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Digital Research Methodologies Redux

Stephen Downes May 23, 2014

Caveats

- This is a report, not a prescription
- I'm not arguing at best, I'm explaining, but not in the sense that you can generalize from that

The traditional view

The steps of the scientific

method are to:

- Ask a Question
- Do Background Research
- Construct a Hypothesis
- Test Your Hypothesis by Doing an Experiment
- Analyze Your Data and Draw a Conclusion
- Communicate Your Results

Via Science Buddies <u>http://www.sciencebuddies.org/science-fair-</u> projects/project scientific method.shtml See also: <u>http://philosophy.hku.hk/think/sci/hd.php</u>

Research Methods

This model is pretty much the core of most research mothods

• Design Research

http://depts.washington.edu/rural/RURAL/design/sci method.html

Observational Research

http://www.public.asu.edu/~kroel/www500/Observ ation.pdf

• Qualitative Research / Grounded Theory

http://www.edu.plymouth.ac.uk/resined/qualitative %20methods%202/qualrshm.htm

http://www.methods.manchester.ac.uk/events/what is/gt.pdf

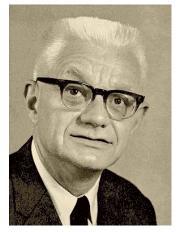
HD-Method

This model is known as the Hypothetico-Deductive Method

- cf. mid-1800s
- Updated by Carl Hempel as the Deductive-Nomological Model
- "Inference to the Best Explanation"

http://en.wikipedia.org/wiki/Hypotheticodeductive_model

https://en.wikipedia.org/wiki/Deductivenomological_model



Hempel

I am an Empiricist

- Observation and experience are the foundation of knowledge
- There is no 'synthetic *a* priori'

"Hume maintained that all knowledge, even the most basic beliefs about the natural world, cannot be conclusively established by reason. Rather, he maintained, our beliefs are more a result of accumulated *habits*, developed in response to accumulated sense experiences."

http://en.wikipedia.org/wiki/Empiricism



Hume

People Falling Into Holes

- https://www.youtube.com/watch?v=YABCazKQpfl
- https://www.youtube.com/watch?v=MmqhqjRLeNQ
- https://www.youtube.com/watch?v=s1C6q42AfqY

My science is not based on believing there are no holes. On the contrary, my science is based on the realization that there's always the possibility that the earth will open and swallow you up.

Two Dogmas of Empiricism

- that there is a principled distinction between analytic and synthetic propositions
- that reductionism is true

http://www2.drury.edu/cpan za/quinereview.html

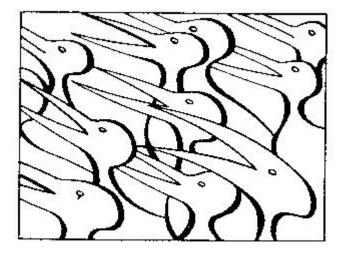
My take: If this is the case, you cannot even *state* a theory, much less find one



Quine

The Fallacy of Theory

- Elusive Truth what distinguishes sense from nonsense?
- Theory-laden data you see what you expect to see (gorilla video)
- Incommensurability and paradigms
- Empty consensus replacing rationality and truth



Scientific Method in Brief Hugh G., Hugh G Gauch, Jr., pp. 53-66

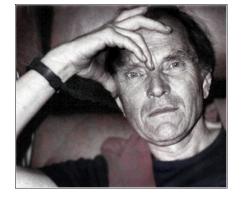
Research Methods...

Research methods, in a certain sense, presuppose their own conclusions: they are silent on complex questions, for example, *whether* certain software ought to be developed, *which* options ought users to be given, *what* subjects ought learners be taught to learn?

Against Method

"Against Method explicitly drew the "epistemological anarchist" conclusion that there are no useful and exceptionless methodological rules governing the progress of science or the growth of knowledge. The history of science is so complex that if we insist on a general methodology which will not inhibit progress the only 'rule' it will contain will be the useless suggestion: 'anything goes'."

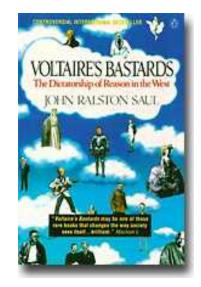
http://plato.stanford.edu/entries/feyerabend/



Feyerabend

Voltaire's Bastards

- Voltaire (and contemporaries) thought (correctly) that reason was the best defense against arbitrary political and religious authority
- However, "Among the illusions which have invested our civilization is an absolute belief that the solutions to our problems must be a more determined application of rationally organized expertise. The reality is that our problems are largely the product of that application."



