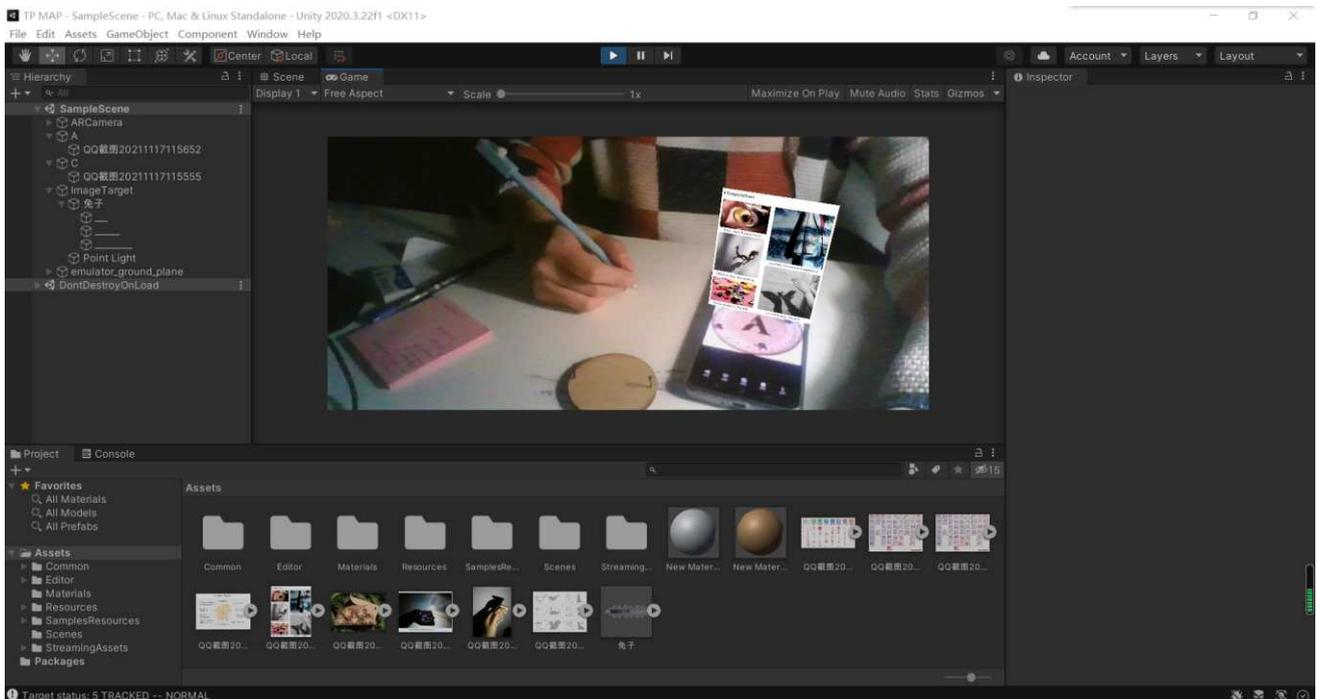
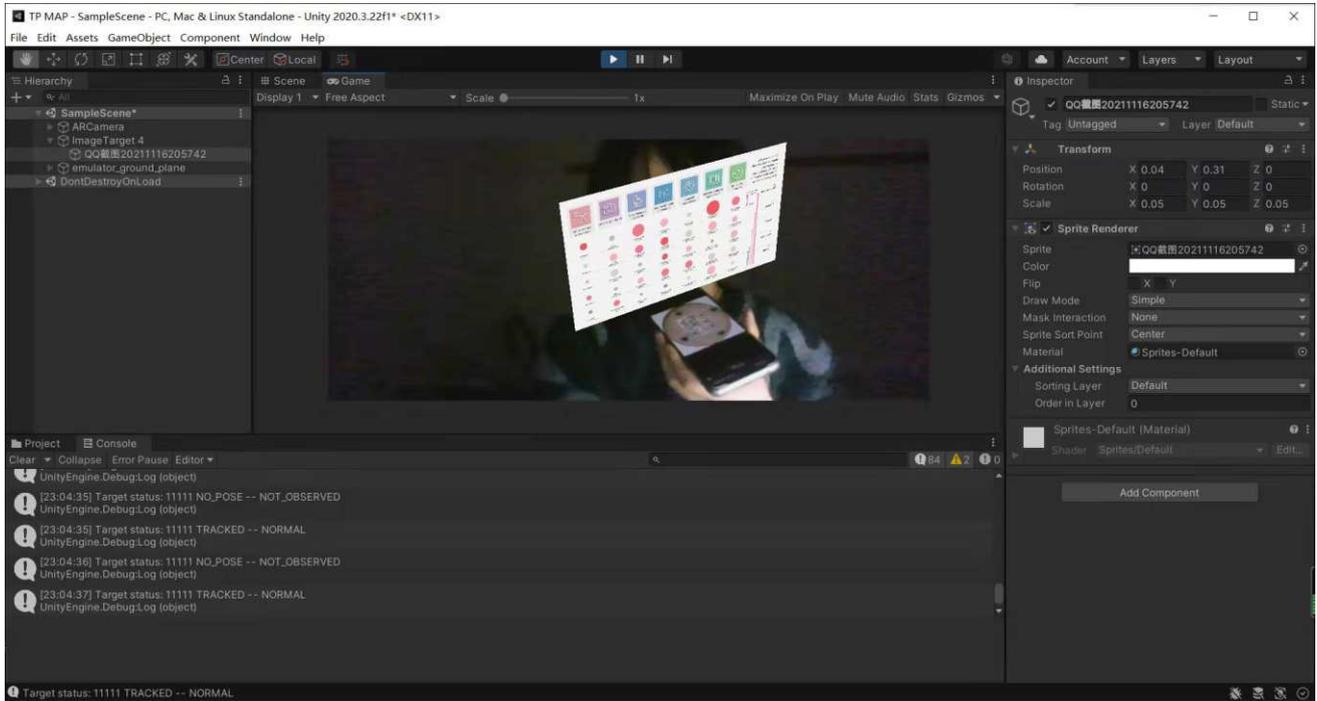
Disruptive

