

ID	Start time	Completion time	Email	Thinking about one of your own recent projects or studies, how did you identify its potential negative consequences, if at all?	What did you like about using this workshop's method to identify negative consequences?	What difficulties arose using this workshop's method?	How do you think this workshop's method could be improved?	What would you need to be able to apply this method in your own work?	Is there anything else you would like to comment on or suggest?
1	3/25/21 16 05:21	3/25/21 16:18:33	anonymous	I normally assume the worst case scenario for each feature (e.g. someone doesn't understand cultural cues, or they are colourblind). It also helps me to approach the project from the point of view of someone from a very different culture, who may be unfamiliar with the language, and consider how they would be guided around the thing I'm developing. This helps me to notice any glaring design features that may have negative consequences quickly.	I was surprised how quickly and naturally suggestions came up; dividing the task into keywords and trying to exhaust one before moving onto the others meant that there were some quite creative issues brought up.	With a few of the keywords, there was overlap / ambiguity. For example, not every task can have a logical opposite, and so REVERSE may not always be possible, as with LESS and MORE. Also, not accomplishing the task, and accomplishing a different task, has room for overlap too.	Possibly by defining what the logical opposite of the statement is, it could help to spark more ideas. I found it more difficult to actually think what the reverse of the statement would be than to come up with ideas for the reverse of the statement.	A list of tasks / fundamental requirements / a storyboard, and a small group to discuss ideas. I think that this could be a very useful approach to identify issues in coursework, for example, and I'd be interested in trying to apply this.	
2	3/25/21 16 05:19	3/25/21 16:35 08	anonymous	I usually do not sit down and systematically try to think of all the potential negative consequences like we did today. Usually if I am to become aware of a negative consequence it is because it surrounds something I am working on to do with the project at the time. For instance I might be reading about how a practical requires each team member to submit something. At that point I may think about the potential negative consequence of not all team members doing this.	The potential negative consequences were broken down in a way that helped focus my mind to think of potential examples. Also I liked the visualisation and the wording of the cards that indicated what each guide word was; it helped me understand what the guide word meant and how it was applicable.	It was difficult at times to think about potential negatives consequences using the information given. Also often I would think about a scenario relevant to the guide word, for instance 'INSTEAD OF' (I think) and I would often think about positive examples instead of negative ones.	I think if the flow of ideas were broken up less, as I didn't want to speak when [redacted] was typing. I have found in my group work with HCI that some of our best ideas have come when we have been able to constantly talk and come up with ideas, without having to write each thing down. For me at least I would have preferred to have had the workshop in the morning, as I am more alert in the morning and having done a day of University work I was probably not as abundant with ideas as I would have been in the morning I think if the workshop could be streamlined to be an hour it would be better.	I would need to see how [redacted] came up with his guide words... is there a method to it or were they a set of finite words commonly associated with logic (they seemed words that would be used surround logic problems)?	Thank you [redacted] for the opportunity!
3	3/25/21 16 05:23	3/25/21 16:36 55	anonymous	tried to imagine myself using the technologies and what ways i could make it go wrong (for negative consequences)	interesting use of key words to facilitate different ideas	some of the key words were much more difficult to give an answer to/didn't feel applicable in the scenario	less text to read at the beginning, maybe describe it step by step	better understanding of how to structure it, for example what do i need to include on the scenario sheet	good session overall, it was enjoyable too in the relaxed scenario. perhaps more prompts to help, the ones shown were also a big vague
4	3/25/21 16 05:22	3/25/21 16:57:19	anonymous	I thought about how a user might use the system I am creating incorrectly which I would solve with error handling, however I did not think outside of that with how the user might interpret incorrectly or how simply just using the system may lead to negative consequences.	I think it brought a new, fresh perspective to analyse when it comes to designing or developing something. It gives you more to think about and to consider as the negative consequences may impact the project as a whole if too many individuals experience them.	It was sometimes difficult to find an area of the idea where there is a negative consequences when it appears as there is only positive ones.	I think this method would be better in person when the situation allows it, and if more volunteers/participants were available I think that would have resulted in even more useful information.	I think individually I could come up with some ideas, but having more people there made sure all areas were explored, so to apply this to my own work I would either have to think very creatively or reach out for extra help.	I really enjoyed the workshop, it gave me a lot to think about moving forward with my work.