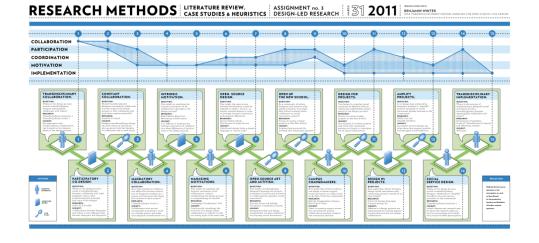
Dimensions of Change

- Design is no longer based on research
 - Because the theory that will be 'observed' is presupposed in the theory
- Users are no longer 'subjects'
 - Because casting myself in the role of 'expert' renders illegitimate the valid experiences of others

Wittgenstein: meaning is use

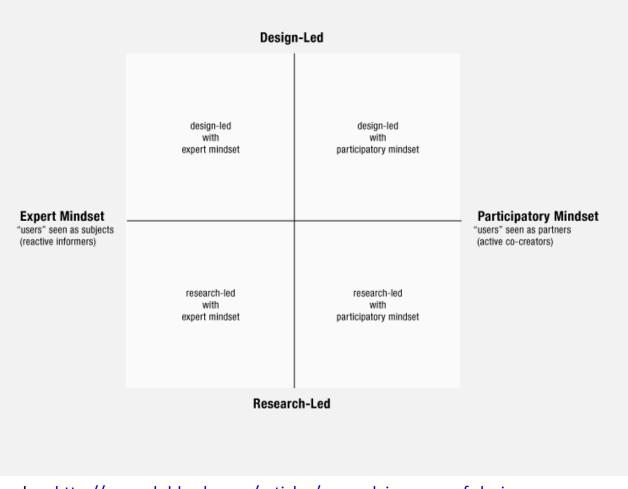
Research-Led Design

- Winter: "I had always assumed that case studies, literature reviews, and ethnographic research were necessary precursors to every well-informed design project I did."
- Vs. Design-Led Research



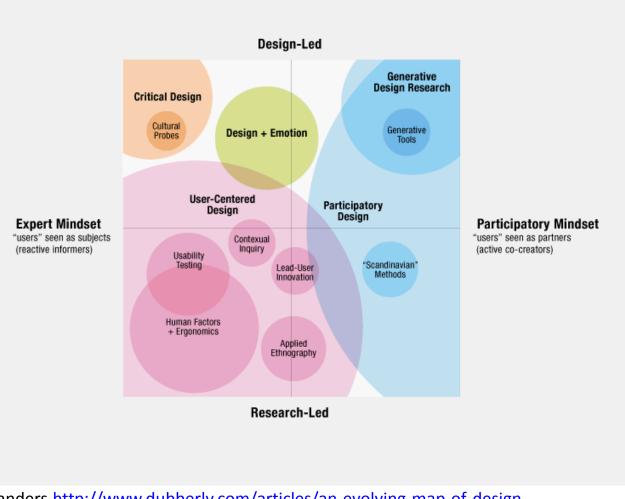
http://transdesign.parsons.edu/wp -content/uploads/2011/04/DLR-Research-Methods-01.png

Design-Led Research



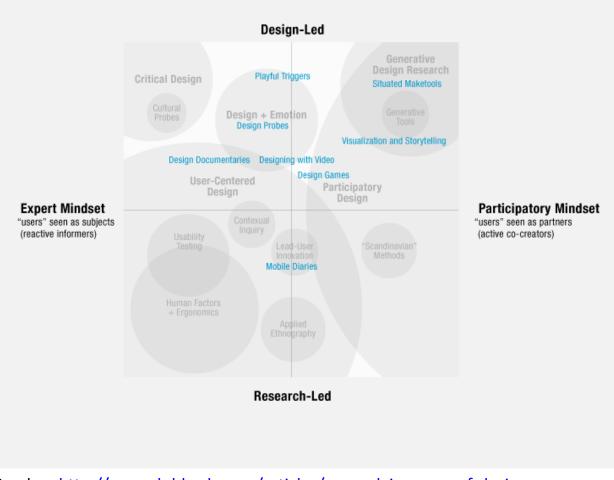
Liz Sanders <u>http://www.dubberly.com/articles/an-evolving-map-of-design-practice-and-design-research.html</u>

