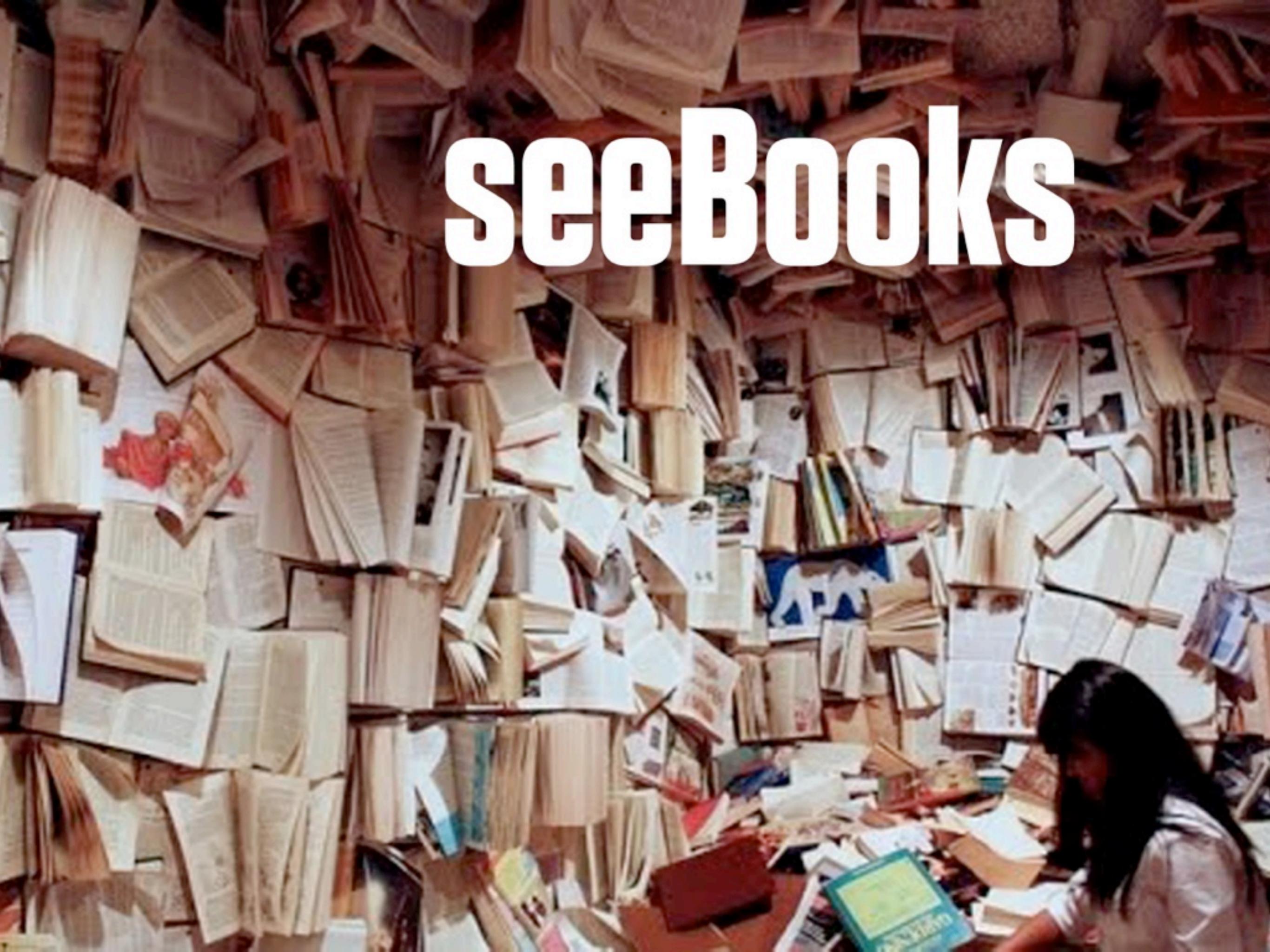


SEEBOOKS









“Putting experience front and center in design”

seeBooks

en elektronisk bogreol

motivation

et personligt ønske

et nyt og voksende problem

det usynlige data

synlighed

hvorfor er synlighed vigtig?

