Critical Making

Project outside of course scope
Do you also think of Sheldon Cooper from Big Bang Theory when you hear Autism & Computer Science in the same sentence?

But you know, that Sheldon is not a true representation of what being Neurodivergent means - and would like to change that story?

Do you want to learn how to use the tools in our makerspace?

Do you want to unleash your inner artist and have fun while learning?
Who are we?

Jenny-Margrethe Vej
Research Assistant & IT Project Manager
MSc in Computer Science
DEI / ASD / ADHD Expert & podcast host of the Danish podcast Diagnoseklubben
Fun Fact: Spend 1.5 years at law school & started at DIKU to prove that women belong here

Pernille Bjørn
Professor & Deputy Head of Department for Research
Winner of the DANWISE Prize 2023 & SCIENCE Dissemination Award 2021

Ellie Thrane Christiansen
Research Assistant
Specialized in User-centered Design & Accessibility
MSc in IT, Digital Design & Communication
Fun Fact: Wanted to become a furniture woodworker before starting a Master at ITU

Kellie Anne Dunn
PhD Fellow
Co-designer & builder of wearable e-textile costume for the Atari Women project
Former Lab Manager at University of Washington College of Engineering

Valeria Borsotti
PhD Fellow
Tech anthropologist
Member of BEVICA Universal Design Research Hub & DEI expert
Fun Fact: Used to be a professional fine arts printmaker

Morten Engell-Nørregård
Lab Manager at DIKU supporting research with practical aspects such as fabrication of physical artifacts or robotics parts
PhD in Computer Science
Former goldsmith journeyman & Design Consultant at Georg Jensen

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What are we going to learn?

Learning Objectives

By the end of this project, the student will have

- Knowledge of
  - Theories on critical design
  - User centred design in makerspaces

- Skills to
  - Analyse the barriers of neurodivergent groups
  - Innovate through iterative prototyping and critical design in a makerspace

- Competences to
  - Analyse invisible barrier and ‘taking-for-granted’ assumptions in applying user centred design
  - Design critical artefacts challenging the ‘taking-for-granted’ assumptions
  - Innovate and push boundaries of Computer Science as a field
How are we going to learn?

• Inspired by GRACE – an interactive Origami installation & Application
  • Celebrated the 70th anniversary since the first computer bug was found
  • Combines history with making & technology

• Create design artefacts which challenge existing, stereotypical narratives in Computer Science, while manifesting counter-narratives using digital and analogue materials

• Interact & collaborate with advocacy groups such as the Autism Association & the Danish Society of Engineers (IDA)
What do we mean by ‘Artefact’?

- Explore visualization of The Spoon Theory
- Or some visualization of Dyslexia?
What do we mean by ‘Artefact’?

Atari bug fighter game
http://www.atariwomen.org/game/

Atari Women 8-bit Heroine Costume
http://www.atariwomen.org/gallery/atari-women-8-bit-heroine-costume/
What do we mean by ‘Artefact’?

DOREEN – A norm-critical story-telling game
Practicalities

• Block 3 & 4
• Tuesdays between 14:15 and 16:30 here at Sigurdsgade or in our Makerspace

• First day: February 6
• Hand in report: June 11
• Exam: June 18 (TBC)

• 15 ECTS & lots of fun

• The information shared today will be online on femtech.dk as soon as possible & can be send by email if you provide Jenny with your email address
Application

• Deadline: November 1st by end of day
• Apply by email to: jvej@di.ku.dk (you will receive a confirmation within 24 hours)
• Things to add (please also see course description):
  • Are you applying as individual or group? (specify names and email addresses)
  • Master or Bachelor student?
  • Why do you want to participate & what awesome skills are you bringing with you?
  • What are your expectations for collaborating with fellow students?
  • What other courses will you be following in Block 3 & 4 & what are their schedules?
  • Are you able to participate in this project on Tuesdays from 14:15 to 16:30?
  • Are you interested in Roskilde Festival (NOT MANDATORY!)
Questions?