

speculative design

ambiguity

dr. carman neustaedter

designer creates meaning

affordances



source: Norman



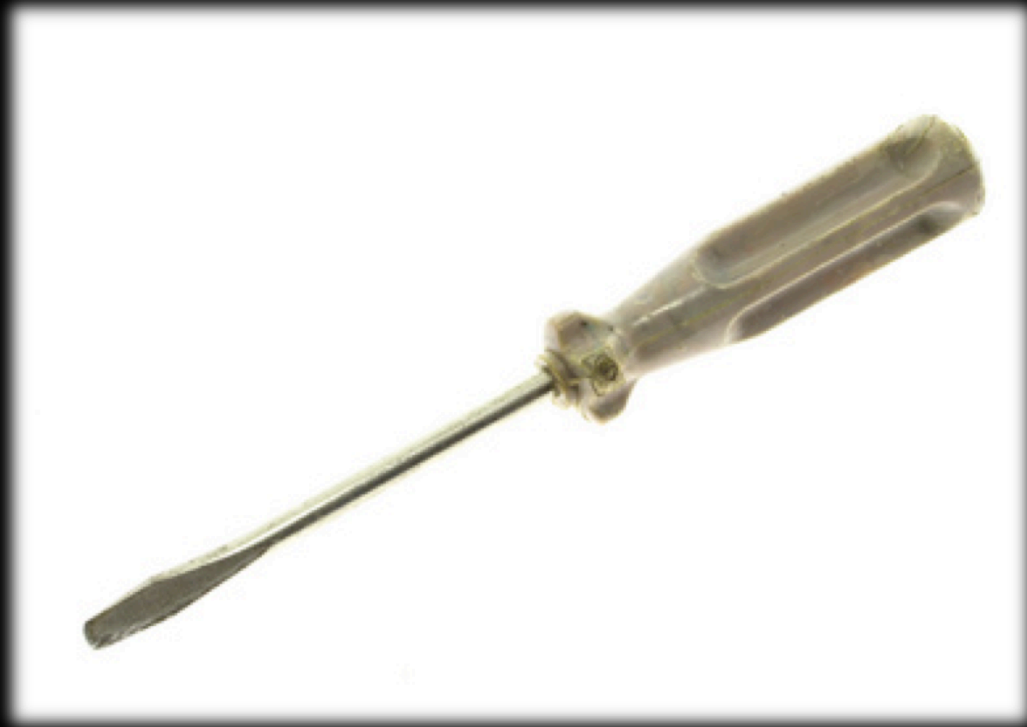
Buttons are for pushing

Push or pull?



how can we design to let people
create meaning?

what does this design do?
what is the design for?





source:Gaver



source: iGaver



Everyday Design Group: Audrey Desjardins, Leah Maestri, Nathan Waddington, Xiao Zhang, Ron Wakkary



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flexible design

design for multiple meanings

design for user interpretation

design for appropriation

don't constrain what the design can do

ambiguity

“...by shifting the responsibility for interpretation from the system to the user, we can build systems that interact with people at humanly meaningful levels...”

- Gaver et al

ambiguous design

remove easy interpretation
people create meaning

types of ambiguity

information
context
relationship

ambiguous information

use imprecise representations
over-interpret data
cast doubt on sources

in normal person terms:

you are purposely presented with imprecise information; this causes you to interpret it

can you see me now? (bystander)



<http://vimeo.com/5489402>

use imprecise representations
over-interpret data
cast doubt on sources



source: Crabtree et al

ambiguous context

block expected functionality
create incompatible contexts

in normal person terms:
the design can't do what you think it should



block expected functionality
create incompatible contexts

ambiguous relationship

offer unaccustomed roles
point out things without explaining why

in normal person terms:
*you don't normally associate the object with
that function*

Prayer Device

Spirituality, the need to connect to forces beyond the familiar and mundane, should not be discounted in modern times. Despite the apparent rationality and even cynicism of our age, large numbers of people persist in a search for transcendental meaning through psychics, exorcists, and a belief in extraterrestrial lifeforms.

It is surprising, from this perspective, that technology has not been employed to support spiritual quests. The Prayer Device would be a first attempt to rectify this omission. Most likely deployed in public spaces, it would serve as a kind of telephone booth to heaven. People could speak privately into the mouthpiece, and their prayers, wishes, or confessions would be transmitted via a highly focused transmission to the skies.

The recipient of these words might never be known. Individual users might hope, however, that they would be picked up by God, or by benevolent aliens. The use of a potent technology to reinforce their thoughts might strengthen their faith that somebody, somewhere, might hear them.



