

**field deployments**  
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**home deployment**

**initial home visit**

- a. establish rapport with household members
- b. interview - understand their existing practices
- c. introduce them to the design
- d. place the design in their home

**data collection**

**diaries**  
tell the household members to write down their thoughts  
send reminders periodically



**data collection**

**ethnographic observations**  
spend some time at the home  
choose an appropriate time  
observe and make notes

**final visit**

- a. remove the design
- b. understand their activities with the design

**technology probes**

**technology probes**

**goal:**  
collect data on what technologies might be interesting to design for families

learn about family life

**features**

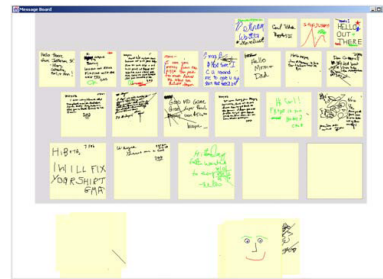
**simple** functionality

**flexibility:** open ended usage

**usability:** not necessarily the key

**logging:** track users and thoughts

**early** design phase

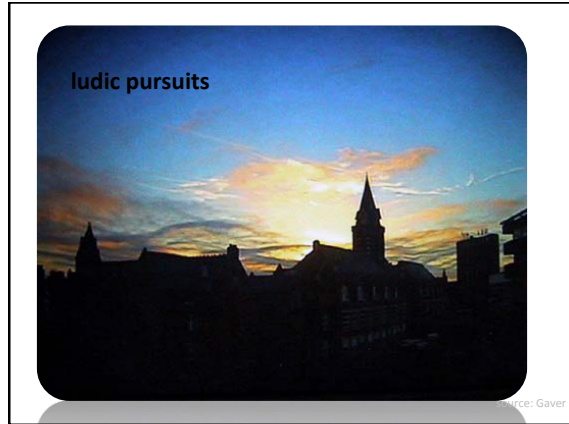
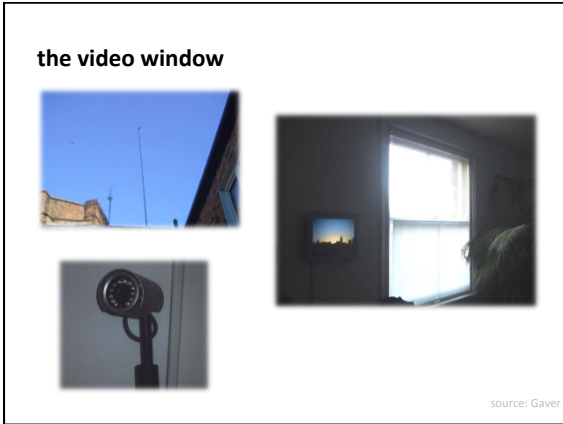


**messageProbe**



**videoProbe**

**affecting domestic life**



**field trials**

originally done by Gaver to assess ludic nature  
 the home of a couple in England  
 three months  
 Tolmie and Crabtree evaluated the evaluation

<b>SITE</b> (Fixed)	This is the geographical setting, location, and the legally defined lot, whose boundaries and context outlast generations of ephemeral buildings.
<b>STRUCTURE</b> (30-300 yrs)	The foundation and load-bearing elements are perilous and expensive to change, so people don't. These are the building. Structural life ranges from 30 to 300 years
<b>SKIN</b> (20-30 yrs)	Exterior surfaces may now change every 20 years or so, to keep up with fashion, technology, or for repair.
<b>SERVICES</b> (20-30yrs)	These are the working guts of a building: communications wiring, electrical wiring, and plumbing. Buildings are demolished early if their outdated systems are too embedded to replace easily.
<b>SPACE PLAN</b> (3-30yrs)	The interior layout – where walls, ceilings, floors, and doors go. Turbulent spaces can change every 3 years or so, exceptionally quiet homes might wait 20-30 years.
<b>STUFF</b> (Continual)	Chairs, desks, phones, pictures, kitchen appliances, lamps, hairbrushes; all the things that twitch around daily to monthly. Furniture is called <i>mobile</i> in Italian for good reason.

**Table 1.** Rates of change across the fabric of the home.

source: Tolmie and Crabtree

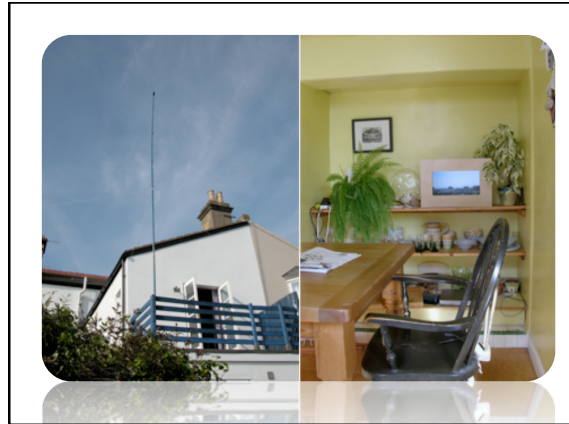
**rates of change across homes**

**site:** fixed – geographical location  
**structure:** 30-300 years – the actual building  
**skin:** 20-30 years – exterior surfaces  
**services:** 20-30 years – the working guts  
**space plan:** 3-30 years – interior layout  
**stuff:** continual – furniture, objects, etc

**suggestions**

reflect on what layer you are affecting  
 avoid disrupting layers of slow change  
 create a sense of ownership  
 monitor user feedback  
 avoid novelty effects

**where do you put it?**



**where do you put it?  
what affects placement?**

the household members should decide  
constrained by technical issues  
spans different layers  
major changes

**who owns it?  
who is responsible?**

researchers brought it in  
owners didn't purchase it  
it isn't staying  
nobody else has one  
asking researchers to "fix it" seems bothersome

**how do you know how it is used?**

researcher goes to the home and observes  
does your plumber come watch your usage?  
  
diary for self reflection  
do you keep a diary about your new hairbrush?

**what are people going to tell you they do with it?**

people talk about the obvious  
people don't talk about the **unremarkable**  
this is where the gold is