HUMAN-PRODUCTINTERACTION

FROM A DESIGNERS PERSPECTIVE



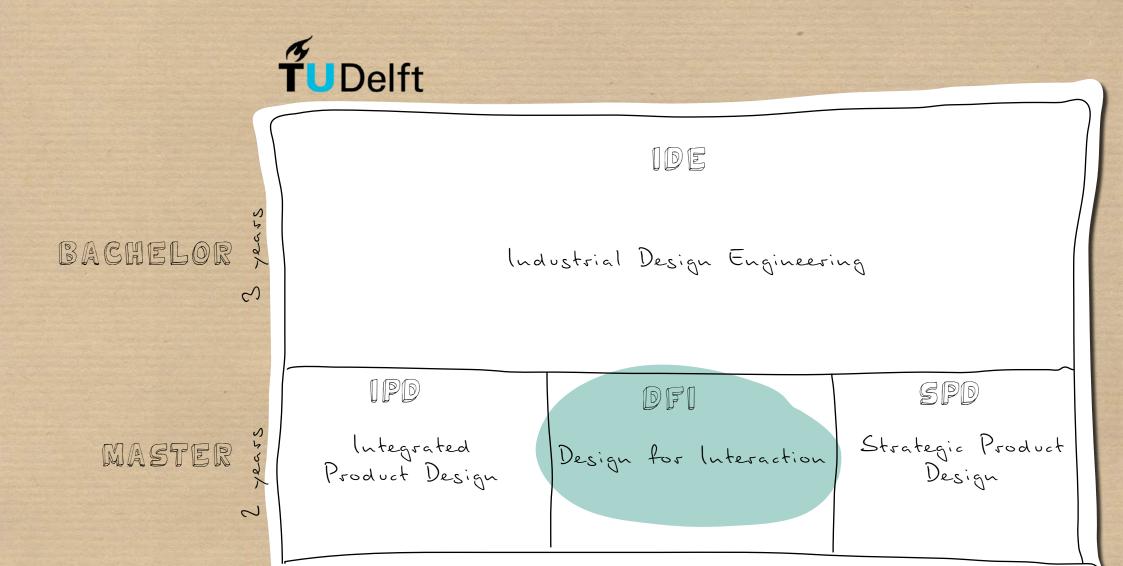
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ANNET HENNINK

master Design for Interaction Delft University of Technology

Faculty of Design Engineering



Some of My Projects

New Product Line for Royal Delft

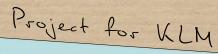


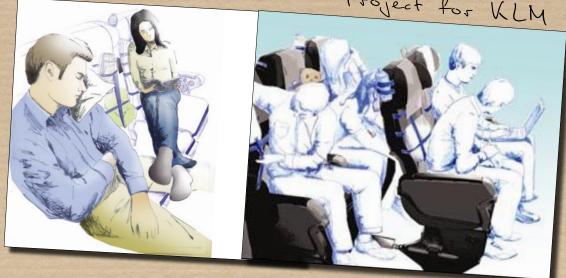
Cilindrical Remote Control



MSN on Mobile Phone







Some of My Projects

Large Public Displays



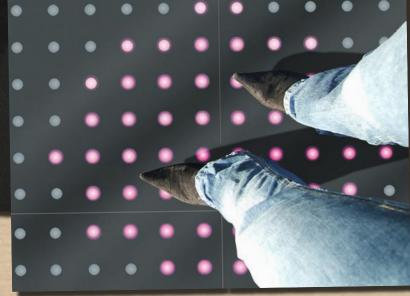


Interactive Tiles



Randomly Connecting People

Touch sensitive tiles with LED lights in them



Random Connection

by Annet Hennink

DECREASING THE FEELING OF ANONIMITY IN A PUBLIC URBAN STREET BY STIMULATING PEOPLE TO EXCHANGE A KNOWING GLANCE

Tangible Music Players for Different Personality Types

MYERS-BRIGGS TYPE INDICATOR

Extraversion - Introversion: flow of energy

intuition - Sensing: taking in information

Feeling-Phinking:
making decisions

Judging-Perceiving: dealing with the daily world

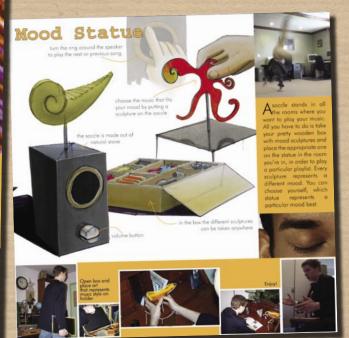


Especially Made For You!

