

“All celebrities and sports on top”

Prototyping automation for and with editors

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Sverre Norberg-Schulz Hagen is a designer at Schibsted, working within the company’s News Media organization. He has been working at Schibsted since 2012, both as a journalist, a front page editor, and as an interaction designer. He holds a bachelors degree in journalism from Oslo Metropolitan University, as well as a master’s degree in interaction design from the University of Oslo. His master’s thesis applies Participatory Design methods to the context of newspaper editing, focusing on how to design automation by understanding human work, rather than by what is technically possible.

Guri Verne is a senior lecturer at the Department of Informatics at the University of Oslo, where she has been teaching participatory design at master level for many years. Her PhD thesis from 2015 was about automation of public services from the citizens’ perspective, where she showed that while automation reduced tasks for the citizens doing their taxes it also introduced new and unfamiliar tasks. Although educated as a theoretical computer scientist, she is sceptical to the role that Machine Learning and Artificial Intelligence has got in modern societies. Her current research is in Computer Supported Cooperative Work, Participatory Design and e-Government.

Tone Bratteteig is a Professor at the Department of Informatics, University of Oslo, where she leads the Design of Information Systems research group. She has a computer science education but has worked interdisciplinary from the start. Her research in Participatory Design (PD) goes back to the early 1980s, and includes theorizing about participation and power, tailoring of PD methods to different contexts, and PD practices involving different types of digital technologies. Her research and teaching span PD, HCI and CSCW, and has a particular focus on the mutual interplay between design and use of digital technologies.