Design for Diversity

Design for Diversity: Towards More Inclusive Technical Systems NETSL Annual Conference Worcester, MA, April 2018

Amanda Rust and Sarah Sweeney Northeastern University Libraries Digital Scholarship Group @Des4Div



### Who and thanks

#### **Grant team**

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Cara Messina

**Amanda Rust** 

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### Who and thanks

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#### **Grant team**

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## Why us?



## The Design for Diversity Project

Focuses on the ways in which information systems embody and reinforce cultural norms.

Asks how we might design systems that account for diverse cultural materials and ways of knowing.



# Doris Hargrett Clack

User interface

Data structures and models, vocabularies

Software applications

Network

Communication and interaction protocols

Operating systems

Programming languages, character encoding

Hardware and chip design

#### User interface

Bardzell, S. (2010). Feminist HCI: taking stock and outlining an agenda for design. In CHI '10 Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (pp. 1301–1310). Atlanta, GA.

Fiesler, C., Morrison, S., & Bruckman, A. S. (2016). An Archive of Their Own: A Case Study of Feminist HCI and Values in Design. In CHI '16 Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (pp. 2574–2585). Santa Clara, CA.

Sadler, B., & Bourg, C. (2015). Feminism and the Future of Library Discovery. Code4Lib: Special Issue on Diversity in Library Technology, 28.

#### Data structures and models, vocabularies

#### Software applications

#### User interface

#### Data structures and models, vocabularies

Billey, A., Drabinski, E., & Roberto, K. R. (2014). "What's Gender Got to Do with It? A Critique of RDA 9.7." Cataloging & Classification Quarterly, 52(4), 412–421.

Cherry, Alissa, and Keshav Mukunda. "A Case Study in Indigenous Classification: Revisiting and Reviving the Brian Deer Scheme." Cataloging & Classification Quarterly, vol. 53, no. 5–6, July 2015, pp. 548–67

Drabinski, E. (2013). Queering the Catalog: Queer Theory and the Politics of Correction. The Library Quarterly, 83(2), 94–111.

Swanson, Raegan. "Adapting the Brian Deer Classification System for Aanischaaukamikw Cree Cultural Institute." Cataloging & Classification Quarterly, vol. 53, no. 5–6, July 2015, pp. 568–79.

#### User interface

Data structures and models, vocabularies

#### Software applications

Noble, Safiya Umoja. Google Search: Hyper-Visibility as a Means of Rendering Black Women and Girls Invisible – InVisible Culture.

Sercan Şengün. "Toward Design Principles for Culturally Situated Virtual Identity Systems" (<a href="http://hdl.handle.net/2047/D20259756">http://hdl.handle.net/2047/D20259756</a>)

Sweeney, Latanya. "Discrimination in Online Ad Delivery." Communications of the ACM, vol. 56, no. 5, 2013, pp. 44–54.

### Lessons so far

- Forget the stack
  - And tighten scope
- Who is centered, who is unmarked?
- Understand who benefits
- Reappropriation and extraction
- Data is the "new oil"

### Lessons so far

- Ethic of pace
- Assume project members will change
- Ask more from commercial systems
- Recognize multiple forms of expertise

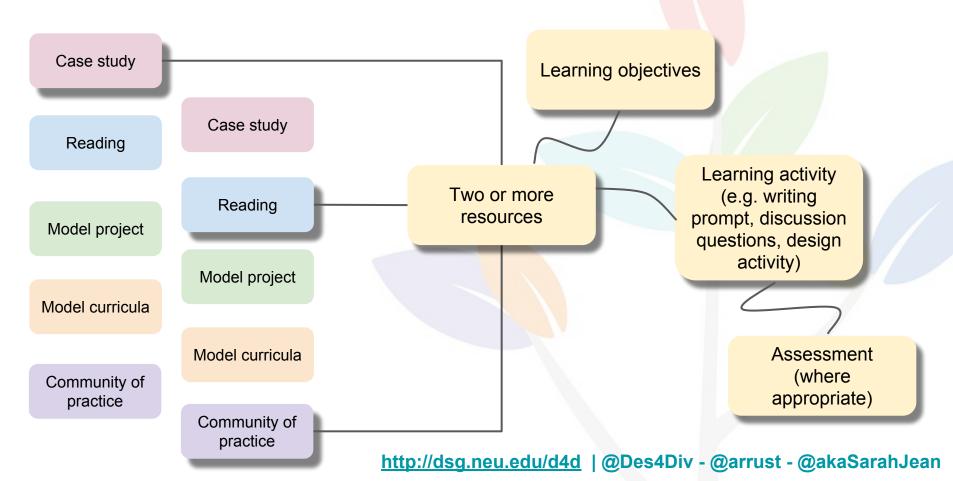
Redefine "efficient" and "optimized"