From theory to ideas







PERSONA

VISION

CONCEPT

Especially Made For You!

First test

thout of 19 participants preferred the music player that was designed for them. (significance p=0.022) The remaining fifteen subjects selected an 'almost right player. IT IS POSSIBLE TO DESIGN FOR DIFFERENT PERSONALITY TYPES!

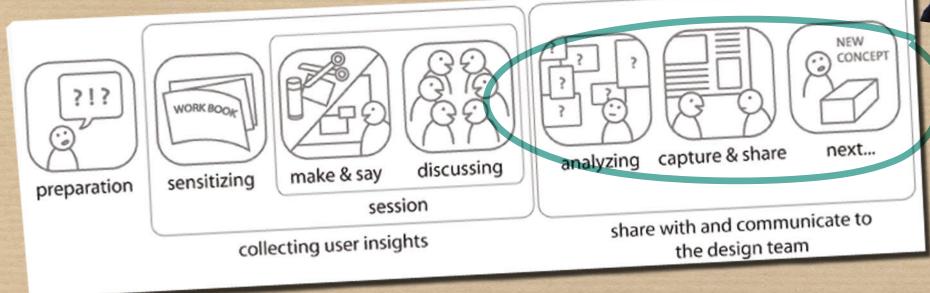






Making user data inspirational for designers















Discussing theory



Analysing data

Address:

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Iterative steps in developing a storyboard







Storyboard with personas as main characters



Mugs to sensitize Philips designers before the creative session



Philips designers exploring the inspirational materials

Using materials to develop ideas







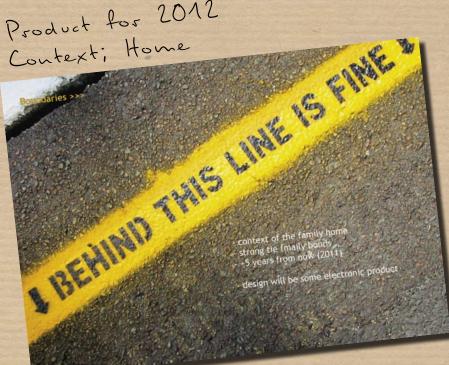
Starting Points

Chosen domain; 'family memories'



