Things for Thought III

Reading Club - Affordances

- What concepts from the article did you find interesting, helpful, fascinating?
- Can you think of affordances that emerged from use?
 This means
- How does it coincide with the course topic? What are examples of natural boundaries to the malleability of ones perception of affordances?
- Mental Mondels What do you think about the topic of internal representations? What are the benefits in design for providing representations that lead to working explicit and implicit internal representations?

On some shortcomings of a Gibsonian conception of Affordances

• What shortcomings did you find with models of affordances?

On some shortcomings of a Gibsonian conception of Affordances

- "The concept of affordance was meant to cut though the subjective-objective dichotomy of traditional psychology and philosophy, but its interpretation in HCI often retained this dichotomy." (Baerentsen and Trettvik, 2002).
- "...makes it a difficult and nontrivial matter to address areas of research like HCI that have substantial cultural, symbolic, and technological components of a cultural-historical origin. ... It is necessary to extend the analysis of affordances and their basis in organismic activity to the cultural-historical development of human activity..."

(Baerentsen and Trettvik, 2002).

• "...during the user-technology interaction, users actively interpret the situation and make sense of the technology while being involved in certain activities. Users' 'active interpretation' is central to the emergence of affordance that is socially and culturally determined."

(Vyas et al., 2006).

On some shortcomings of a Gibsonian conception of Affordances

- Finally, in a number of relatively recent studies (Turner, 2006; Rizzo, 2006; Vyas et al., 2006; Vyas et al., 2008) it is proposed that the scope of the concept be extended even further, to include *meaning making in social context*. Notions of affordances based on the original Gibsonian concept, are considered limited, as only describing the most basic types of affordances (e.g., "simple affordances", Turner, 2005).
 - (from the text)
- More on the concept of Meaning Making as a fundamental concept for the design profession:
 The Semantic Turn, A New Foundation for Design by Klaus Krippendorff. |
 I like it a lot, of course it's still rather theoretical. At least it makes up for the somewhat absent cultural, social and political notions.

Semantics / meaning as the main design material

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Reading Club: Next level.

Front-to-back reading for many people has a couple of disadvantages.

Do you use different techniques?

Reading Club: Next level.

Academic reading usually doesn't mean reading a book or text front to back.

There are a couple of techniques how to a) get ahead a bit quicker b) memorize better.

The most popular is SQ3R:

https://ucc.vt.edu/academic support/study skills information/sq3r reading-study system.html

I think the takeaway is that there's other ways to read and to figure out which one works best for you.

HCI has history but it's not old.

When second wave HCI meets third wave challengesSusanne Bødker https://pure.au.dk/ws/portalfiles/portal/93115128/nordichipreprint.pdf

A primer on the meanings of context.

- What we talk about when we talk about context
- Paul Dourish

https://www.academia.edu/download/50627076/Dourish.pdf

Approaching Situated Action Through Planning Problems

- https://course.ccs.neu.edu/cs5100f12/resources/reading/suchman-situatedactions.pdf
- Plans and Situated Actions by Lucy Suchman

End of early research phase – What's next?

- From next time, we will ONLY have consultations on something you bring. Be it sketches, storyboard, a presentation, prototypes, whatever you want.
- But no more 'I was thinking...' ©
- Honest progress if you didn't progress, it's fine, it can happen, but either you find a way to express your stuckness or just be honest.
- We will phase in the other courses, from 9 til 11 from second to next week. (from 19th Nov) and start with Coding.

Coding coming up

<u>Introduction to Programming and Computer Science - Full Course - YouTube</u>