

Using Living Labs as Research Infrastructures to Promote Gender Equality Nicola Marsden | 15 April 2021 | Online

Exploratory Mutual Learning Workshop on Gender and Digitalization Horizon 2020 GENDERACTION Project Standing Working Group on Gender in Research and Innovation

GEFÖRDERT VON





PROJEKTPARTNER







today:

- The Problem: How to Ensure Gender Equality in Digitalization
- A Solution: Living Labs as Research Infrastructures
- First Ideas Regarding Implications for Research on Gender and Digitalization

Early interventions, e.g.

- Girls' Day
- Klischeefrei

•

Women in Tech

inside the organization

- Team
- Project
- Support
- Role Models
- Flexibility

- .





Holtzblatt, Karen, & Marsden, Nicola. (2018). Retaining Women in Technology. ICE/ITMC 2018, 148-155.

Early interventions, e.g.

- Girls' Day
- Klischeefrei

•

inside the organization

- Team

Women in Tech

- Project
- Support
- Role Models
- Flexibility



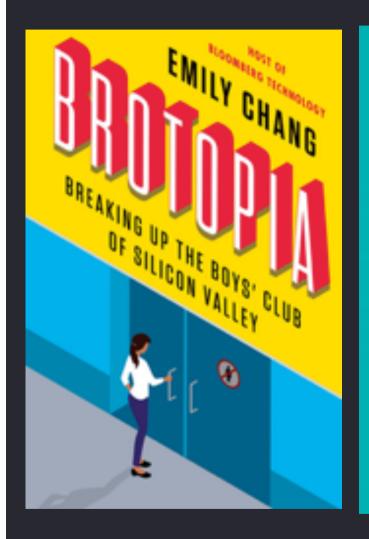


The problem inside the companies:
Women leave tech at a much higher rate than men

EU: 20 % of the women with a degree in ICT are still working in the discipline at age 30...

...at age 45 there are 9% still working in ICT

European Commission DG Communications Networks, Content & Technology, by iclaves, 2013, Study on Women Active in the ICT Sector, p. 15. Full report available at http://bcwt.bg/wp-content/uploads/documents/womenActiveInICT.pdf

