This dissertation is about how academic contributions can be used in work practices by configuring relations between ethnographic outcomes and design to convince other professionals who are outside the informatics field. This study shows how to use insights from the social aspect of technology development in a visualization approach, thereby to include the cooperative work of marine operators in the design process. By allowing two different work practices – those of marine operators and systems developers – to meet together, this study contributes a supportive tool by adding a new mechanism for making sense of ethnographic outcomes beyond artificial simulations and experimental results. Through an interpretative-based ethnographic study, the study investigates how artifacts in the workspace on a ship’s bridge at sea could be used to help systems developer redesign maritime simulators.