

february 5, 2023

FOSDEM Open Source Design Devroom

Value Driven Design

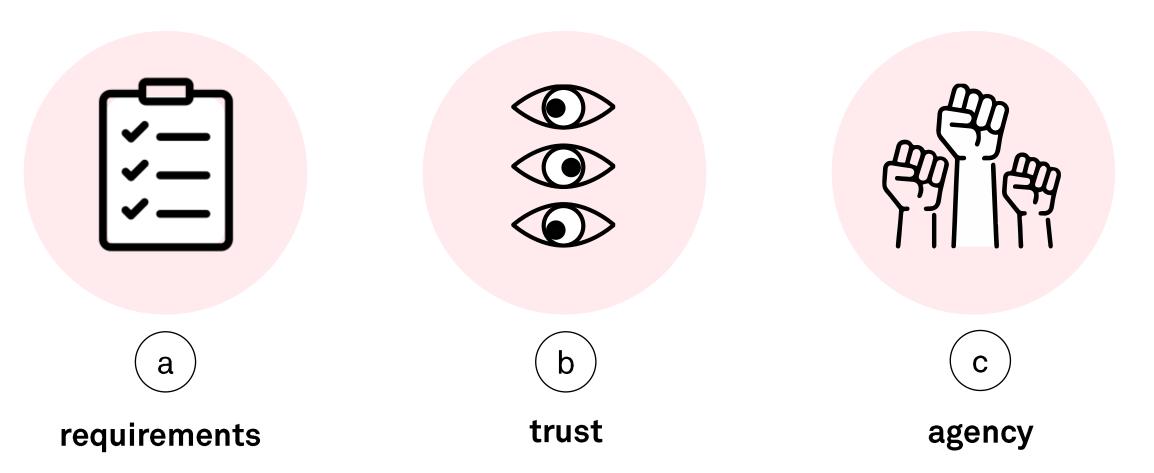
Winfried Tilanus x Emilie Tromp

Value Driven Design

A case study on a successful privacy by design project where we learned by failing

when you think about privacy

which concept is most related?



scan me



or go to:

https://tinyurl.com/

FOSDEMpoll1

results?

https://tinyurl.com/FOSDEMpoll1

- on the design challenge
- 3 perspectives on privacy
- os the approach
- o4 the learnings

The design challenge promoting agency with an open source ecosystem for e-health

Challenges

- Digital open source exchange standard
- Agency of the end-users is key
- Ecosystem of care applications (high security) blending with social health applications (low security)



3 perspectives on privacy causing miscommunication all around

Three perspectives



THEORETICAL PERSPECTIVE

a relational view on privacy centering around the choice of revealing or hiding information



END-USER PERSPECTIVE

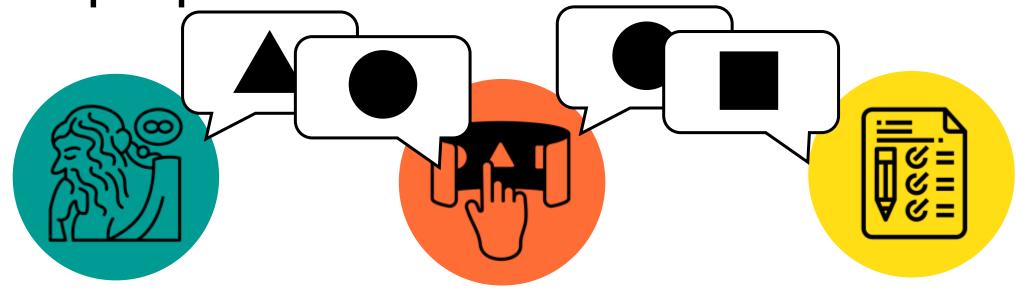
experience of privacy processes and interactions as encountered in information systems, products and services



TECHNOLOGICAL PERSPECTIVE

the architecture, development and implementation of privacy

Three perspectives



THEORETICAL PERSPECTIVE

a relational view on privacy centering around the choice of revealing or hiding information

END-USER PERSPECTIVE

experience of privacy processes and interactions as encountered in information systems, products and services

TECHNOLOGICAL PERSPECTIVE

the architecture, development and implementation of privacy

please stop this clash now!

