Grounded Design: Towards a Practise-based Research Paradigm *(Video)*
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Abstract

Computer applications are getting increasingly interwoven in everyday life. To build these applications, we need to take the distinct practices of their (potential) users into account. I will frame the talk by developing a practise-based perspective on the design of socially embedded technologies. Based on this perspective, I will suggest methodological and epistemological challenges. To deal with these challenges, I suggest building a collection of well documented design case studies. Conducting a design case study is a highly context specific research activity which consists of three steps: (1) it analyzes empirically the given practices in a specific field of application, (2) it comes up with an innovative design for an ICT artifact related to the findings of the first phase, (3) it investigates into the appropriation of the technical artifact over a longer period of time. Based on a growing corpus of design case studies, we identify cross-cutting themes, compare the context-specific findings, build terminology, and try to develop abstractions as elements of a theory of practice-based computing.