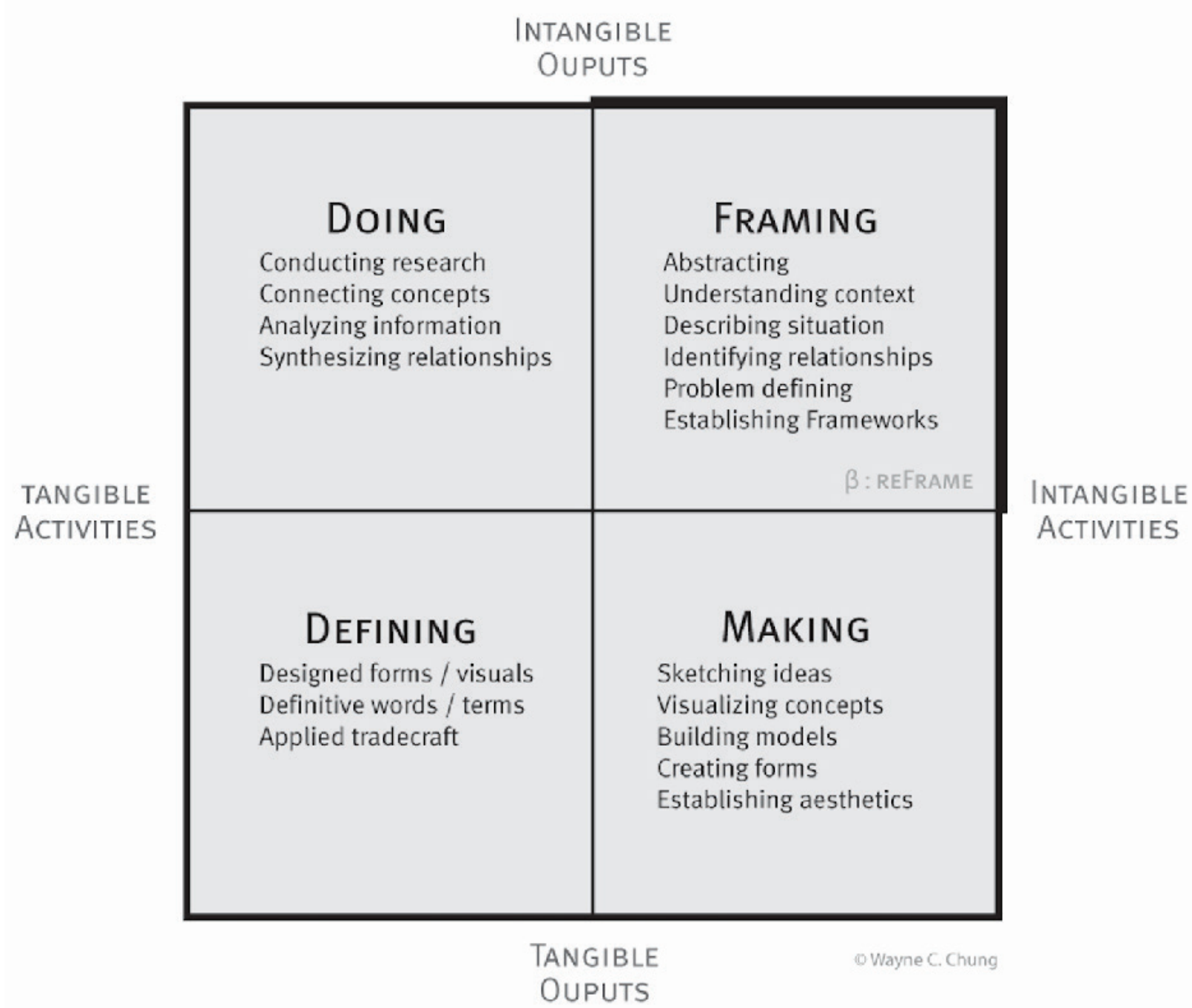


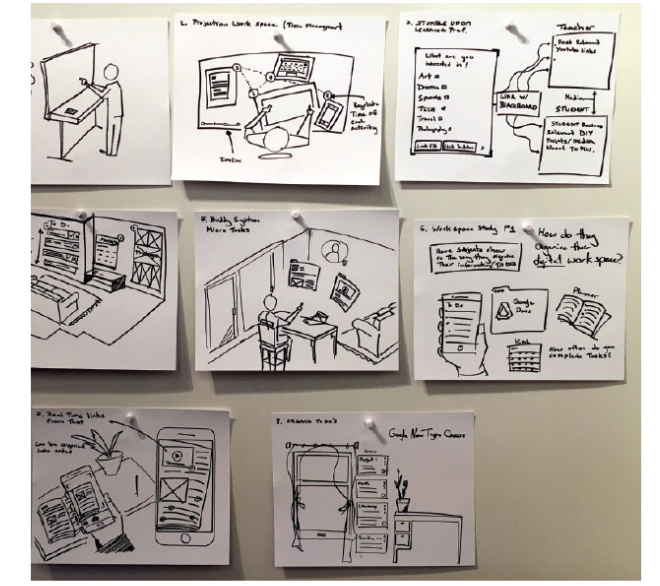
DESIGN PRAXIS MATRIX



Activity 1 Framing: Post-it note affinity diagram mapping.



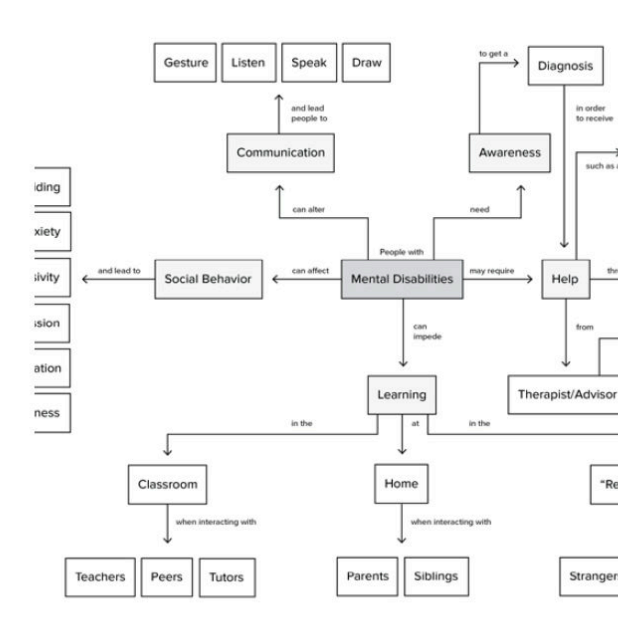
Activity 2 Doing: Conducting interviews with a pre-determined protocol.



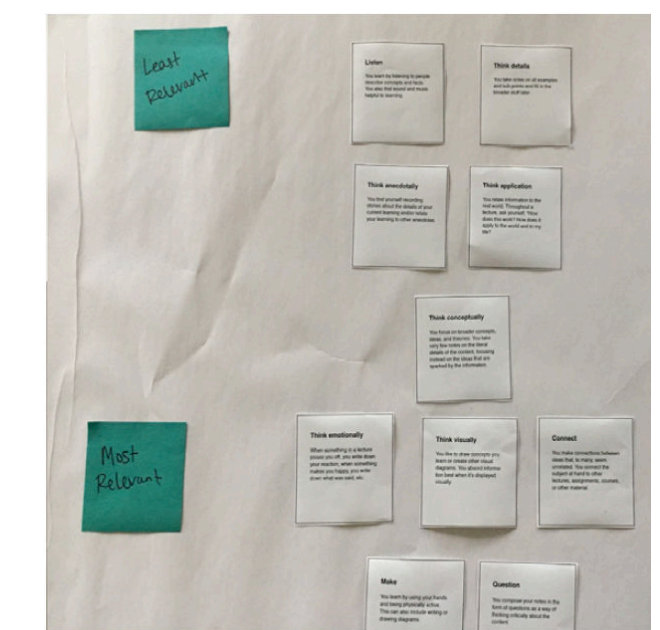
Output 3 Making: Line drawings created as provocations to a followup interview.



Activity 4 Framing: Introspective concept map representing how participants control and manage their mental, physical, emotional, and other life aspects.



Activity 5 Framing: Reframing of the characteristics of the disability in relation to the world as a vector based graphic.