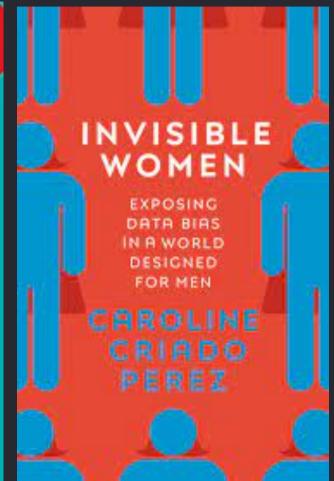


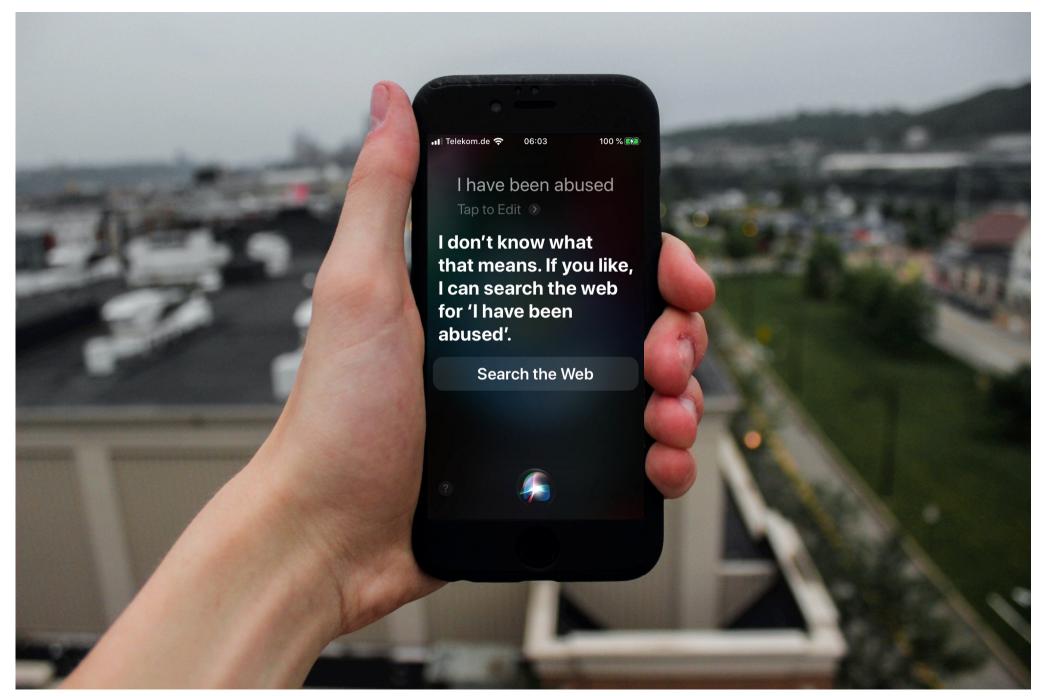


TECHNICALLY WRONG

SEXIST APPS, BIASED ALGORITHMS, AND OTHER THREATS OF TOXIC TECH

SARA WACHTER-BOETTCHER





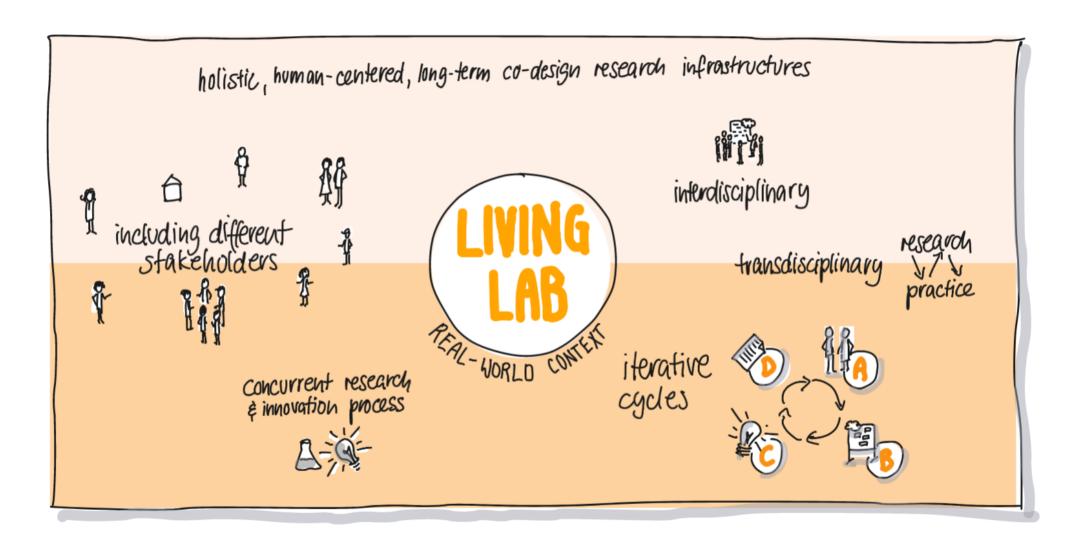
Gender Equality in Digitalization

The problem of how to best describe, conceptualize and act upon the problem of ensuring gender equality into digitalization is inherently methodological, touching

- epistemological issues
- theoretical stances
- practical policy

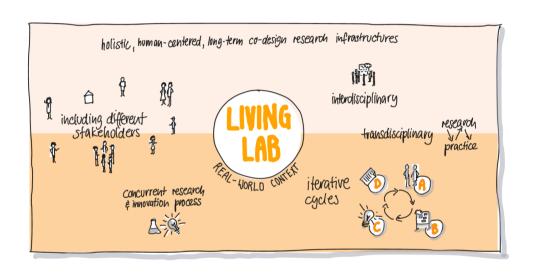
Ahmadi, Michael, Weibert, Anne, Eilert, Rebecca, Wulf, Volker, & Marsden, Nicola. (2020). Feminist Living Labs as Research Infrastructures for HCI: The Case of a Video Game Company. *CHI '20: Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*.