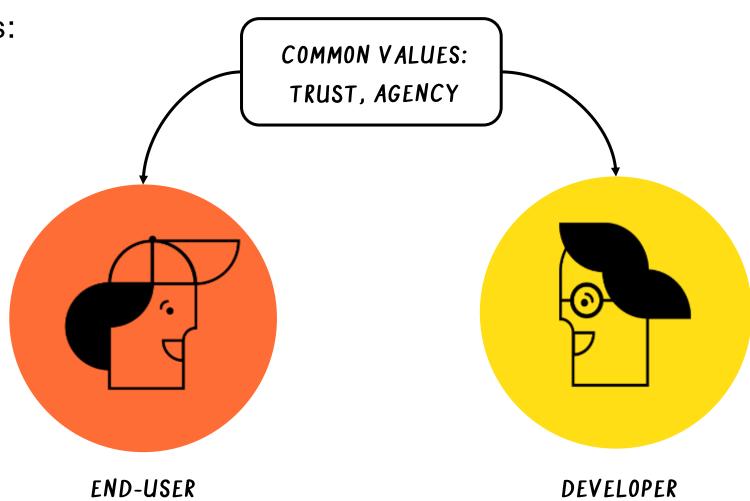
the approach

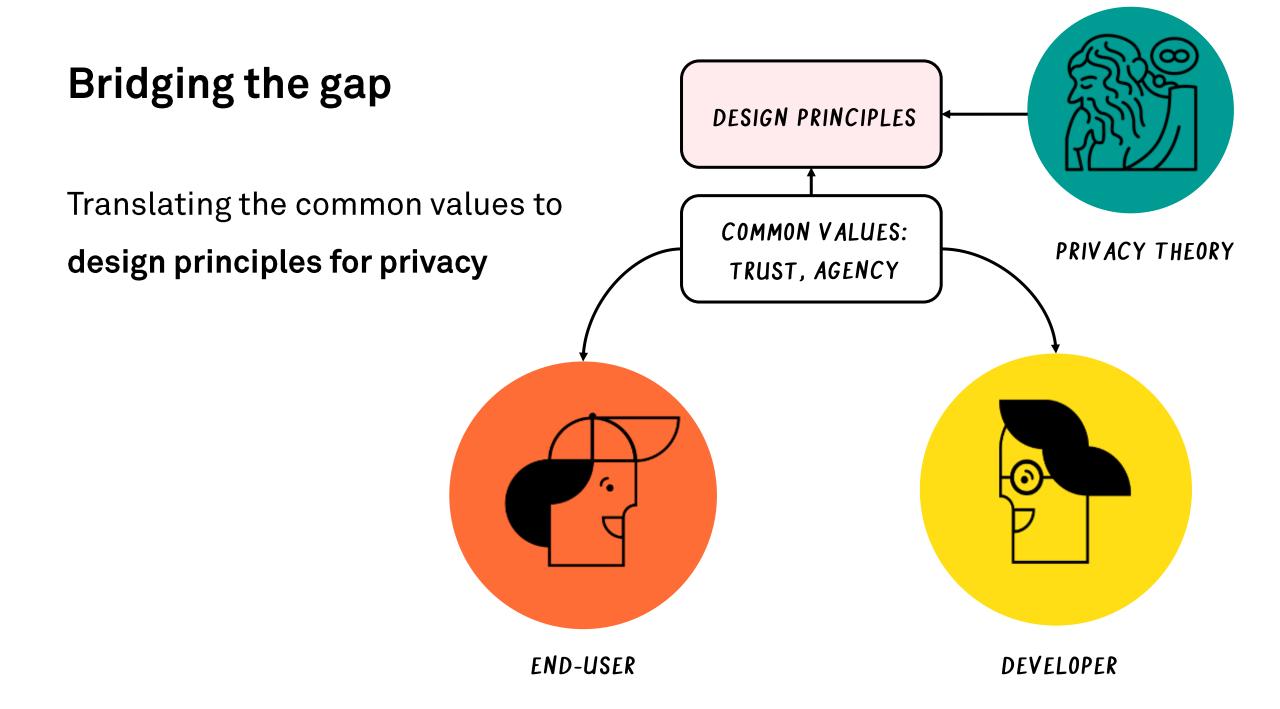
to create alignment and validate with end-users

Bridging the gap

Finding common values:

trust and agency





How to user test ??

no end-users were harmed in the execution of this project

Abstract principles are hard to validate with end-users...

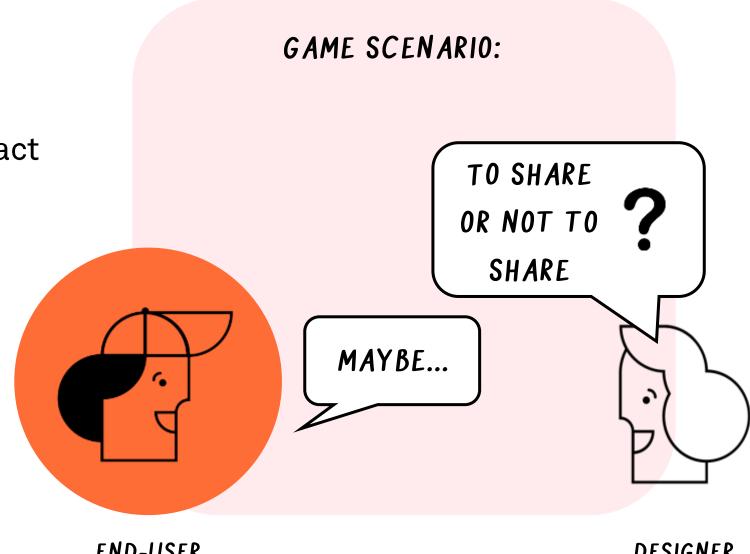
END-USER DESIGNER

TRUST

AGENCY

Privacy game

A game to envision abstract scenario's

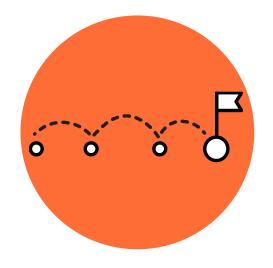


END-USER

DESIGNER

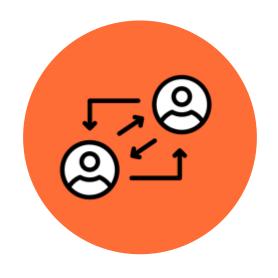
the learnings on privacy

Design principles



trust is an iterative process

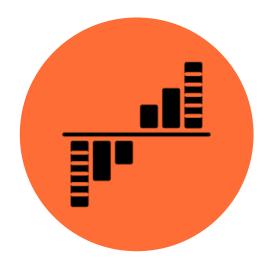
Privacy and trust are an iterative process between humans or a human and a machine



reciprocity in info exchange

I share <> you share.

People are willing to trust if there is a balance of sharing between the to sides



consistency in design and systems

the experience of privacy
has an underlying
trustworthy architecture to
back it up.

which <u>learning</u> do you take home from this presentation?

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results?

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