



Indirect Stakeholders

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Indirect Stakeholders

Some people may be affected by a system without directly using it. These people are known as *indirect stakeholders*. In what key roles will individuals be affected by the system but will not directly interact with it (e.g., for a law enforcement database: citizens, bystanders, lawyers)?

Generate a list of 3-5 indirect stakeholders. For each indirect stakeholder role, note at least one concern specific to that role. You may refer back to these roles throughout the project.

Generate



Sustained Friendships

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Sustained Friendships

As we integrate technologies into our lives, they may affect or be affected by our relationships with other people. How might the system influence how people make and sustain friendships and family relationships?

Imagine five years out from now and consider 3-5 ways the system might influence friendships and family relationships.

Imagine



Value Tensions

Stakeholders

Time

Values

Pervasiveness

Value Tensions

Value tensions occur when supporting one value in a technology challenges another value (e.g., sharing more information in a social networking system may support sociability, but reduce privacy). They can occur within a single individual (conformity vs. autonomy), between an individual and a group (individual privacy vs. national security), or across different groups (a culture that values independence vs. a culture that values interdependence).

Brainstorm three value tensions that your system may engage. For each value tension, identify one or more design features that favors one of the values over the other.

Brainstorm



Crossing National Boundaries

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Crossing National Boundaries

Nations have different rules, customs, and infrastructure that affect use of a technology. What challenges will be encountered by your system if it is used in other countries?

Choose three countries across the globe and envision challenges for your system if it was deployed in each of those countries. Label any common concerns across the identified challenges.

Choose



Material Longevity

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Material Longevity

Designs take physical form. The materials we use determine the longevity of an artifact. Some materials can sustain harsh wear and tear while remaining usable (e.g., cast iron), other materials degrade after repeated use (e.g., rubber). Digital artifacts may appear ephemeral, but rely on materials as well (e.g., hardware, energy, connectivity).

Examine the materiality of your system and list five materials your system relies on. Investigate the characteristics of each material (e.g., durability, recyclability, and visibility; energy and connectivity needs; human-made or found in nature).

Examine