



Center for
**LifeLong
Learning
& Design**

University of Colorado at Boulder

Wisdom is not the product of schooling
but the lifelong attempt to acquire it.
- Albert Einstein

Meta-Design

Gerhard Fischer

CHI'2007 Workshop, April 2007, San Jose

<http://swiki.cs.colorado.edu:3232/CHI07Design/3>

Meta-Design: Design for Designers

- need for new media that allow users to act as **designers** and be **creative**
- the creation of context rather than content → **underdesign** (puts owners of problems in charge)
- puts the **tools** rather than the object of design in the hands of users
- does not define a product, but the conditions for a **process of interaction**
- supports a problem solving process that remains **liquid and open** (“final” is used only in a tentative sense)

Impact and Examples of Meta-Design

- Web 2.0 technologies (from broadcast → informed participation)
 - open source
 - Wikipedia
 - 3D Warehouse of 3D Models (constructed with SketchUp) to be used in Goggle Earth
- a conceptual framework for social production, mass collaboration, and social creativity
- closed systems → living socio-technical environments

Google Earth with 3D Warehouse Models Designed with SketchUp



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Streaming ||||| 100%

© 2007 Google™
Eye alt 5463 ft

Pointer lat 39.737407° lon -104.989339° elev 5239 ft

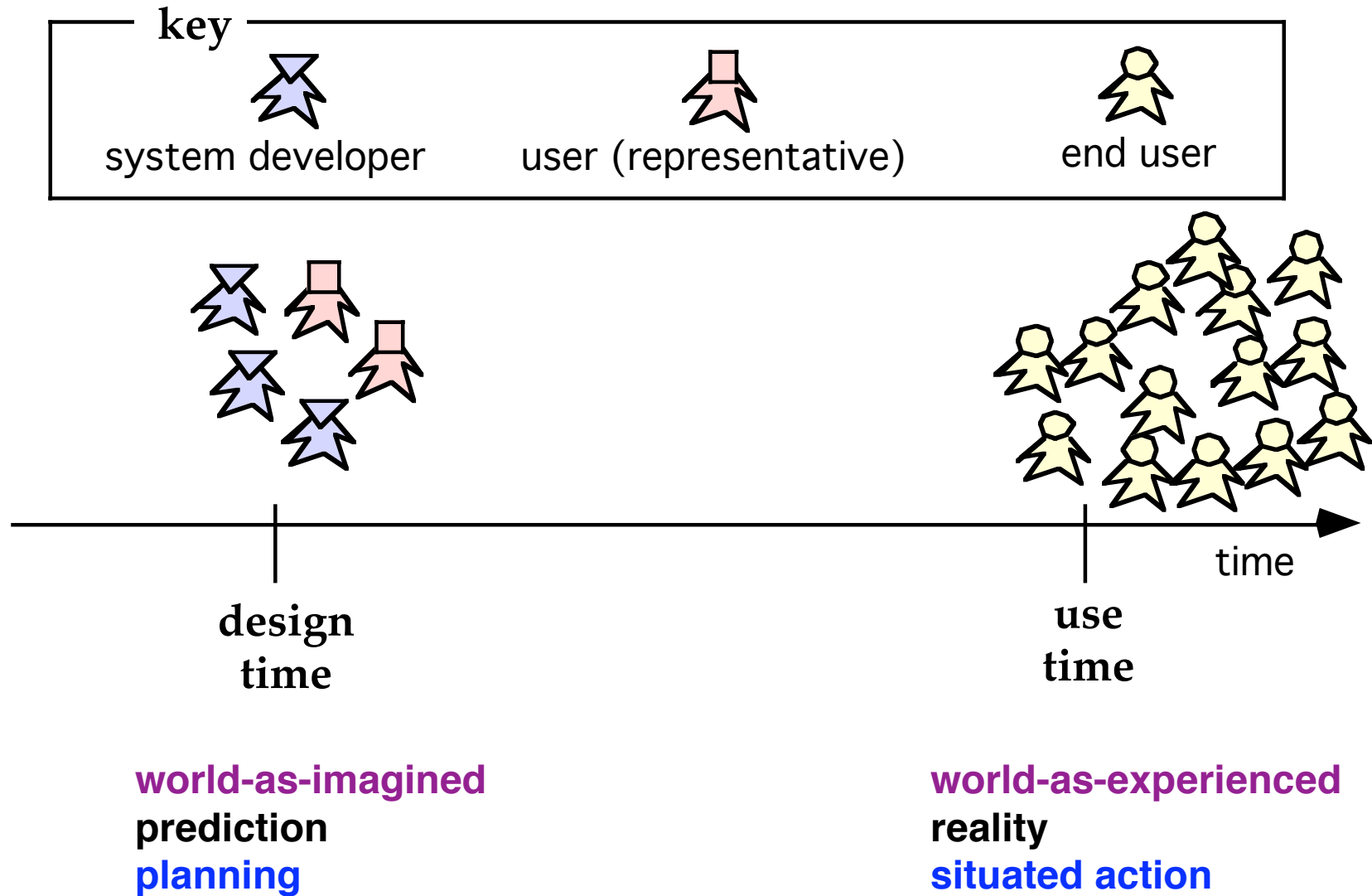
A Design Community gathered around the EDC table top Environment



Why Meta-Design

- design for diversity (for “a universe of one” → CLever Project)
- design as a process is tightly coupled to use and continues during the use of the system
- addresses and can overcome problems of closed systems
- prerequisite for social creativity and innovation
- transcends a “consumer mindset”

Design Time and Use Time



Workshop Contributions Focused on Meta-Design

- Melissa Dawe: “Design Methods to Engage Individuals with Cognitive Disabilities and their Families”
- Antti Salovaara: “What Cognitive Science Has to Offer for Research on Appropriation and End-User Development”