

Instructions

Enumerating Undesirable Consequences

1. Welcome

Thank you for reading the information sheet and completing the consent form. You and some other researchers have been asked to help review a design intervention, described as a scenario. This workshop is a structured discussion, led by a *facilitator* with notes taken by a *recorder*. The session is also being recorded; the video recording will be deleted after the audio has been transcribed anonymously.

2. Introductions

Please turn on your cameras, and unmute. The *facilitator* will welcome you and ask in turn for you to introduce yourselves briefly.

3. Assessed scenario

The *facilitator* will provide links to the scenario in the chat window for you to read. This should take a few minutes; make a note of who and what are the main actors and artefacts while you read it through.

4. Overview

The *facilitator* will summarise the scenario, and propose the main *tasks* and goals involved. The group will discuss the actors and artefacts who form part of the socio-technical system.

5. Identification of undesirable consequences

The *facilitator* will read out the first *task*. They will then read out each *guide word* in turn, describe its meaning, and ask everyone to use their own knowledge and experience to suggest what matching deviations could occur that could cause harm to someone. The *tasks* and *guide words* will be displayed on the *recorder*'s shared screen.

No part of the original intention achieved	NO or NOT	Nothing else achieved	Not done, not completed
	OTHER THAN	Something else achieved	Complete intent substitution
	REVERSE		Logical opposite of intent
All design intention achieved but with additions	AS WELL AS	Qualitative increase	
	MORE	Quantitative increase in a measurable property	
Only some of the design intention achieved	PART OF	Qualitative decrease	
	LESS	Quantitative decrease in a measurable property	
Ahead in time or order	EARLY	Sooner/earlier relative to time	
	BEFORE	Wrong order/sequence before	
Behind in time or order	LATE	Behind/later relative to time	
	AFTER	Wrong order/sequence after	

For example, the *guide word* “AS WELL AS” means in addition to the design intention what else might occur, happen, or be altered to the harm or detriment of someone?

Everyone can contribute ideas - there are no right or wrong answers. The *facilitator* will ask what people think could cause the deviation, and what the negative consequences are for the various actors. The *recorder* will note down what is identified; their screen will be available for everyone to see. Each *guide word* and *task* are examined systematically. Once all tasks and guidewords have been considered, the workshop will end.

Afterwards please provide feedback on the workshop. The *facilitator* will provide the link to an anonymous form.