Design-Led Research



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Design-Led Research



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Situated Maketools

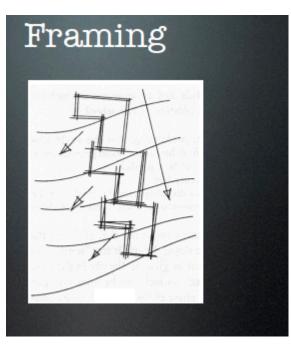
- They situated the study at the workplace
- Then grounded the designing in the workers' explanations
- And scaffolded the designing,
 i.e. used temporary stuff

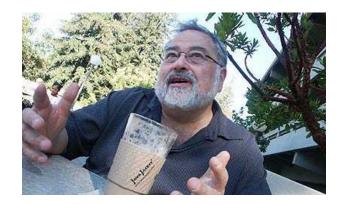
Salu Ylirisku http://designresearch.fi/blogs/uid10/wpcontent/uploads/2010/11/frame_it_simple handouts.pdf



Situating as Framing

- To 'situate' is to theorize, only with a smaller universe of discourse
- Lakoff 'Framing'





Lakoff

Beyond Theory

- Design without theory is *discovery*
- (And I recognize that I am able to sample only the edge of a complex landscape)



Reading the World

 I don't see the world as neat and ordered, like logic and mathematics – I see it as messy and complex, like a language



"We see the future in the same way that we see the past, by reading the signs"

Wittgenstein: Meaning is Use

Method as Literacy

What we call 'theory' is just one aspect of world literacy, and not even the most important one



http://www.downes.ca/presentation/233

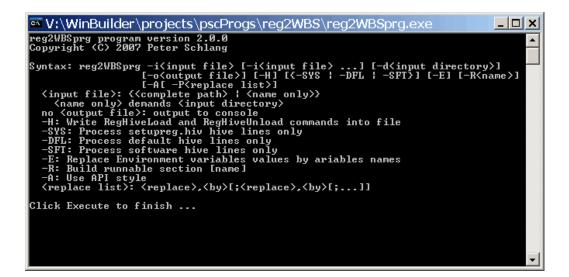
Morris, Derrida and a little Lao Tzu

Syntax	Cognition
Semantics	Context
Pragmatics	Change

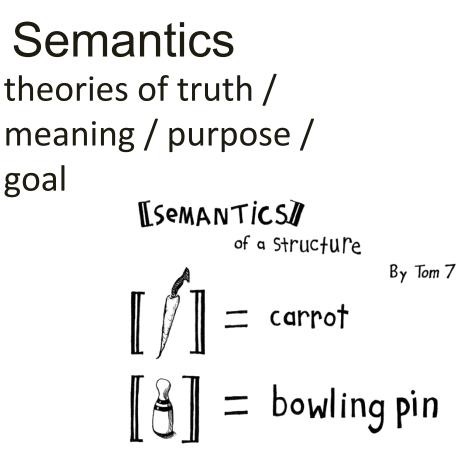
We need this frame because (as Jukes said) if we aren't looking for these things, we just won't see them.

Theories / Syntax

Not just rules and grammar



Forms: archetypes? Platonic ideals? Rules: grammar = logical syntax Operations: procedures, motor skills Patterns: regularities, substitutivity (eggcorns, tropes) Similarities: Tversky - properties, etc



http://www.cs.cmu.edu/~tom7/csnotes/fall02/semantics.gif

- Sense and reference (connotation and denotation)

- Interpretation (Eg. In probability, Carnap logical space;
- Reichenbach frequency; Ramsey wagering / strength of belief)
- Forms of association: Hebbian, contiguity, back-prop, Boltzmann
- Decisions and decision theory: voting / consensus / emergence

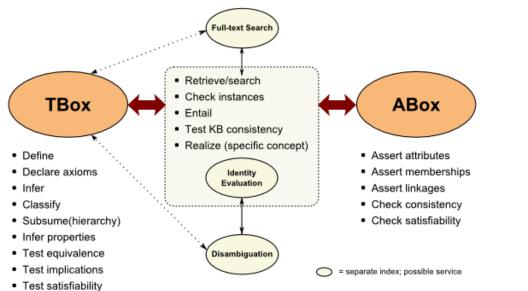
Pragmatics use, actions, impact



- Speech acts (J.L. Austin, Searle) assertives, directives, commissives, expressives, declarations (but also - harmful acts, harassment, etc)
- Interrogation (Heidegger) and presupposition

