Ubiquitous computing 08 – LS4

Short Presentations: Groups 5 & 6

Group 5: CSCL at Home: Affordances and Challenges of Ubiquitous Computing - Lucia Terrenghi and Armin Prosch

Group 6: Faux Fur Taxtiles: bridging the gap between cloth and skin - Stephen Barrass

Texts

- Technology Affordances - Gaver, W.
- Affordances: Clarifying and Evolving a Concept - Joanna McGrenere, Wayne Ho
- Affordances, Conventions and Design – Donald A. Norman
- But how, Donald, tell us how? On the creation of meaning in interaction design through feedforward and inherent feedback - Tom Djajadiningrat, Kees Overbeeke & Stephan Wensveen.
- Unremarkable Computing - Peter Tolmie, James Pycock, Tim Diggins, Allan MacLean and Alain Karsenty

Discussion

Starting points:
1/ For each paper, identify the main points made by the authors. Discuss them in depth within your group, relating it to your project proposals.

What are affordances? How do you design for them? How does the concept vary depending on disciplines in which it is used?

How does the concept of affordance relate to that of embodied interaction and meaning? To the idea of routines?

What is the significance of everyday routines in the design of ubiquitous computing? How can the technology possibly disturb them and how could you design to avoid this?

This of cases in which it would be advantageous to disturb routines in everyday life.

How could you use these concepts in the design of your project? How would it affect the interaction you enable and the resulting user experience?
Debate
3/ During the 2\textsuperscript{nd} hour, discuss the previous points with another group and discuss each other’s project in relation to them.