Preliminary design goal

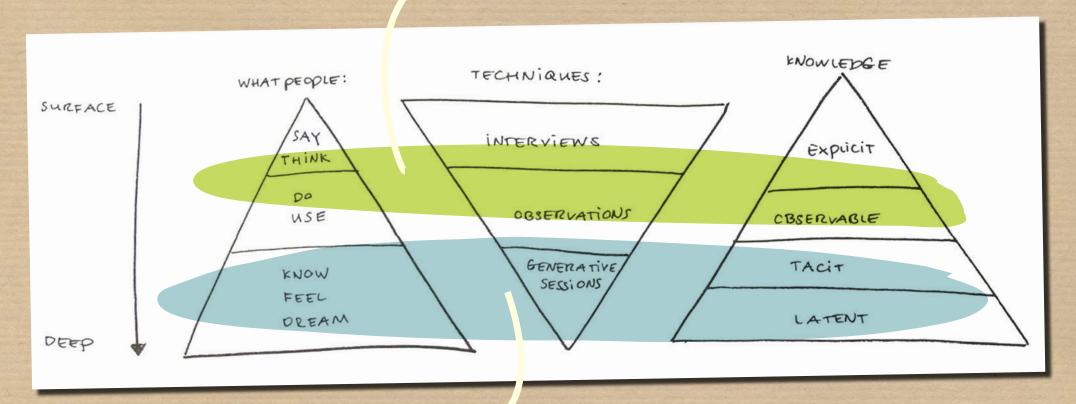
Product for 2012



Enhance family ties based on past experiences

Contextual Inquiry

How social relationships are represented in Home Altars



Social relationships between family members

Participants

Pat



James & Clase & parents



Chando & Tracy



Megan & Kate



Research Set Up

SENSITIZING PROBE



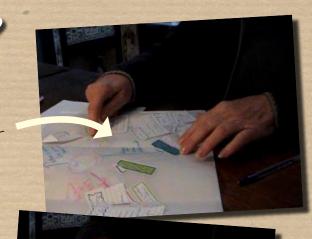
one week before house visit

HOUSE VISIT

TALK about probe

MAKE collage TALK about collage

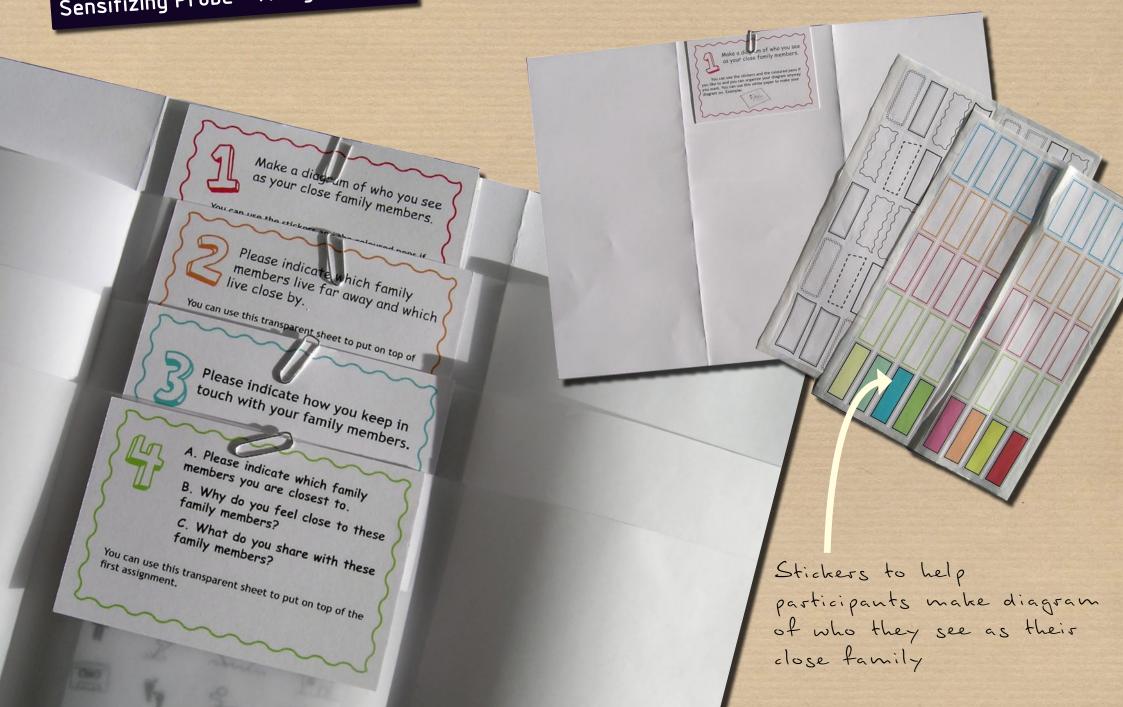
> HOME ALTARS & meaning of the cherished objects