Cognition

reasoning, inference and explanation



http://www.mkbergman.com/category/description-logics/

- description X (definite description, allegory, metaphor)
- definition X is Y (ostensive, lexical, logical (necess. & suff conds), family resemblance but also, identity, personal identity, etc
- argument X therefore Y inductive, deductive, abductive (but also: modal, probability (Bayesian), deontic (obligations), doxastic (belief), etc.)
- explanation X because of Y (causal, statistical, chaotic/emergent)

Context

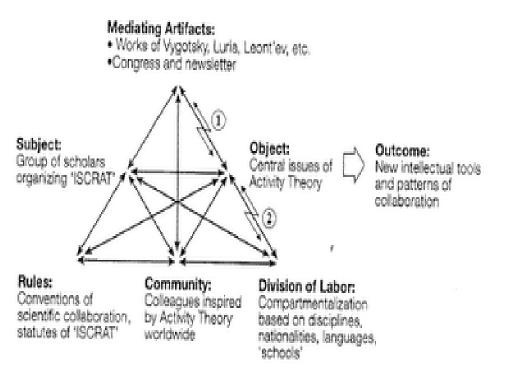
placement, environment



http://www.occasionbasedmarketing.com/what-it-is

- explanation (Hanson, van Fraassen, Heidegger)
- meaning (Quine); tense range of possibilities
- vocabulary (Derrida); ontologies, logical space
- Frames (Lakoff) and worldviews

Change



- relation and connection: I Ching, logical relation
- flow: Hegel historicity, directionality; McLuhan 4 things
- progression / logic -- games, for example: quiz&points, branchand-tree, database
- scheduling timetabling events; activity theory / LaaN

21st Century Science Languages



http://spotlight.macfound.org/btr/entry/new_media_literacies/

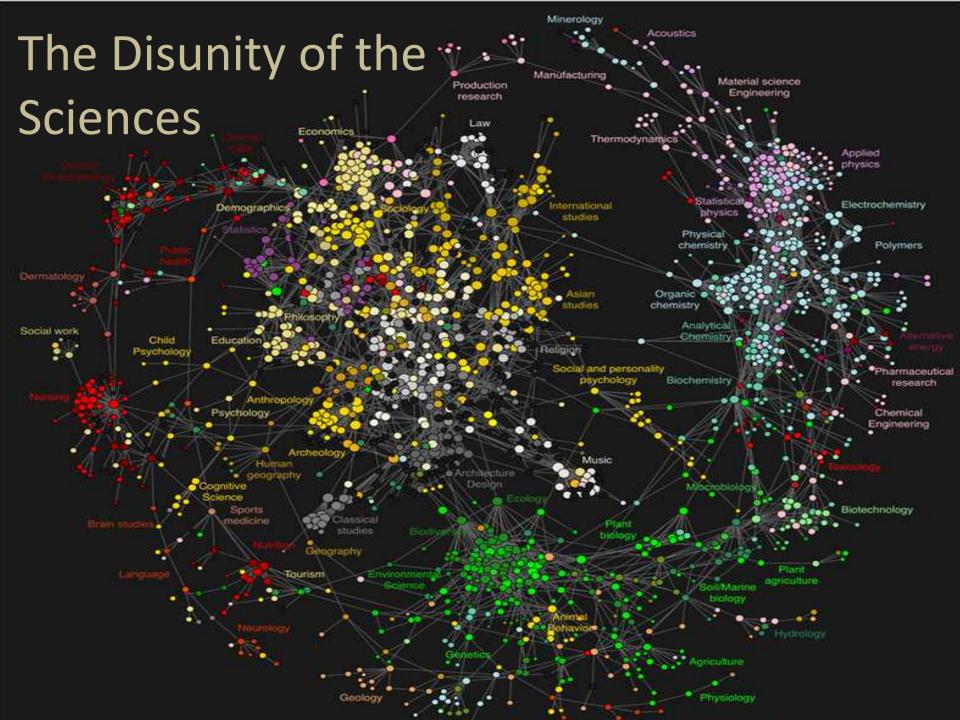
The 'skills' described by Jenkins – *performance, simulation, appropriation, etc* are actually *languages* and should be understood in terms of these six dimensions

Discovery

- You don't learn a language, you *discover* it
- To discover a language is to be *immersed* in it, to speak it and listen to people speaking in it
- My scientific method (if it can be called that) is to go to the office each day and immerse myself in the world – to try listening, and to try speaking

I am the universe of discourse

I'm not trying to theorize, I'm just trying to do The 'theory' (not properly-co-called)
 emerges from the interactions between
 myself and my
 colleagues





http://www.downes.ca