

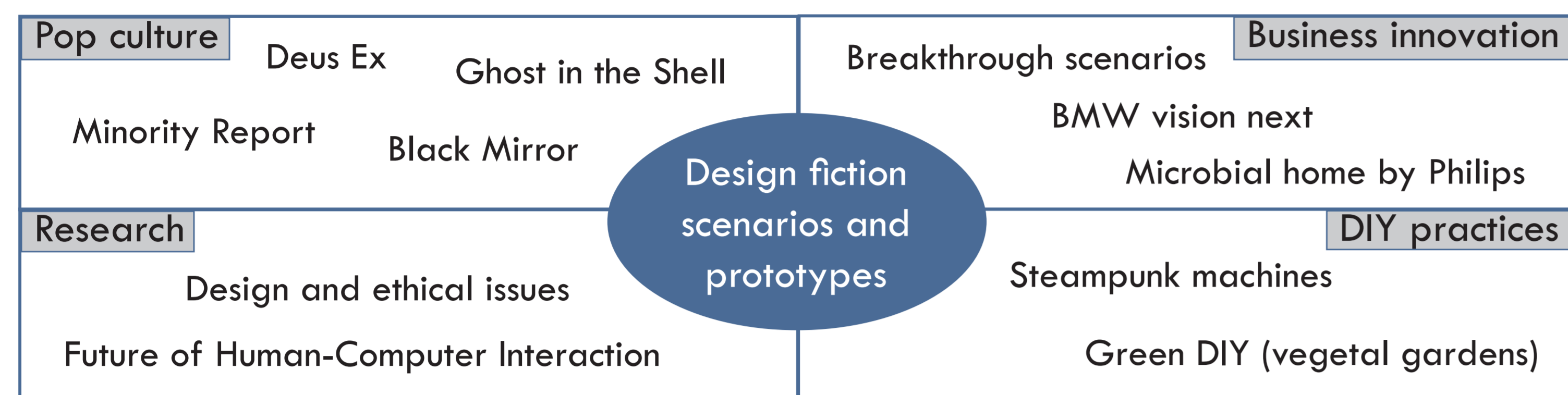
# DESIGN FICTION AS A CRITICAL INQUIRY TOOL IN MEDIA EDUCATION

Doctoral project submitted by Géraldine Wuyckens and directed by Pierre Fastrez

## INTRODUCTION - « When science fiction meets design »

### Design fiction definitions:

- The deliberate use of diegetic prototypes to suspend disbelief about change (Sterling, 2005).
- A tool that uses narrative structures to consider and question possible futures of design.



## WHY DESIGN FICTION? A societal issue

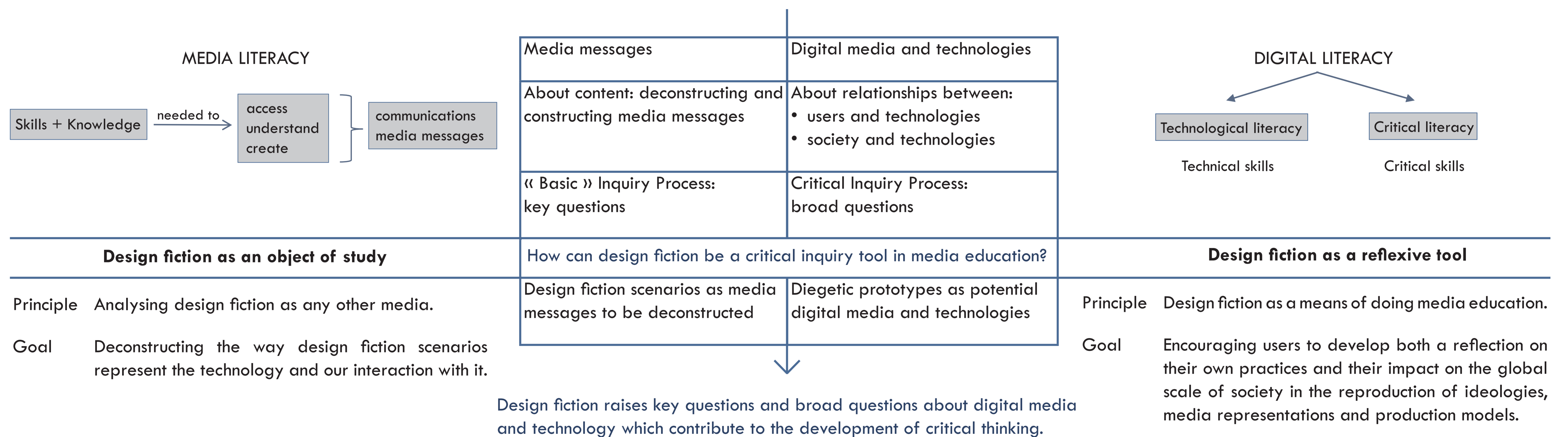
### New challenges in media education:

- Proliferation of online resources
  - Rise of user participation
  - Globalisation of media markets
- Need to develop critical thinking by providing a more systematic understanding of how the media and digital world operate.

### Design fiction considers both:

- ↳ User's own practices
- ↳ Technical aspects of the technology & its social, ethical, political and economic implications on the imagined society

## THEORETICAL FRAMEWORK



## METHODOLOGY

### STEP ONE

#### Exploratory stage

- Partnership with Action Médias Jeunes Project « HACK the future »
- Observations in class, field notes
  - Free recorded interviews with students, professors and animators
  - Evaluation of the method
  - Informal interviews with media education actors

### STEP TWO

#### Tool construction & pilot test

- Conducting a design-based research:** a participative methodology based on collaboration among researchers and practitioners.
- Designing a design fiction pedagogical module:**
1. An introduction to new technologies
  2. The creation of a design fiction prototype by pupils
  3. The writing of a futuristic scenario by pupils
  4. The presentation of the prototype to other groups
  5. The formulation of questions
  6. The debate

### STEP THREE

#### Tool testing and data collection

- Public: teenagers in upper secondary education  
Four classes with approx. twenty students
- Observations in class, field notes
  - Free recorded interviews with professors and animators
  - Focus groups with students
  - Design of the evaluation tools

## EXPECTED RESULTS

1. Contributing to the research on design fiction
2. Proposing a new application of design fiction
3. Approaching digital literacy in terms of inquiry
4. Developing a critical inquiry tool
5. Giving scientific evaluation to media education actors

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