Sensitizing Probe - Assignments



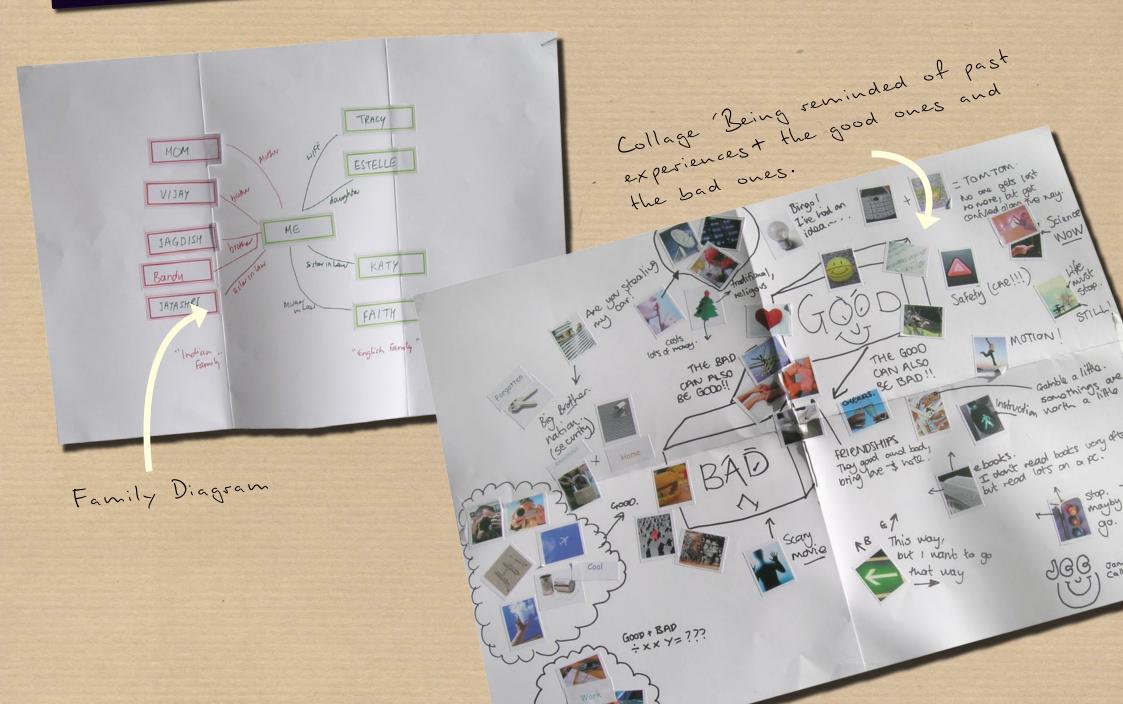
Collage Making Assigment

Make a collage of;

BEING REMINDED OF PAST EXPERIENCES; THE GOOD ONES AND THE BAD ONES

Stickersheets with words and pictures to help the participant associate

Examples MAKE Assignments



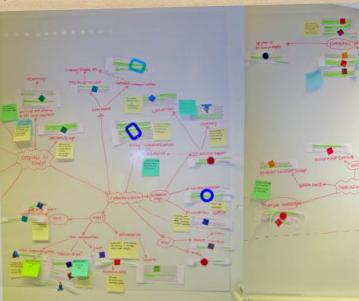


clustering quotes around 'Keeping in Touch'& 'Home Altars'



warking insights & ideas







Why one should not force memory prompts upon people...

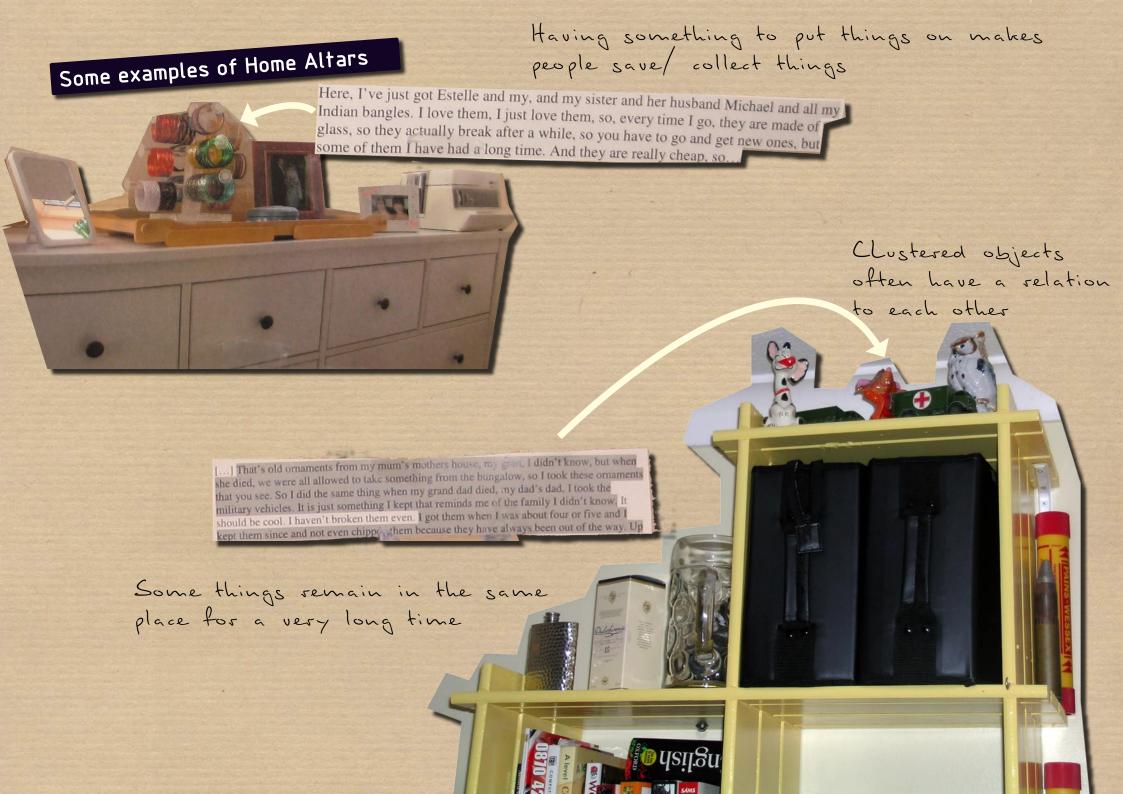
It can be painful to be remembered about the not so happy past, but sometimes even HAPPY MEMORIES CAN BE VERY PAINFUL to think about!

