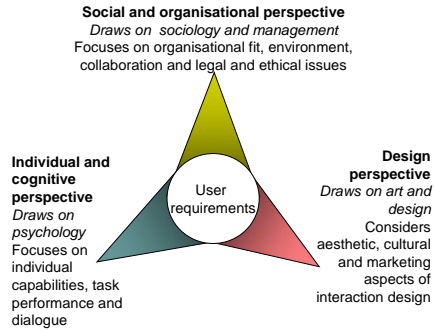


Different perspectives on design

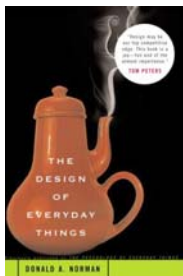


Art and Design Perspective



- Draw on the disciplines of design and art to inspire new interfaces
 - The design of everyday things
 - The role of art in creating extraordinary things

The Design of Everyday Things



- Don Norman's book explores the design of many different every day objects (not only computers)
- Key concepts
 - Affordances
 - Constraints
 - Mappings
 - Conceptual models

Affordances



- The perceived and actual properties of a thing that determine and communicate how it can be used
- Affordances provide clues as to how a thing is to be used



Doors



Constraints



- Physical constraints
- Semantic constraints
- Cultural constraints
- Logical constraints



Mappings

- Between controls and their movement and effects in the real world





Conceptual Models

- Humans have a tendency to build mental or conceptual models of how things work
 - They use them to predict how they will behave
 - But they are often based on incomplete evidence

If you are in cold room and in a hurry to get warm will the room heat more quickly if you turn the thermostat all the way up?

Extraordinary Things

- Cultural probes
- The role of ambiguity in interface design



Cultural Probes

“The artist–designer approach is openly subjective, only partly guided by any ‘objective’ problem statement. Thus we were after ‘inspirational data’ with the probes, to stimulate our imaginations rather than define a set of problems.

We weren’t trying to reach an objective view of the elders’ needs through the probes, but instead a more impressionistic account of their beliefs and desires, their aesthetic preferences and cultural concerns.

Using official-looking questionnaires or formal meetings seemed likely to cast us in the role of doctors, diagnosing user problems and prescribing technological cures.”



Probe pack



Inspires new street furniture



Ambiguous interfaces

- Ambiguity is traditionally seen as a problem in interface design
- And yet for hundreds of years artists have deliberately been using ambiguity to provoke and engage audiences and lead them to reflect
- As a broad guideline, three kinds of ambiguity
 - Ambiguity of information
 - Ambiguity of context
 - Ambiguity of relationship



Ambiguity of Information



Leonardo Da Vinci's
Mona Lisa

“sfumato”



Ambiguity of context



Marcel DuChamps
"Fountain"

Ambiguity of relationship



Van
Lieshout's Bais-
ô-Drôme

Ambiguity in systems design?



- Mobile phones - connection status and face saving
- Mobile games – Uncle Roy All Around You
 - Ambiguous information (clues)
 - Ambiguous relationships
 - To the game
 - To remote players
 - To bystanders