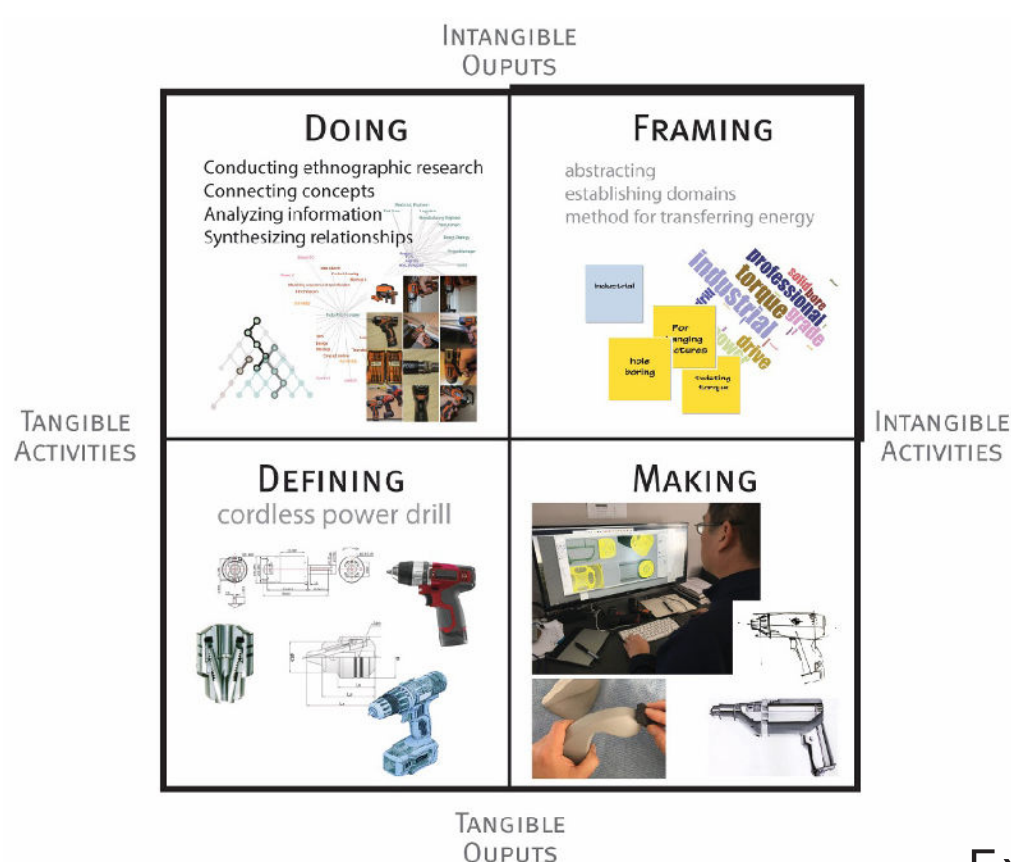


Activity 6 Doing: Card Sorting Activity on participants ordering in relation to how they learn.

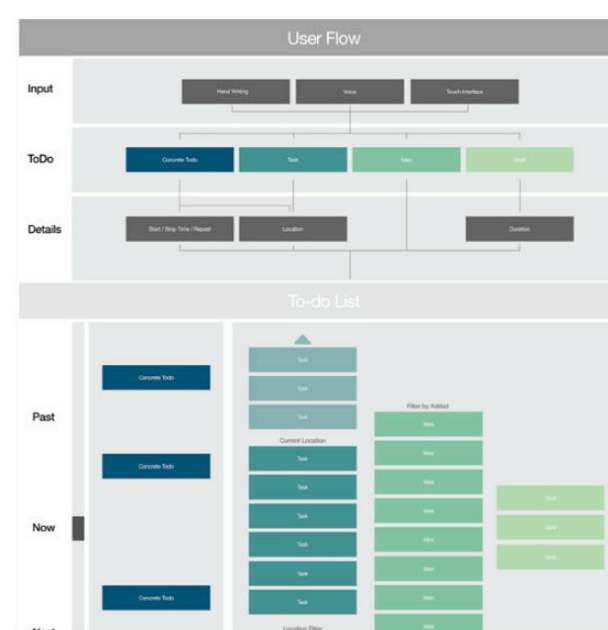
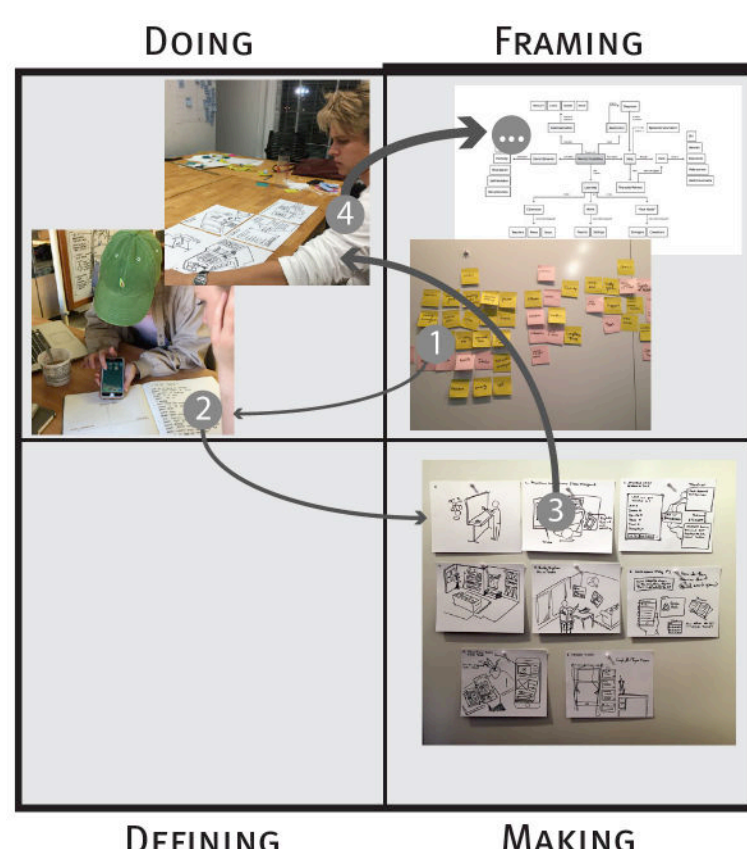
ID STUDIO PRACTICE + PROCESS