### Lessons so far

- Just follow all of Kim Christen's work
- Provide ways for users to learn and use better teaching methods, not just content like case studies and readings
- Design for workplace use and organizational change, writing for both student and practitioner audience

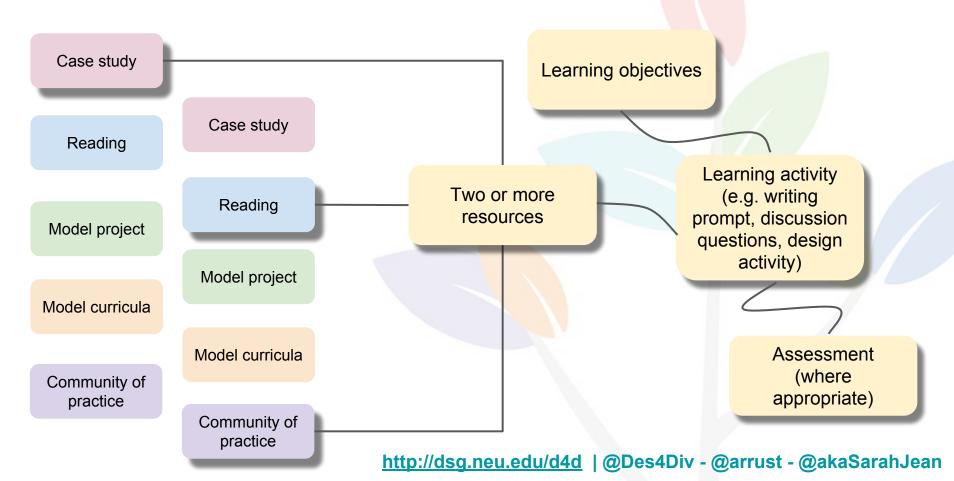
### Resources

## Study Path



### Resources

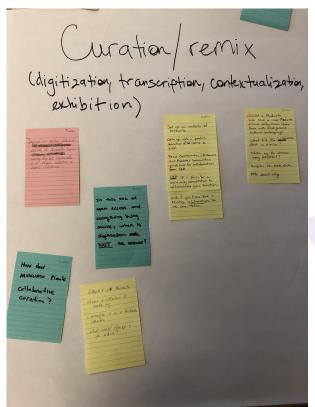
## Study Path



## Mukurtu: A Case Study and Study Path



## Mukurtu: A Case Study and Study Paths



"Set up an instance of Mukurtu.

Come up with a preliminary selection of items to add.

Read Communities + Museums and Museum and Communities guidelines for collaboration between museums and communities from SAR.

Write up a plan for community consultation to vet/evaluate your selection.

And if you have time and existing relationships, do the actual consultation."

### Mukurtu: A Case Study and Study Paths

Title: Participatory user design for perspective

**Creator**: Themba Flowers **Learning Objectives** 

• Students will learn about the value of representation and authorship/voice in presentation of digital objects. Students will investigate a technological presentation from the perspective of different cultures.

#### **Activity**

The initial activity will be an environmental scan of a small number of online presentation platforms (gallery websites, archival databases, online reference tools). Students look at what representation looks like for indigenous objects held in 4 different online GLAMs. (one of them must be Mukurtu).

The reflection points are after looking each component:

- Component 1: what did they notice different between the different representations across platforms? What were the issues that came to the fore? Did Mukurtu address them?
- Component 2: After having tried to make a platform with someone of a under-represented community, did representational authorship address those issues? what was easy? What was hard?

#### Resources

- Michelle Caswell, "Teaching to Dismantle White Supremacy in Archives" The Library Quarterly 2017 87:3, 222-235
- Mukurtu Case Study

### Discussion questions

- Would you use these case studies/study paths?
   Would some other format be more helpful? Where would you usually learn about these issues?
- Do you have case studies, from your own experience or that you've heard about, where library systems do a particularly good or bad job of being inclusive?

### Write and share

- Inventory your own organization's digital projects and systems (either home-grown or vendor) -where might issues of inclusion come into play?
  - The stack model may be helpful

# Thanks!

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