

# **Designing for the Networked World**

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The Networked world is new, networks have been developed and existed for years but a world that is truly connected is finally starting to emerge. Information and data flows freely around the globe. Designing the devices we attach to this world wide network was the main focus of this reading. To make sure the network we create with these devices is well functioning, us as designers must create tools and tutorials that anyone can pick up. It is important for us as designers to focus on the user, the device itself and the network it becomes a part of. Prototyping becomes very important in this field as one cannot simply place a technology into a network without first considering its use and making se that goal is properly achieved. The main things designers are to consider when prototyping, and finally producing, are texture, opacity, agency, and reflexivity. Texture is how the user feels the interface and how they interact with it. Opacity is how clear the devices intentions are to the user, this is important and is actually trying to phased out by certain larger corporations. A device that is disguised, like a smartphone can be very dangerous. A smartphone's thought use is to communicate and enjoy one's self but it is also being used to mine data and information from us everyday. Agency considers the user's role in the network, or why they are a part of it at all. LASTly, reflexivity is how the device outputs to the user, or its provides them with information. Designers have to be skilled yet comfortable in designing networked devices, this is where proper tools, tutorials and guides come into play. Designers must be sure what they are creating and adding to society is meaningful and transparent. This is a bg issue with larger corporations as they have their own agendas that they may not even share with the designers, or even pay them enough to keep their mouths shut about. This is not a how a network should function as it now has a very large impact on our society itself.