1 Disrupt the status of asymmetry between client and practitioner by creating a more human connection.

2 Status
 Doctor = "knows it all"
 Client = "Symptoms"

Subversive Hypothesis
 Doctor and Client are best friends.

AR Testing Picture



Code for camera autofocus in Vuforia

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Vuforia;

public class CameraFocus : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {
        VuforiaApplication.Instance.OnVuforiaStarted += OnVuforiaStarted;
        VuforiaApplication.Instance.OnVuforiaPaused += OnPaused;
    }

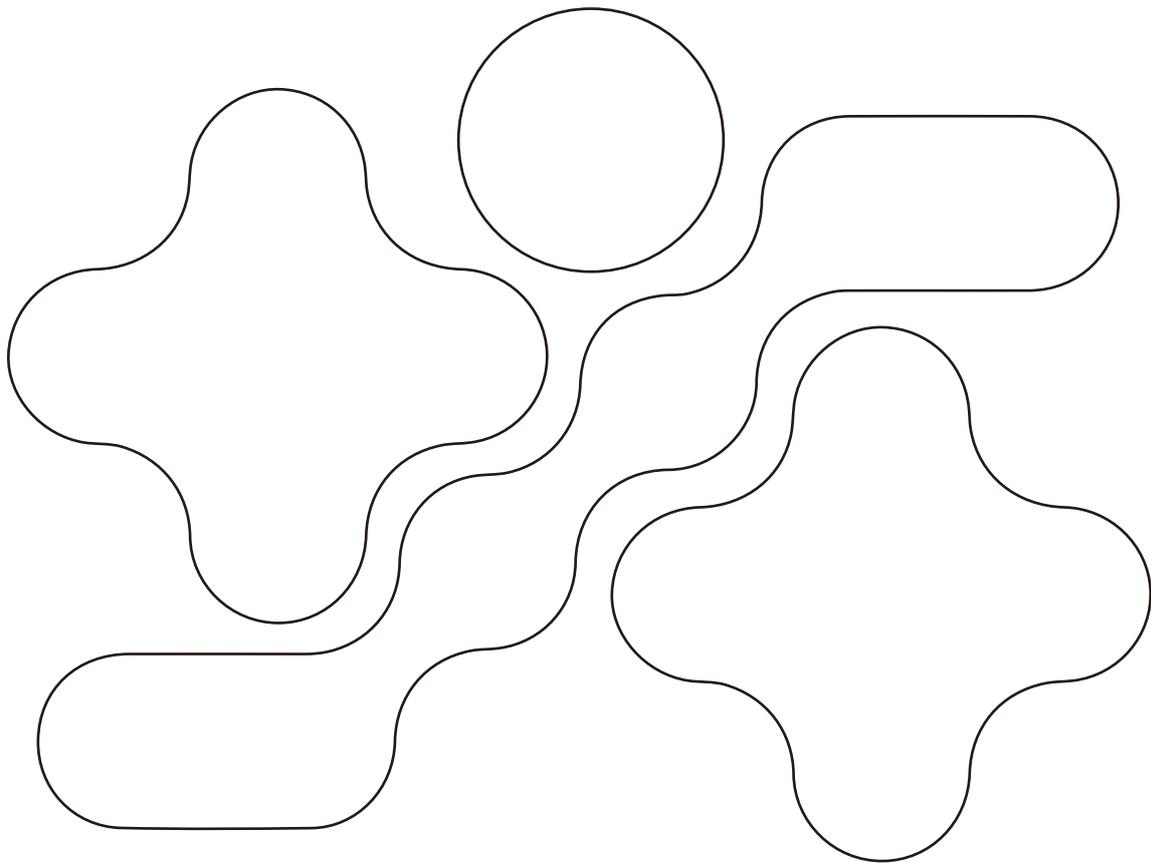
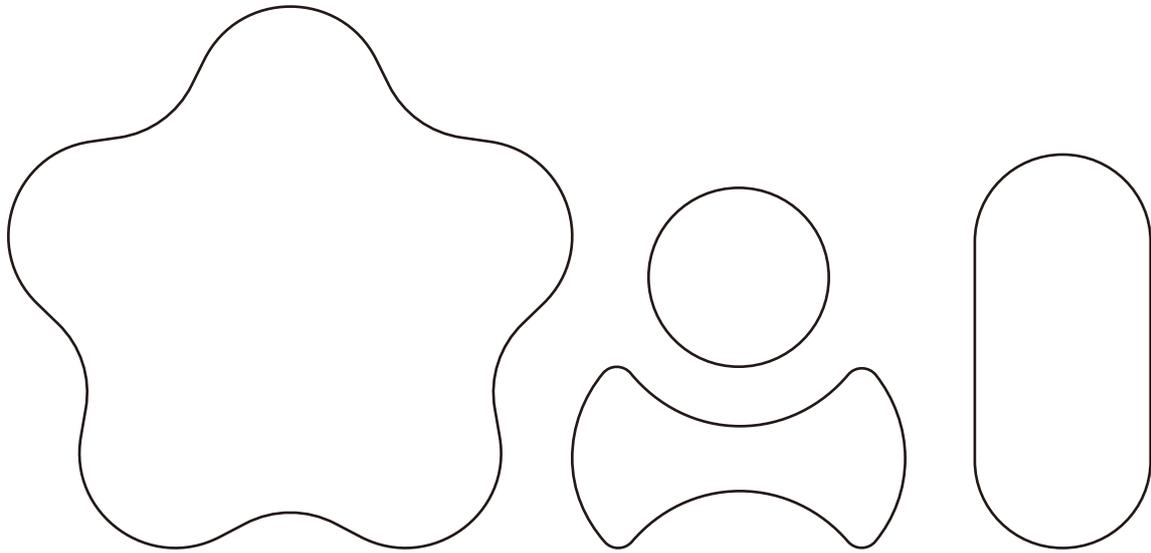
    private void OnVuforiaStarted()
    {
        VuforiaBehaviour.Instance.CameraDevice.SetFocusMode(
            FocusMode.FOCUS_MODE_TRIGGERAUTO);

        VuforiaBehaviour.Instance.CameraDevice.SetCameraMode(Vuforia.CameraMode.MODE_DEFAULT);
    }

    private void OnPaused(bool paused)
    {
        if (!paused) // Resumed
        {
            // Set again autofocus mode when app is resumed
            VuforiaBehaviour.Instance.CameraDevice.SetFocusMode(
                FocusMode.FOCUS_MODE_TRIGGERAUTO);
        }
    }

    // Update is called once per frame
    void Update()
    {
    }
}
```

The final shape of the physical toolkit



Function introduction sticker

