

## Cultural Probes – A Practical Introduction

Participants will be introduced to the relatively new data gathering technique of Cultural Probes. These may be viewed as an extension of ‘Diary Studies’ and are particularly suited to non-work environments where the use of technology is difficult to study in context without disturbing the nature and quality of the activity. The tutorial will provide an understanding of a Cultural Probe, when and how to apply the technique, what to expect from the data and finally give participants the opportunity to plan and test a probe pack through practical exercises.

Tutorial participants will

- \* Gain a basic understanding of Cultural Probes and their use
- \* Gain skills in developing a Cultural Probe pack
- \* Develop skills in planning and the logistics of administering a Cultural Probe
- \* Gain insight into the use and analysis of the data collected from a Cultural Probe

This tutorial has been newly created for OZCHI in response to the need for data gathering techniques for non-work applications such as entertainment or sensitive environments such as health-care.

At OZCHI 2007 we propose to run it alternating lectures and hands-on practice.

The tutors are: Gerry Gaffney (Information & Design) and John Murphy (Design4Use) both of whom have many year of experience in industry and have variously worked with Cultural Probes in academic and industry settings.

The tutorial is intended for usability specialists or people who have completed coursework study in human computer interaction or interaction design and are familiar with standard data gathering techniques.