Living Lab Research



Organization of the Living Lab

- user space
- creative space
- methodological space
- management space



Ahmadi, Michael, Weibert, Anne, Ogonowski, Corinna, Aal, Konstantin, Gäckle, Kristian, Marsden, Nicola, & Wulf, Volker. (2018). Challenges and Lessons Learned by Applying Living Labs in Gender and IT Contexts. 4th Gender & IT Conference (GenderIT'18), 239-249.

Corinna Ogonowski, Timo Jakobi, Claudia Müller, and Jan Hess. 2018. PRAXLABS: A Sustainable Framework for User-Centered ICT Development. In Socio Informatics — A Practice-Based Perspective, Volker Wulf, Volkmar Pipek, Dave Randall, Markus Rohde, Kjeld Schmidt and Gunnar Stevens (eds.). Oxford University Press, New York.

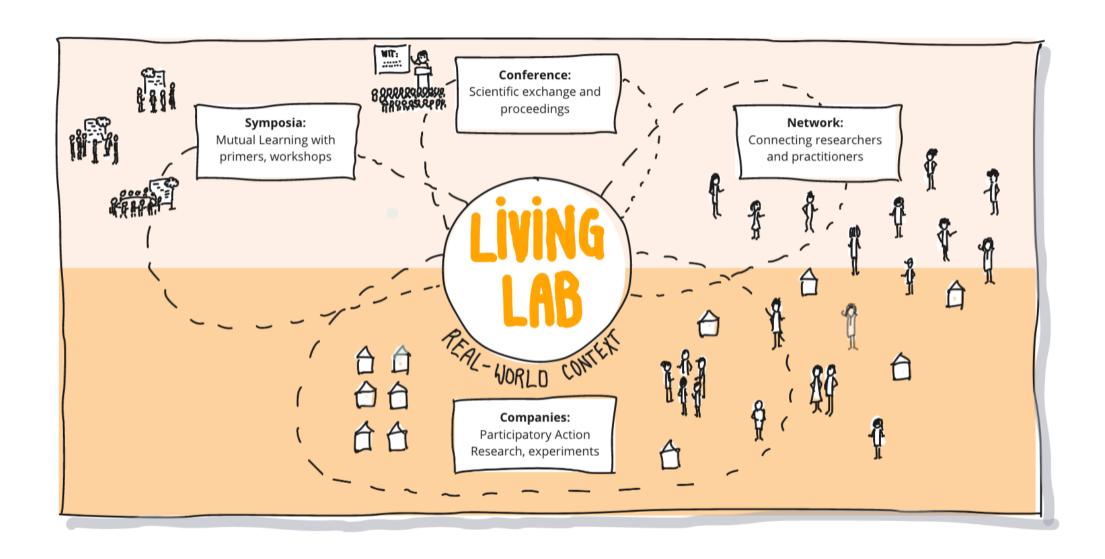


User Space: Organizations

	Sector	Research topic
А	Gaming	Talent development
В	Nano optic and sensor technology	Gender as a factor considering the development of IT-artefacts
С	IT services for local	Creation of a gender sensitive
	government	organizational environment
D	License plate	Creation of a gender sensitive
	manufacturing	organizational environment
Е	Digital fabrication in	Gender sensitive development of
	a scientific context	community innovation/fabrication hubs
F	Scientific data	Stereotypical distribution of roles
	management	

Ahmadi, Michael, Weibert, Anne, Ogonowski, Corinna, Aal, Konstantin, Gäckle, Kristian, Marsden, Nicola, & Wulf, Volker. (2018). Challenges and Lessons Learned by Applying Living Labs in Gender and IT Contexts. 4th Gender & IT Conference (GenderIT'18), 239-249.

