Thinking about Interaction Design

- Tangible User Interfaces
- Extending the senses
- Utilizing physical properties
- Observing behaviors
- Coupling physical objects with digital information
Cause and Effect
Press a button, something happens
Affordance
Action Possibilities
Form follows Function
The way something looks should be determined by its purpose

“Whether it be the sweeping eagle in his flight, or the open apple-blossom, the toiling work-horse, the blithe swan, the branching oak, the winding stream at its base, the drifting clouds, over all the coursing sun, form ever follows function, and this is the law. Where function does not change, form does not change. The granite rocks, the ever-brooding hills, remain for ages; the lightning lives, comes into shape, and dies, in a twinkling.”

- Louis Sullivan
Form follows imagination and function follows form
Random International
Rain Room

2012
Yuri Suzuki
Colour Chaser

https://vimeo.com/14563912
What if we would record special moments with a weather camera?

Kjen Wilkens
Sensor Poetics
Penny Webb & Unfold
Of Instruments and Archetypes
2014
Breaded Escalope
Shadowplay
2015
Unfold
L’Artisan Eletrnique
2010
Radio-Newspaper Receiver for Home Use

DESIGNED to fit the top of a commercial table receiver which it matches in cabinet style, a complete radio-newspaper receiver for home use has just been placed on the market. All necessary apparatus for receiving and printing news bulletins and pictures transmitted over the air are contained in the unit. The news is automatically printed on a continuous sheet of paper that unwinds from a roll as it is received. The instrument can be used in conjunction with any radio receiver, the manufacturer declares, provided it has an output of at least five watts.

Anyone can now own one of these home-model, radio-newspaper receivers
Design Task Part 1.

**Time limit: 30 mins**

- Look at your surrounding space (or further), identify one item you interact with, study it, identify its qualities; materials, texture, sound, movement, feedback, etc.

**Deliverables:**

1 min presentation about the item you chose, why you chose it, and explain everything you observed about it.
Design Task Part 2.

Time limit: 1 hour 30 mins

- Design a method to connect it to digital space, either by augmenting it using a digital attribute, or using it as a handle within digital space.

Deliverables:

5 min presentation about the design you have come up with

IMPORTANT

The design must utilize one or a number of the qualities you observed!!