

PLAYTHING WITH INTENT: A grounded theory study focusing on value-centred generative co-design processes that uplift the well-being of participants with sensitivities while also advancing design research and practices

Providing optimal well-being, autonomy and intuitive play enjoyment to stimulate explorative construction play practices and human flourishing

ASPECT 1

Grounded research to inform playthings, generative processes or environments to promote intuitive, independent, and self-directed user interactions and imaginative play within social and material contexts

ASPECT 2

Promoting user resourcefulness and design development by adopting a value-centred and intuitive-play-centred mindset to design for In-Zone-Out play - a de-stress play for both adults and children

ASPECT 3

Creating designs and generative design processes with purposeful intent. It can involve using dialogue tools to improve value sensitivity, reflexivity, and standards for planning, conducting, and evaluating research outcomes and design practices

Based on certain Premise:

Participants can engage with their bodies in low-fidelity prototyping

Participant's Experiences:

Body Experience
Construction,
Malleability and
Sensitivities,
Inner and Outer Lifeworld

Researcher's experiences:

Body Experience
Construction,
Malleability and
Sensitivities,
Inner and Outer Lifeworld

Exploration:

Participation and engagement with materials, environments, activities and processes

Crossing the Play Chasm

Building:

tangible, visual representations of expressive play to facilitate reflective conversations about ideas, memories, perspectives and emotions

Step 1 - Confrontation

Stimulate curiosity, develop contact and connection (trust)

Step 2- Triggering Transformation

The human body and skin are central to transit from mere exploring to building tangible make-believe play.

Attention to meaning-making: shaping and re-shaping forms, materials or interactions

Step 3 - Support Creation

Prioritises the value-centred development of socio-material relations, skills, and knowledge that benefit the participant, including understanding oneself and others

Benefits for Research:

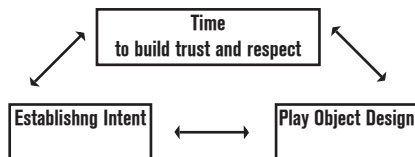
- Advancing design research and ideas
- Improving the front end of design
- Developing play objects, products, technological devices, and environments that promote specific values in user experiences
- Investigation the correlation between value-related designs, impact on play behaviour, and user experiences
- Exploring 'doing design together' in value-centred generative design research: the potential for those participants who are excluded, considered too sensitive or have low-levels of well-being

BENEFITS FOR PARTICIPANTS

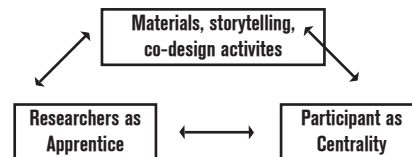
- Well-being experience without stressors or over-supervision
- Developing skills of expression and motivation to play
- User experiences own resourcefulness
- Raises courage and self-awareness in expressive behaviour
- Increasing interpersonal bonds, collaboration across diversity and contact (togetherness)

Practical application:

Preliminary Research



Generative Research Setting



RESEARCHERS activities:
attentive to participants' sensory interactions and stimulating them to cross the play chasm

PARTICIPANT activities:
Self-authorship to collect, build and play

Research Outcomes