Creative Space: Stakeholder Interactions



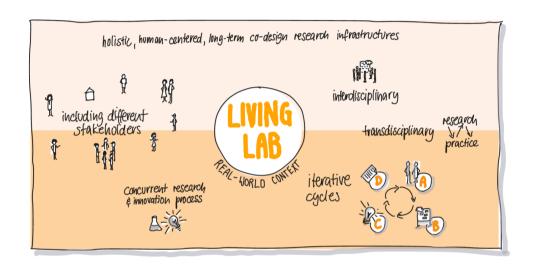
Methodological Space



Ahmadi, Michael, Weibert, Anne, Ogonowski, Corinna, Aal, Konstantin, Gäckle, Kristian, Marsden, Nicola, & Wulf, Volker. (2018). Challenges and Lessons Learned by Applying Living Labs in Gender and IT Contexts. 4th Gender & IT Conference (GenderIT'18), 239-249.

Organization of the Living Lab

- user space
- creative space
- methodological space
- management space



Ahmadi, Michael, Weibert, Anne, Ogonowski, Corinna, Aal, Konstantin, Gäckle, Kristian, Marsden, Nicola, & Wulf, Volker. (2018). Challenges and Lessons Learned by Applying Living Labs in Gender and IT Contexts. 4th Gender & IT Conference (GenderIT'18), 239-249.

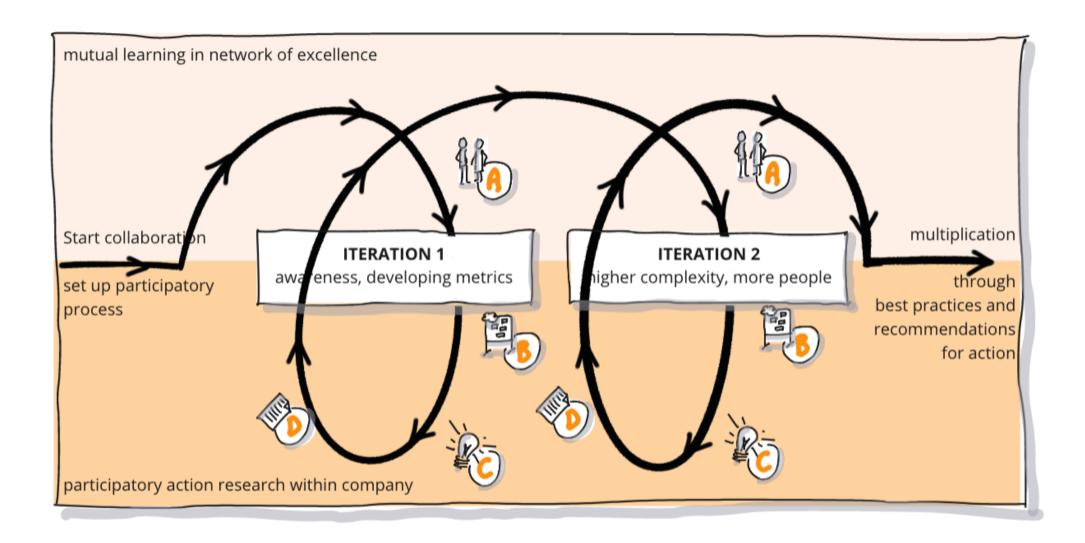
Corinna Ogonowski, Timo Jakobi, Claudia Müller, and Jan Hess. 2018. PRAXLABS: A Sustainable Framework for User-Centered ICT Development. In Socio Informatics — A Practice-Based Perspective, Volker Wulf, Volkmar Pipek, Dave Randall, Markus Rohde, Kjeld Schmidt and Gunnar Stevens (eds.). Oxford University Press, New York.

