what people do with old stuff

Josh Weihnacht

Conceptual Models Spring 2008

research

directed story telling session with two people

good, bad and normal stories from both people

used data from the entire set of 6 stories

made an affinity diagram to think about the data

key ideas

old stuff goes through a process over time

difficulty and satisfaction with a disposal method determine if someone uses it

different people may consider the same method harder or easier, more or less satisfying

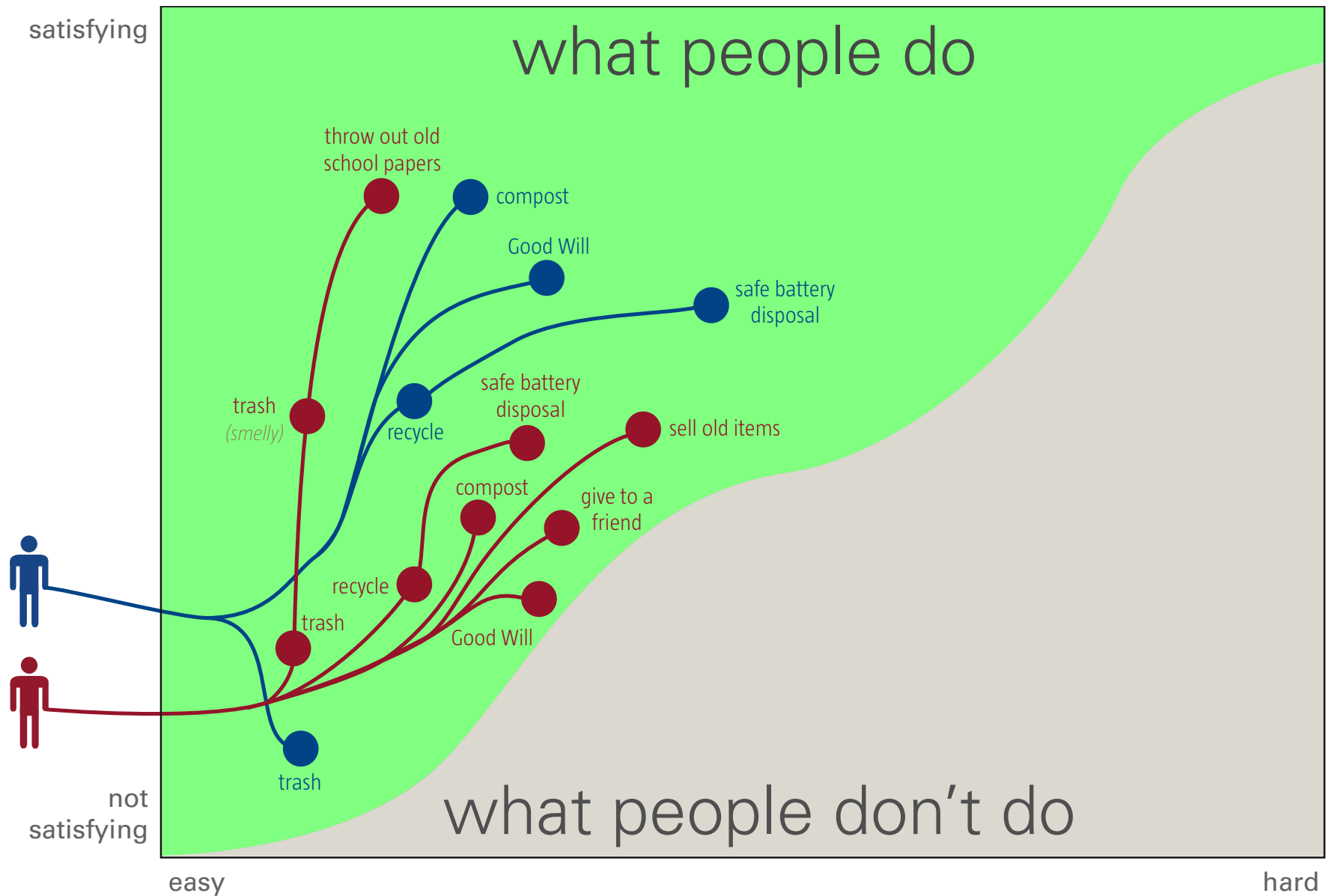the relation between difficulty and satisfaction creates a "threshold of action"

