

Designing the Not Quite Yet

Ann Light,

Queen Mary, University of
London



Me – theme one

People's experience of technology:

- *Light, A. and Wakeman, I. (2001) Beyond the Interface: Users' Perceptions of Interaction and Audience on Websites, in special issue of Interacting with Computers on 'Interfaces for the Active Web', 13, pp325-351*
- *Light, A. (forthcoming) Transports of Delight?: What the experience of receiving (mobile) phone calls can tell us about design, in special issue on 'Enchantment, Experience and Interaction Design', Personal and Ubiquitous Computing.*



Me – theme two

Politics of interaction:

- Fair Tracing
- Practical Design for Social Action (PRADSA)
- DemTech

Transform-Ed – the early days

Transform-Ed Imaginative learning for (un)imaginable futures





New mood

New challenges



Background: House of Lords

There is a new humility on the part of science in the face of public attitudes, and a new assertiveness on the part of the public. Today's public expects not merely to know what is going on, but to be consulted.

***House of Lords Select Committee on
Science and Technology Science and
Society 2000***



Background: An Information Utility

What goes on ‘behind the wall’, what is ‘in front of the wall’, and crucially the two-way interactions that can go on ‘through the wall’ between people and things connected to the utility. Behind the wall there will be huge amounts of connectivity, computing power and data resources of all kinds. ...In front of the wall, there will be billions of smart devices of all kinds connected wirelessly to each other and to the utility.

Taylor, 2004



Designing the Not Quite Yet?




The Future...

“The Pearson Guide to the Future”

Ian Pearson, Futurologist

Much more accurate than Mystic Meg, often cheaper, but about the same dress sense



(click image for high resolution version)

[2005 BT Tech Timeline](#)

Microsoft Internet Explorer provided by blueyonder

Address: <http://www.btinternet.com/~ian.pearson/>

Google chi2007

start | I.. | U.. | I.. | W | M. | M. | M. | B.. | I.. | D. | A. | EN | Internet | 10:59

The future according to...

One area that appears to me to be overrated is originality. ...Analysing a great many existing pictures or works of art should give some clues as to what most people like and dislike. Just as [computers] can already carry out simple sorting tasks better than people, they will learn to automatically determine whether a picture is likely to be attractive to people, or conforms to whatever type of 'taste'. Then it should be possible for a computer to automatically create new pictures in a particular style or taste. "The future of... the arts", Ian Pearson





Curious things for curious people

It is now, when digital technologies are becoming mundane commodities, that their cultural effects are becoming truly manifest. Many of us are increasingly uneasy about these effects. Like all the things we make, technological artefacts reflect our values, aspirations, fears and desires. By the activities they support, they emphasise some pursuits as being worthwhile. By those they neglect, they implicitly judge others to be worthless or undesirable. ...as technologies move into our everyday lives, it seems that they are increasingly offering a skewed reflection of who we are and who we might be. *Gaver, in press*



Water and the Environment

Water Quality and Quantity

Water quality and quantity are essential for human health and the environment. Clean water is necessary for drinking, agriculture, and industry. Adequate water quantity is needed for ecosystems and human activities.

Water quality is affected by pollution from various sources, including agriculture, industry, and urban areas. Pollution can contaminate water with harmful substances, making it unsafe for consumption and use.

Water quantity is affected by climate change, which can lead to droughts and floods. Droughts reduce water availability, while floods can contaminate water and damage infrastructure.

Water quality and quantity are interconnected. Poor water quality can reduce water quantity by making water unusable. Conversely, inadequate water quantity can affect water quality by concentrating pollutants.

Protecting water quality and quantity is essential for sustainable development. Governments and individuals must take action to reduce pollution and conserve water.

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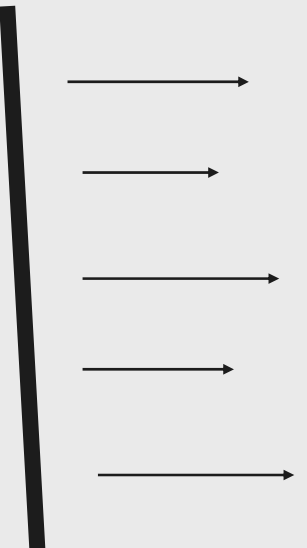
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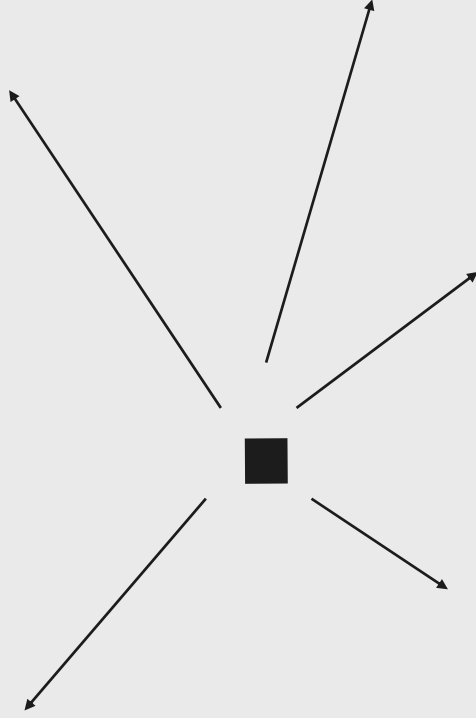
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Questions

- How far should ordinary people be engaged in decisions about design of (digital) technologies?
- How do you incorporate the voice of the disenfranchised in design?
- How do you equip non-specialists with the confidence, skills and knowledge to participate?
- How do you open discussion and stimulate response in a way that doesn't prejudice the outcome?
- Is it a job for us?



Openings

What are the best and worst experiences you have had in working with the public/non-specialists?

What is there to learn from these experiences?