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IT-Construction as Media Magic: „Lay" Designers' Experiences and Perspectives on IT-Construction and its impact on their lives.

„To me, my IT experience is like a door that opens to independency and flexibility!". says one secretary when I asked her to tell me about what meaning IT has in her life. So far around 15 people have been interviewed who all have some design experience but would consider themselves lays regarding IT.

The interviews shall be evaluated in order to learn more about the specific relevance that construction processes can have. Media education in Germany mostly researches the effects media contents, or media use have on peoples' lives and suggest that competence in critical media use and design needs to be taught in order to provide people with necessary skills for the information society.

While I support this argument, I see the need to expand the view on the specific characteristic Digital Media have. One of the main characteristic is their potential for being easily programmed/changed/adapted simply by semiotic processes, using ones own thoughts. In that, they seem to be somewhat magic, as many interviewees pointed out.

I would like to learn more from interviewees perspectives about this aspect, as I assume it provides opportunities for achieving i.e. power and self-confidence (i.e. to change suppressing power structures at work, school, families), and may guide people to take action in their lives. This could have interesting implications for educational programs and for IT design processes.

I didn't like the rules in my favorite role play game, so I decided to program my own and asked other players for help"