The Design Praxis Matrix makes two primary contributions to the design field. First, it represents the design practice in relation to observed activities and output conducted by studio-trained designers. Second, it is a visual tool that acts as an educational method to guide team actions during a project and as a reflective tool for post-project evaluation. The examples act as an account to show the dynamic nature of the design practice can be taught to beginners and non-designers. And with support and resources, the output can be viable and valuable to a client's strategic needs.

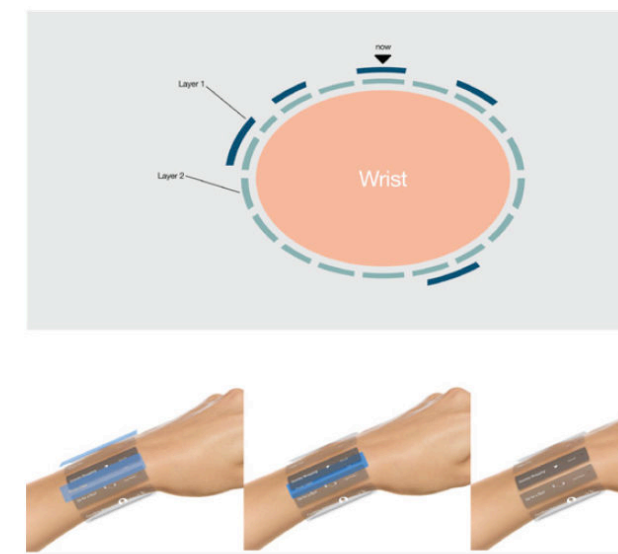
Traditional ID Process



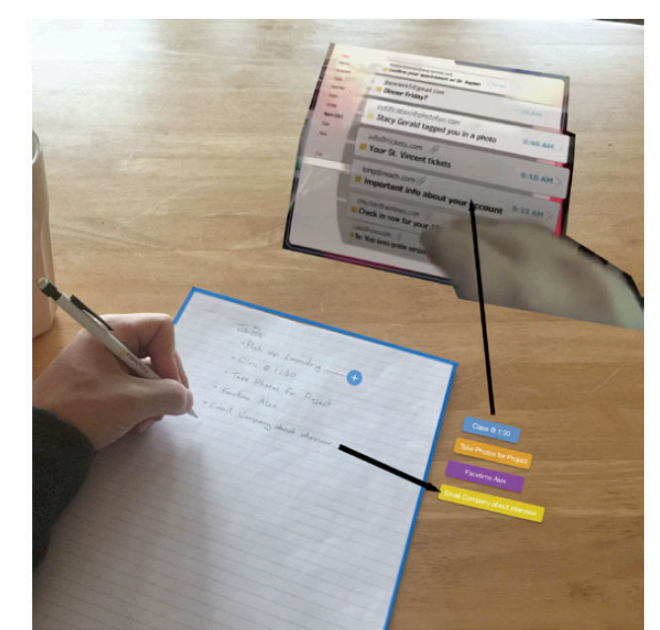
Example of Activities and Output Mapping



Activity 15 Defining: Formalizing user flow in relation to to-do list in conceptual form, not designed form.



