

## eNSEMBLE Design-A-Thon for La Suite Numérique

<b>Organizers</b>	Wendy Mackay & Janin Koch
<b>Proposal</b>	Combined école d'été & design hackathon
<b>Dates</b>	15-19 June 2026
<b>Schedule</b>	9 – 18 plus dinner
<b>Students</b>	Maximum 40 places (groups of 4)
<b>Coaches</b>	HCI, Interaction Design, La Suite Numérique

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### Call for participation

The PEPR eNSEMBLE is organizing a combined summer school and designathon at the Université Paris-Saclay where Ph.D. students will learn about the current research in the design of interactive tools based on Grounded Theories of Interaction. In addition to lectures from guest faculty in HCI and design, participants will work together in groups to demonstrate novel interaction ideas for *La Suite Numérique* – the French government's open-source suite of interconnected collaborative applications, including a text editor, spreadsheet/database, video conferencing system and chat. Participants will work with expert coaches during the week, with daily checkpoints. The final project will take the form a video prototype that demonstrates a novel form of interaction with one or more applications within the Suite Numérique. Each group will present their project to a jury composed of HCI and design faculty and representatives of La Suite Numérique.

This intensive week begins Monday, 15 June and ends on Friday 19 June. Students are expected to stay at the Campanile Hotel on campus to encourage ongoing collaboration. Students with an eNSEMBLE Ph.D. grant or mobility grant should use that funding to cover housing and transportation expenses.

Registration is required to allow us to make a group hotel booking and offer meals throughout the week.

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<b>Registration</b>	Required for students
<b>Housing</b>	Campanile – double rooms for students, singles for coaches
<b>Food</b>	Lunch and dinner
<b>Permissions</b>	Audio & video recording
<b>Food</b>	Lunch and dinner

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<b>Preparation</b>	Conduct story interviews and introspections on collaborative apps
<b>Courses</b>	Vision for La Suite Numérique Generative Theories of Interaction Review of interaction design and prototyping methods
<b>Coaches</b>	Nicolas Taffin, Michel Beaudouin-Lafon, Janin Koch, Wendy Mackay + ?

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<b>Day 1</b>	Introduction La Suite Numérique vision Generative theory overview: interoperable tools and substrates Review story interviews: key findings Review design methods with relevant examples Organize students into groups: mixed expertise, diverse focus Choose topics and key scenarios Checkpoint with coaches Prepare and give pitch, get feedback
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<b>Day 2</b>	Checkpoint with coaches Develop scenario Develop paper prototypes Video brainstorm ideas Checkpoint with coaches
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<b>Day 3</b>	Checkpoint with coaches Develop storyboard and shoot first version Design walkthrough (internal) Generative walkthrough with another group Checkpoint with coaches
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**Day 4**

Checkpoint with coaches  
Collaborate across groups  
Shoot second video prototype  
Second Generative walkthrough  
Checkpoint with coaches

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**Day 5**

Checkpoint with coaches  
Final revision of video prototype  
Create final presentation  
Present to jury (15\*10 = 2hr 30 min + 2 breaks = 3hours)  
Final discussion: where do we go from here?

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