Role-playing is a form of simulation that helps you to develop and determine the interaction between your design and its intended users.

**Possible procedure**

**STEP 1**
Determine the actors and the goal of the actors or the interaction.

**STEP 2**
Determine what you want to portray through Role-playing. Determine the sequence of steps.

**STEP 3**
Make sure that you record the Role-playing.

**STEP 4**
Divide the roles amongst the team members.

**STEP 5**
Play the interaction and improvise. Be expressive in your movements. Think aloud when enacting motivations.

**STEP 6**
Repeat the Role-playing task several times until different sequences have been enacted.

**STEP 7**
Analyse the recordings: pay attention to the sequences of tasks, motivations and factors that could influence the interaction.

**Tips & Concerns**

- Start with a small research on how it is done, watch example videos.
- Sometimes it takes hours, days or even weeks before you really experience your role.
- Do not try to win an Oscar, the acting itself is not the goal.

By wearing restrictive clothes like straps, extra weights, gloves and vision-blocking glasses, designers experience how it feels to live with arthritis and limited eyesight.