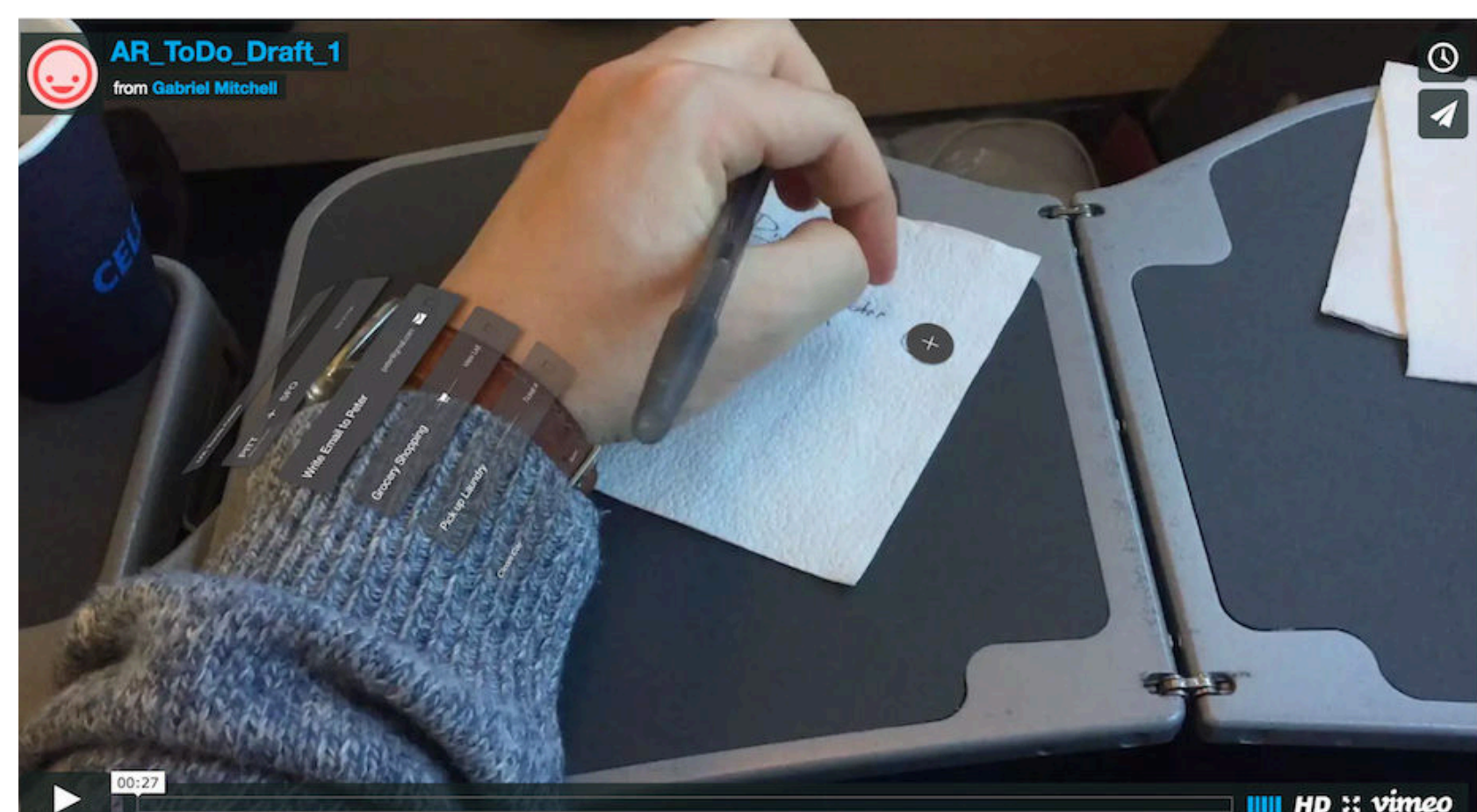
Output 16 Defining: AR design as layered interface.



Output 17 Defining: Compositing various layers/channels to create proposed design and how the system would work for intended users.

DESIGNERLY ACTIVITIES AND OUTPUT

The Design Praxis Matrix acts as a pre or post template for designers, non-designers, and an educational tool. This visual representation hopes to advance the understanding, visualization, and discourse of how and what designers do at an operational level. The images represent the highly complex aspects of designerly activities and output conducted for a collaborative project with Cognizant Technologies. The challenge remains: Is the innovative process of industrial design transferable to others in the pursuit of creativity, innovation, and progress?



Video Sketch of AR solution for UX Design interdisciplinary Course with design and non-design majors. Mitchell, G. Kang, J., Yang, H. <https://youtu.be/cgzEayXtIJE>