

SocioTechnical Walkthrough (STWT) – A Collaborative, Human-Centered Design & Development Method for Projects

Workshop @ AECT 2017

Even thorough planning can lead to situations where the full potential of a technology is not realized due to different reasons, a) users cannot adopt the new IT system due to technical problems, b) the technology may not be flexible enough to meet diverse users' needs, c) socio-cultural contexts lead the technology adoption in a different direction from designers' intention. The extent and quality of social and technical aspects of technology integration are crucial for future success of technology integration. To address these issues, one promising approach is the SocioTechnical WalkThrough (STWT). STWT (Herrmann, Loser, & Jahnke, 2007) is a bottom-up approach that aims to ensuring best quality for technology integration with the highest user satisfaction. It is a participatory design and development method supports collaborative work among designers, programmers and users to elicit together existing workflows and communication processes while anticipating technology support.

This workshop aims at introducing participants to the STWT and to try it out first hand on problems that are relevant to them.

The workshop is organized in two parts:

1. Get together/introduction into SeeMe and STWT followed by first practical exercise
2. Apply methods learned in small groups to real-life problems / feedback session

Workshop date: 11/11/2017 9:00-12:00am, ET

Target audience: researchers, educational designers, IT personnel, students, teachers, and other practitioners

Organizers:

- Isa Jahnke, University of Missouri
- So Mi Kim, University of Missouri
- Joi Moore, University of Missouri
- Alexander Nolte, University of Pittsburgh

For more information on the workshop please visit the conference website (<https://tinyurl.com/ktcyey2>).

