

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