

# ACTIVITY CENTERED DESIGN

The Activity Centered Design model is an X-Ray into the social and technical workings of an activity. It considers the broader system beyond a single user.

The model is an interconnected lattice with a node for each element. Considering the specifics of these nodes over time is key to developing insight. Read more at [dermotholmes.com](http://dermotholmes.com).

<b>ACTIVITY</b>	<b>WHAT?</b> Listen to music while driving.
<b>MOTIVATION</b>	<b>WHY?</b> Boredom, mood, social norms.
<b>OUTCOME or GOAL</b>	<b>DESIRED STATE</b> Appropriate music is playing.
<b>OBJECT or RECEIVER</b>	<b>WHAT IS OBSERVED?</b> The Car.
<b>SUBJECT or CREATOR</b>	<b>WHO IS DOING THE ACTIVITY?</b> Driver, Passengers
<b>COMMUNITY</b>	<b>WHO ELSE?</b> Radio station, other drivers
<b>DIVISION OF LABOUR</b>	<b>WHO DOES WHAT?</b> Passengers may also operate radio.
<b>RULES &amp; RITUALS</b>	<b>REQUIREMENTS, SOCIAL NORMS</b> Go to favourite channel first. Polite to ask passengers for input. Minimal distraction to operate.
<b>TOOLS &amp; ARTIFACTS</b>	<b>THINGS</b> Interface (shared with GPS) Interface may be bluetooth tablet