Topics of the Symposia

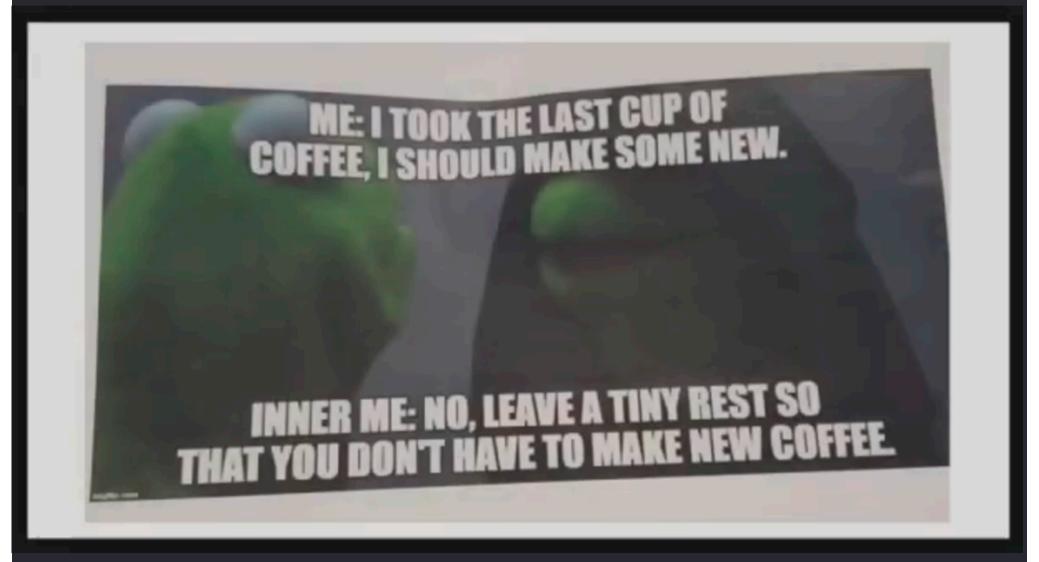
- Agility in Software Development
- Organizational Cultures in Tech
- New Ways in HR Management
- Gender in Algorithmic Systems
- Women in Tech: Find, Recruit, Retain



The Process Inside a Living Lab Company

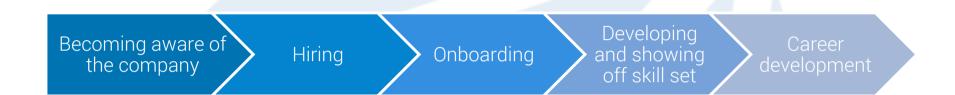


Experimental Approach: Nudging à la Geek



Ahmadi, Michael, Eilert, Rebecca, Weibert, Anne, Wulf, Volker, & Marsden, Nicola. (2019). Hacking Masculine Cultures — Career Ambitions of Female Young Professionals in a Video Game Company. ACM Annual Symposium on Computer-Human Interaction in Play (CHI PLAY'19), FP 8433, 114. doi:10.1145/3211350.2247186

