

Seducing Interfaces / Verführende Interfaces

Short-term project / *Kurzfristiges Projekt* 6. -16.5.2003

Prof. Philipp Heidkamp

Think, invent and develop an interface for mediated (real-time or delayed) communication. Communication understood generally as the exchange of information between people. The context in which the interface/product will be used is of extreme importance. The criteria for the development are simplicity and new ways of coding information as well as finding the appropriate „senses“ that will be addressed by the interface. It should be playful, it should integrate the user in the process of interaction. It should foster activity instead of powerlessness of users. It should make the viewers to users and encourage the people to play and reflect about processes behind the surface. To make it easier, the developed interface might be an add-on to an existing interface, product or application.

Keywords

Objects, signs, communication, mediated communication, signs of communication, semiotics, real-time & delay, store, memory, single & multi-function. Context of use. Sensual design. Action, reaction, feedback. Product language.

1st week

Desktop research. Observe, understand, transform. Interpretate, re-interpretate. Understand the use. Question the use. Discuss the needs. Critique & workarounds. Develop an interface for „mediated communication“. It can be based on a (simple) object. Look behind the screen, the seen and the scene. Understand the context of use. Invent hidden functions. The result can be a product, an object or an application on the computer screen (or a part of the computer).

2nd week

Find appropriate and convincing ways to communicate the idea. Show the use of the object / interface. Make other people understand the concept. Prepare the (friday) presentation. The presentation itself may include products / objects. The presentation should be documented.

Schedule / meetings / process

Daily meeting at 9 a.m. in room 303. There will be a short protocol of the meeting done by two students each time. The room should be your project base, your knowledge base. Make use of the space. Use the walls to share ideas, build on the ideas of others, take advantage of the teams. Teamwork is extremely welcome, but every participant has to develop one single solution.

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Detailed schedule

- Mon 05** Initial meeting 2 pm. Presentation of the project idea. Discussion about possible concepts.
2pm Brainstorm. First drafts.
- Tue 06** First research results. Reflect on objects. Each participant will briefly present a concept.
9am Stretch on the how and what, not on the why and why not. Discussion of further steps.
Deliveries: 2 objects (real and photo) and a written draft of a concept (PDF).
- Wed 07** Concepts of use. Integration in daily life. User scenarios. Learning from other concepts.
9am Transformations. Stretch on the why and how of the concept. Decision about the applica-
tion, the object...? *Deliveries: Research results, mood charts and a written concept (PDF).*
- Thu 08** Interacting with the object / the interface. How will the object affect our present under-
9am standing of (mediated) communication? A first interactive prototype will show ho to
interact with it. *Deliveries: Prototype*
- Fri 09** Internal presentation: The object, the interface.Improvements that should take place in the
9am next week. Solutions for technical realisation. *Deliveries: Prototype*
- Mon 12** Sketch of ideas for the communication of the concepts (video, performance, drawings)
9am *Deliveries: Written draft of a presentation concept (PDF).*
- Tue 13** Further concept and presentation development.
9am
- Wed 14** Further concept and presentation development.
- Thu 15** Final discussion for the concept, the prototype and the presentation.
9am
- Fri 16** Meeting before the presentation. Presentation.
10am