It is because the past is so
pleasant, Sheila and Luca don't want
to be remembered about it; not having it
is painful



Infographic Home Altars





Some examples of Home Altars

It shouldn't really be there

It is important that the things on display have memories attached to them

Annet

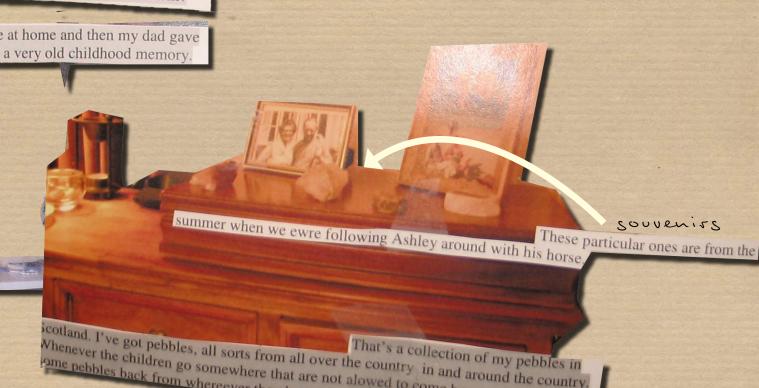
Is it important to you that the things you have on display have memories attached to them?

Kate

Yes, very much so. This is, well, we had it on the mantelpiece at home and then my dad gave it to Will and Wil ver big by let me have it in here. So that's a very old childhood memory.



I should throw it away really



Definition Home Altars?

No unambiguous definition! There are a lot of variables

Tangible signs
that communicate
the continuity of
ones experiences,
relationships & values

The objects often have some relationship, either by form, aesthetics or meaning UNIQUE CLUSTERS OF SMALL
OBJECTS ON DISPLAY WHICH
OBJECTS ON DISPLAY WHICH
OBJECTS ON DISPLAY WHICH
ARE CHERISHED BY PEOPLE
WHO HAVE PUT THEM THERE
WHO HAVE PUT THEM THERE
BECAUSE THE OBJECTS MEAN
SOMETHING TO THEM



ORE OF THE IMPORTANT FUNCTIONS OF CHERISHED HOUSEHOLD OBJECTS IS PRECISELY THEIR ABILITY TO PROVIDE TANGIBLE, ENDURING, AND VITALIZED SIGNS THAT CAN COMMUNICATE THE CONTINUITY OF ONE S EXPERIENCES, RELATIONSHIPS AND VALUES - Csikszentmihaly: & Eugene Rochberg-halton, 1981

People who have ties to people represent them in concrete objects (Csikszentmihalyi & Eugene Rochberg-halton, 1981)

Things embody goals, make skills manifest, and shape the identity of their users.
(Csikszentmihalyi & Eugene Rochberg-halton, 1981)

Insights keeping in touch

NEW COMMUNICATION TECHNOLOGIES CMOBILE PHONES. MAIL. ETC. D COULD BE USED TO MAKE HOME ALTARS MORE DYNAMIC

What to design?

