

**Perspectives on Design and Evaluation: User-centred design**  
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This presentation goes through user-centred design methods that are not necessarily very expensive and still highly useful in a design process. A particular focus is placed on user-centred methods that are of particular relevance for affective interactive systems. The argument put forward is that while these methods are not controlled studies, they are no less valid research methods, in particular if the focus is on the design of interactive systems rather than gaining generic insights into human behaviours. Also argued is the importance of doing design for realistic usage situations: *in the wild*. Finally, the controversy between an informational versus an interactional view on the design of affective interactive systems is brought forth.