9. The Prayer Device allows people to transmit their voices to the skies.

offer unaccustomed roles
point out things without explaining why



you don't think of these as
being game containers



uncle roy all around you

<http://vimeo.com/7182676>

source: Benford et al

slow technology

slow technology

technology that takes time to:

- i) learn how it works
- ii) understand why it works in that way
- iii) apply it
- iv) see what it is
- v) find out the consequences of using it

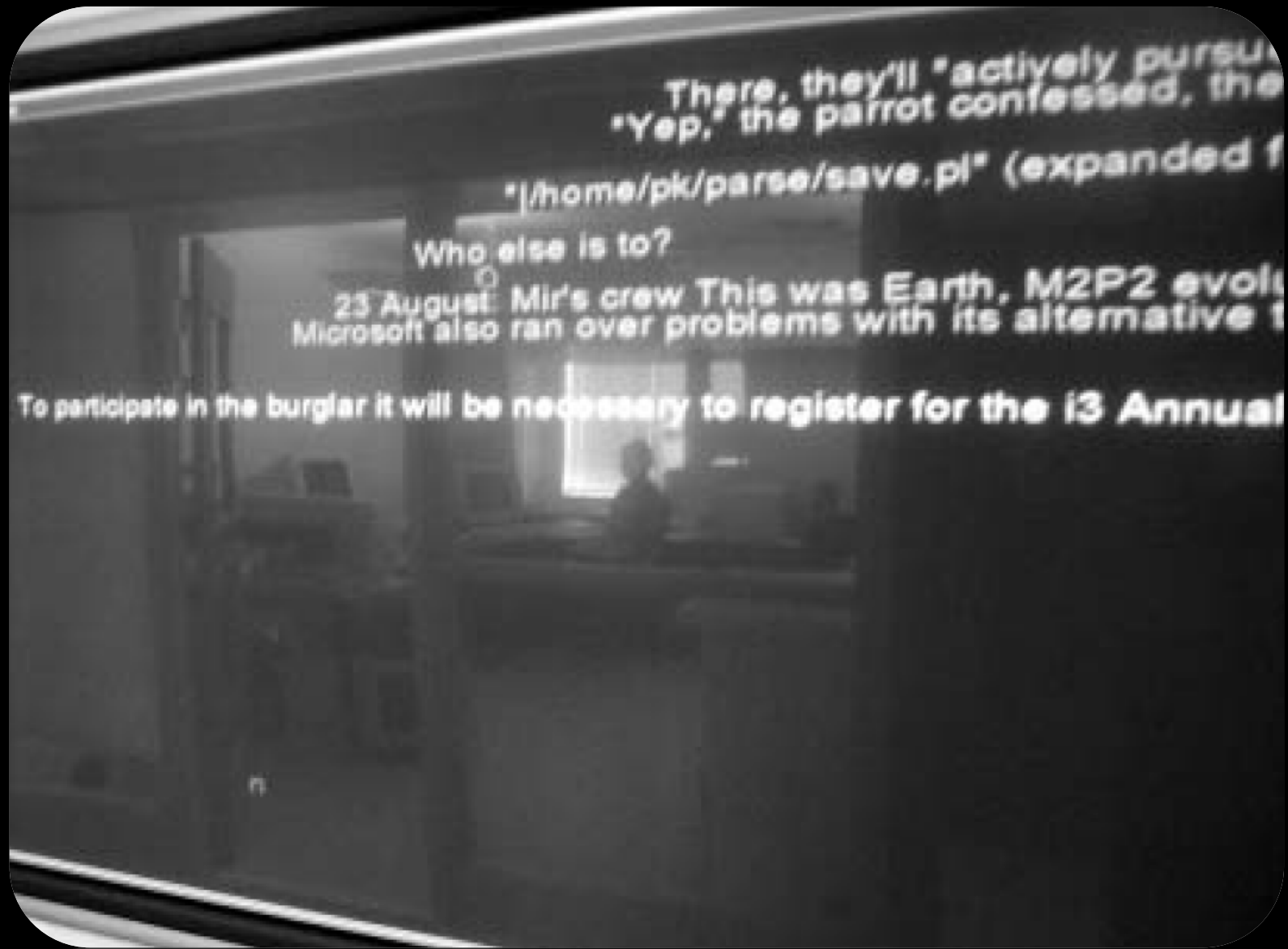
what is slow technology?

highly subjective



Flashbacks – a type of ‘sound mirror’

source: Hallnäs and Redström



ChatterBox – a mirror of office activity in emails and documents

source: Hallnäs and Redström