People sometimes have problems with 'finding someone' to get into touch with

People like to have an idea of what their close family members are doing.

Relations between family members are asymmetric, especially between different generations.

People present ties to people in concrete objects, often clustered together in Home Altars.

Having a dedicated place to put things in influences people's behaviour in saving/collecting objects

A lot of the current technologies focus on saving stuff, whereas in the real world not everything can be saved.

THROWING AWAY(STUFF(

Throwing away stuff can be seen as an important act of creativity

CONTEXT FACTORS

MEMORY PROMPTS

people themselves can decide if a certain memory is pleasant or not and this even varies within time and space

Objects in home altars often have some kind of relationship with each other

l want to let people artfully create NEW PANGIBLE & VISIBLE SIGNS OF THEIR SOCIAL RELATIONSHIPS by giving them the opportunity to create new meaningful clusters of cherished objects and MERGING THEIR PHYSICAL WORLD WITH THE DIGITAL WORLD OF communication in a meaningful way.

open & casual

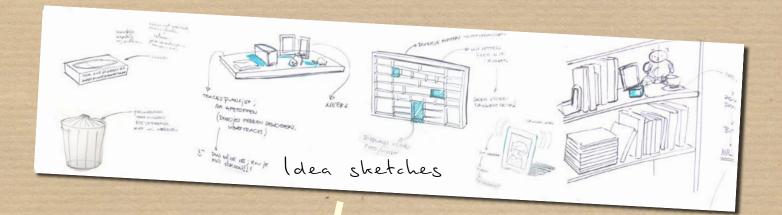
Intuitive

Allow for both thought and unintentionality

surprisingly simple

neutral appearance carrier for meaningful objects Not a gadget! Digital becomes physical In the periphery of subtle the home; not an entertainment system!

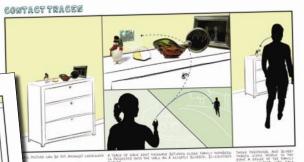
Storyboards







Storyboards



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COMMUNICATING BLOCKS

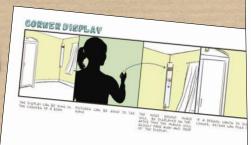




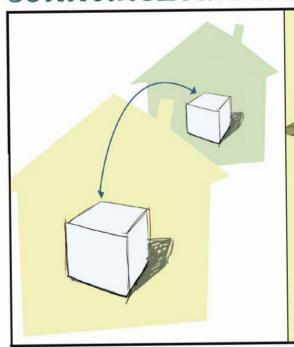


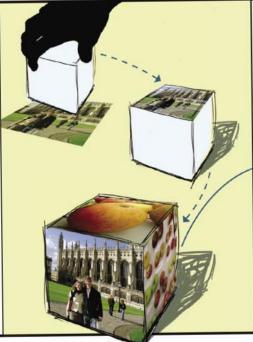


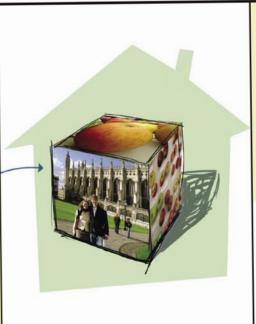
END THACES FROM YOR WORSE THE THACE WILL ARREAD TO THE TRACES OF THIS CARDET SHILF, THE THACES WILL SERVEY FACE AND AS IN THE THACE WILL SERVEY FACE AND THE WILLIAM AS TO SHIP WHEN THE OSCIOCAL ON THE OWNER OF THE OWNER OWN



COMMUNICATING BLOCKS









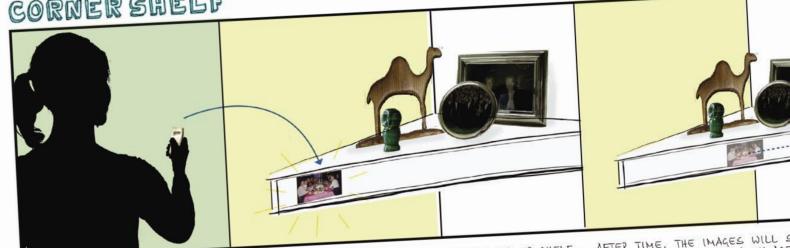
TWO PEOPLE LIVING IN DIFFERENT HOUSES CAN HAVE EACH A BLOCK. THE BLOCKS CAN BE USED TO SEND FOR EXAMPLE IMAGES TO EACH OTHER IN A VERY SIMPLE WAY.