above this threshold actions are performed, below it they are not

this threshold is non-linear - when things get a little harder much more satisfaction may be required

modeling the present
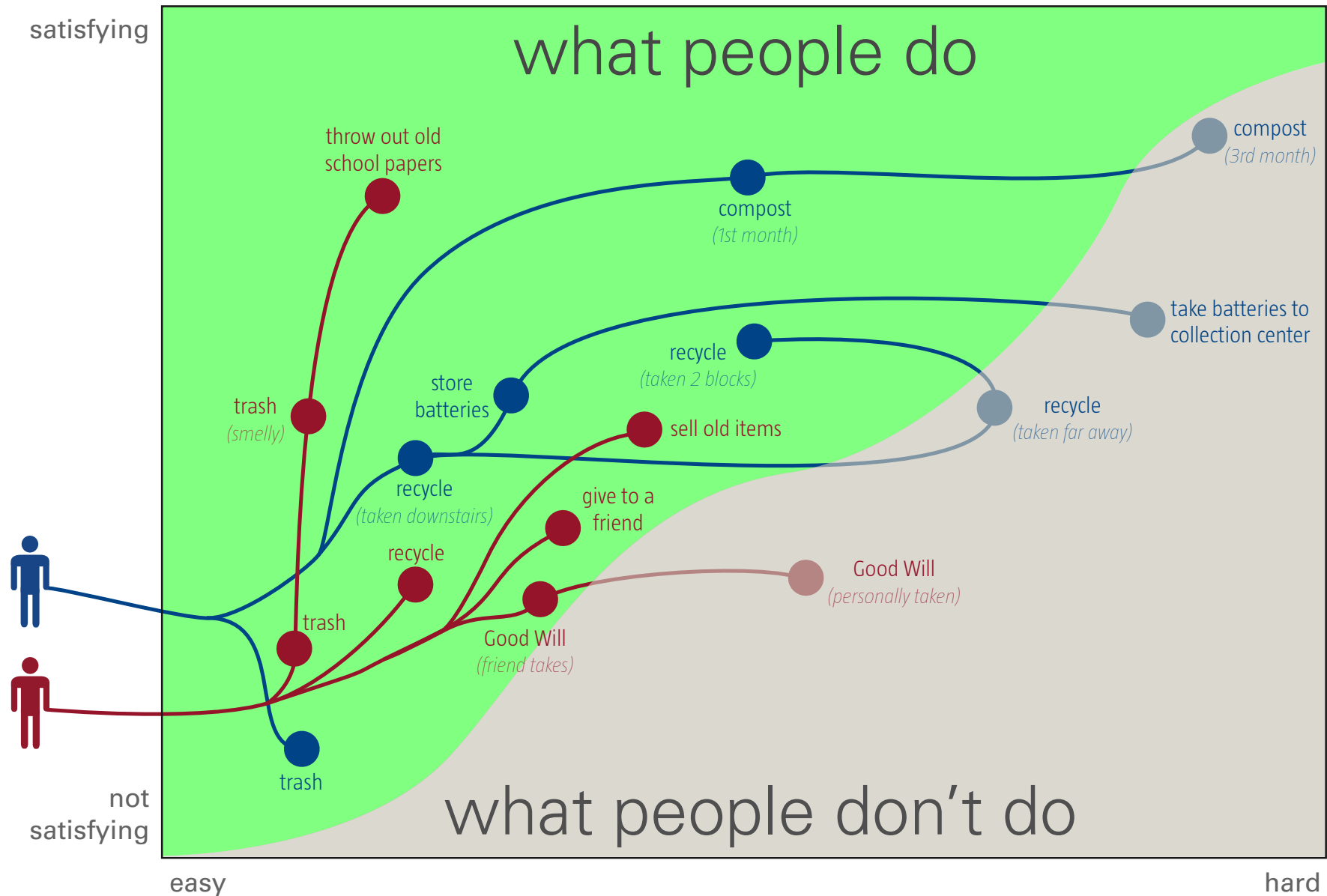
modeling the possible

the opportunities

make difficult disposal methods easier
e.g. provide composting bins along side normal trash bins

help people find value in desirable disposal methods
e.g. educate people on the advantages of composting

inform people about disposal methods that they may not be aware of
e.g. inform people that composting exists