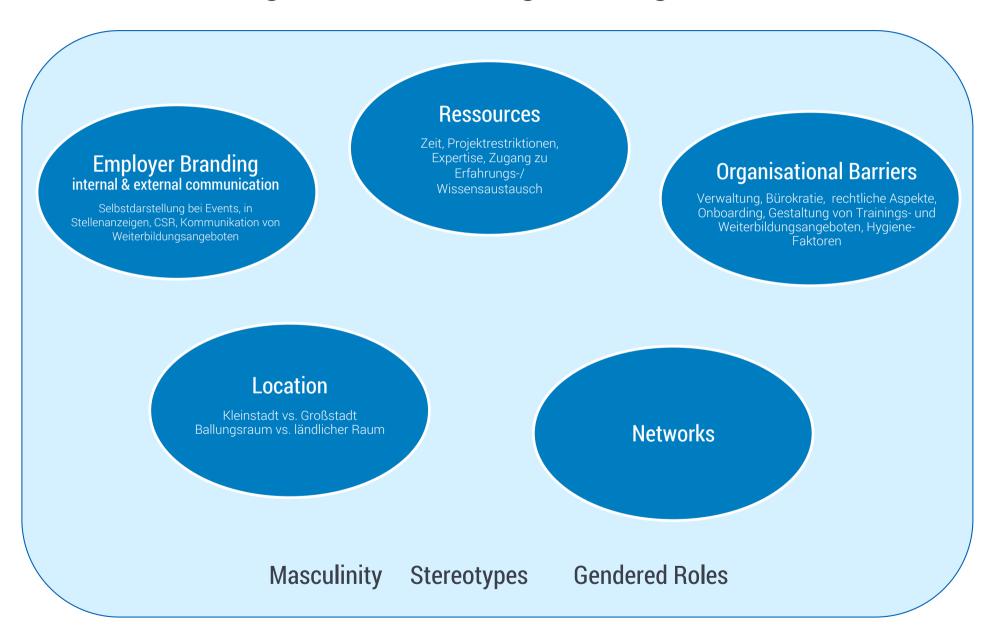
Critical Processes Identified in the Living Lab Organizations



Ahmadi, Michael, Weibert, Anne, Eilert, Rebecca, Wulf, Volker, & Marsden, Nicola. (2020). Feminist Living Labs as Research Infrastructures for HCI: The Case of a Video Game Company. *CHI '20: Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*.

Ahmadi, Michael, Eilert, Rebecca, Weibert, Anne, Wulf, Volker, & Marsden, Nicola. (2019). "The only skill that is really important"... Talent development of female young professionals in a video game company. 9th International Conference on Communities & Technologies - Transforming Communities (C&T '19), Paper 87, 1-4. doi:10.1145/3328320.3328409

Cross-Cutting Issues in Living Lab Organizations



Recommendations for Action



- Agility in Software Development
- Organizational Cultures in Tech
- New Ways in HR Management
- ₩ Women in Tech: Find, Recruit, Retain

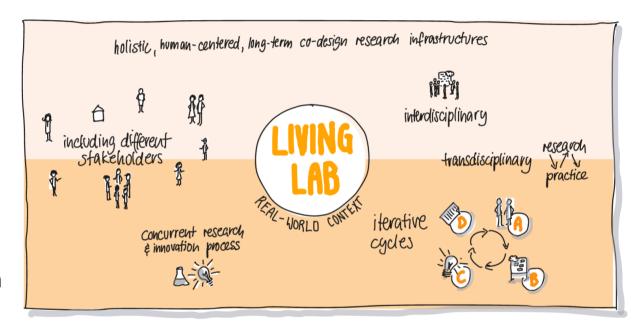
today:

- The Problem: How to Ensure Gender Equality in Digitalization
- A Solution: Living Labs as Research Infrastructures
- First Ideas Regarding Implications for Research on Gender and Digitalization

First Ideas Regarding Implications for Research on Gender and Digitalization

Ensure

- interdisciplinary and transdisciplinary research
- application of gender research in real-life contexts
- participatory
 approaches with
 commitment from tech
 organizations



- using existing culture as starting point for the development of innovations
- experimental, metrics-based approaches with primers from existing research (e.g. nudging, biases)
- development of new practices and transfer of innovative approaches





THANK YOU!



Nicola Marsden

Heilbronn University, Germany

kompetenzz — Competence Center Technology—Diversity—Equal Chances
nicola.marsden@hs-heilbronn.de

Twitter: @nicola_marsden || @gender_useit || @kompetenzz_ev