HOLD THE BLOCK ABOVE AN IMAGE AND IN THE OTHER HOUSEHOLD, THE IMAGES WILL MAKE A PICTURE. THE PICTURE WILL APPEAR APPEAR DIRECTLY ONTO THEIR BLOCK. ON THE OPPOSITE SURFACE OF THE BLOCK. THIS WAY ALL SIDES OF THE BLOCK CAN RE 'FILLED' WITH IMAGES

WHEN THE BLOCK IS TURNED IN ONE HOME, THE BLOCK IN THE OTHER HOME WILL AUTOMATICALLY TURN DIGITALLY TOO.

Storyboard B

CORNER SHELF



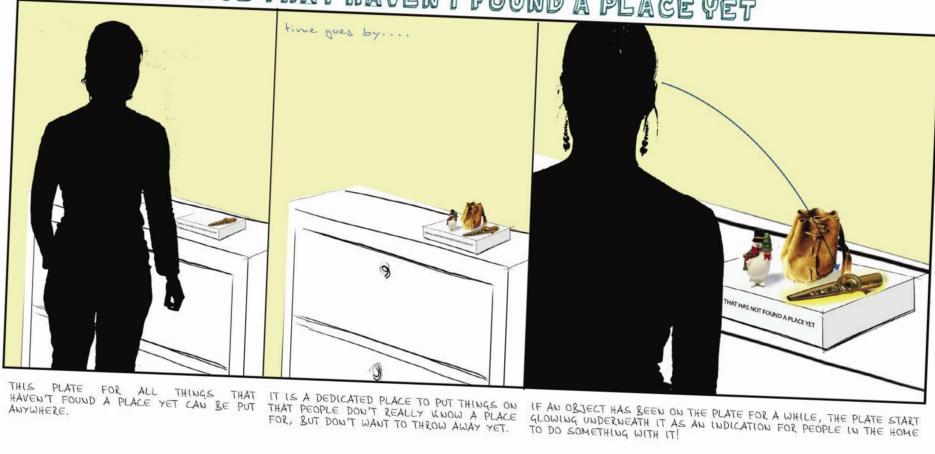


SEND IMAGES FROM YOUR MOBILE THE IMAGE WILL APPEAR ON THE EDGE OF THIS CORNER SHELF, WHICH CAN ALSO BE USED TO PUT PHYSICAL OBJECTS ON.



Storyboard C

FOR ALL THINGS THAT HAVENT FOUND A PLACE YET

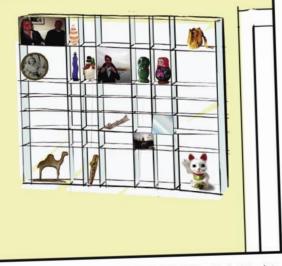


Storyboard D

DIGITAL TYPECASE







IMAGES SENT TO THE DIGITAL TYPECASE WILL BE DISPLAYED ON THE FIXED 'TEMPORAL' DISPLAY

IF NO ACTION IS TAKEN, THE IMAGE WILL FADE AWAY AFTER A FEW DAYS. IF A PERSON WANTS TO SAVE THE PICTURE, IT CAN BE PUT INTO ANOTHER FRMAE

PHYSICAL OBJECT CAN ALSO BE PLACED IN THE DIGITAL TYPECASE.

PEOPLE CAN CLUSTER BOTH THE DIGITAL IMAGES AS WELL AS TEH PHYSICAL OBJECTS ACCORDING TO THEIR WISHES

What is important we have a lot of contact, I knowhere they are and what they are like.

I suppose I have got photos everywhere I suppose. [...] Why this ended up on the shelf I am not suppose. [...] Why this ended up on the shelf I am not suppose. It's Will's, there are things that are sitting quite sure. It's house.

Actually,
this one was supposed
to be about travel, but what
happened was that I had a couple of
pictures that somehow fell behind,
so I filled them with pictures that
really weren't about travel, so the
theme was lost a little bit