“Out of sight, out of mind.”

synlighed som affordance

vedvarende synlighed

*“...using displays that are both shared and persistent...,
easily viewable in the background by us and others,
enables us to live with our ~~ideas.~~books
It gives us time to have second thoughts and conversations.”*

Bill Buxton

seeBooks

definition ved udlukkelse

Et produkt

En teknisk løsning

Et Graphical User Interface

Embodied Computing

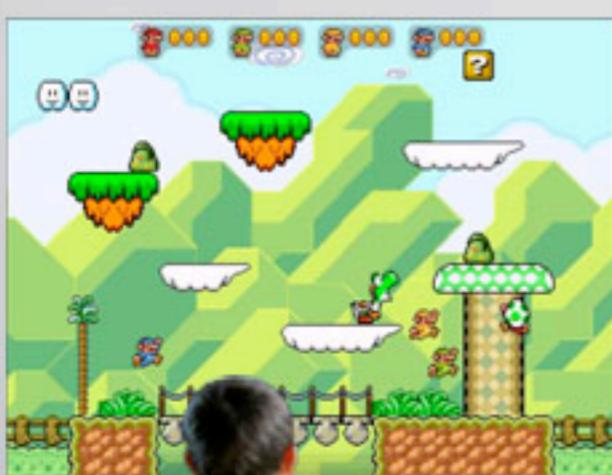
seeBooks

hvad er det så?

Et koncept

Et forslag

Et Framework





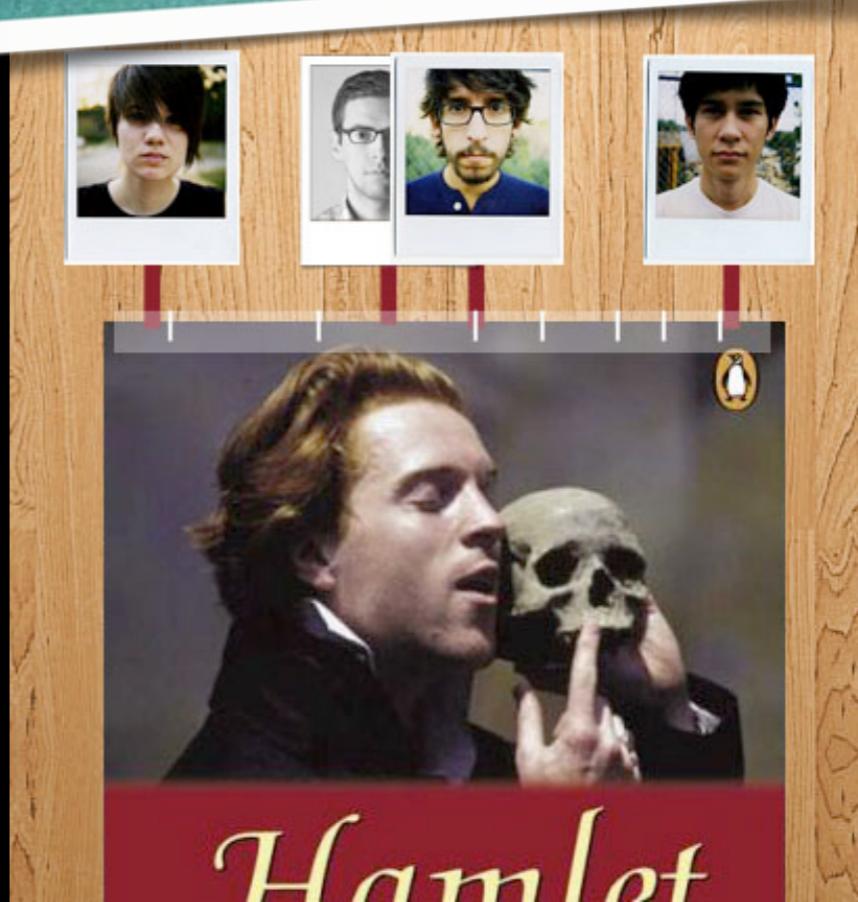
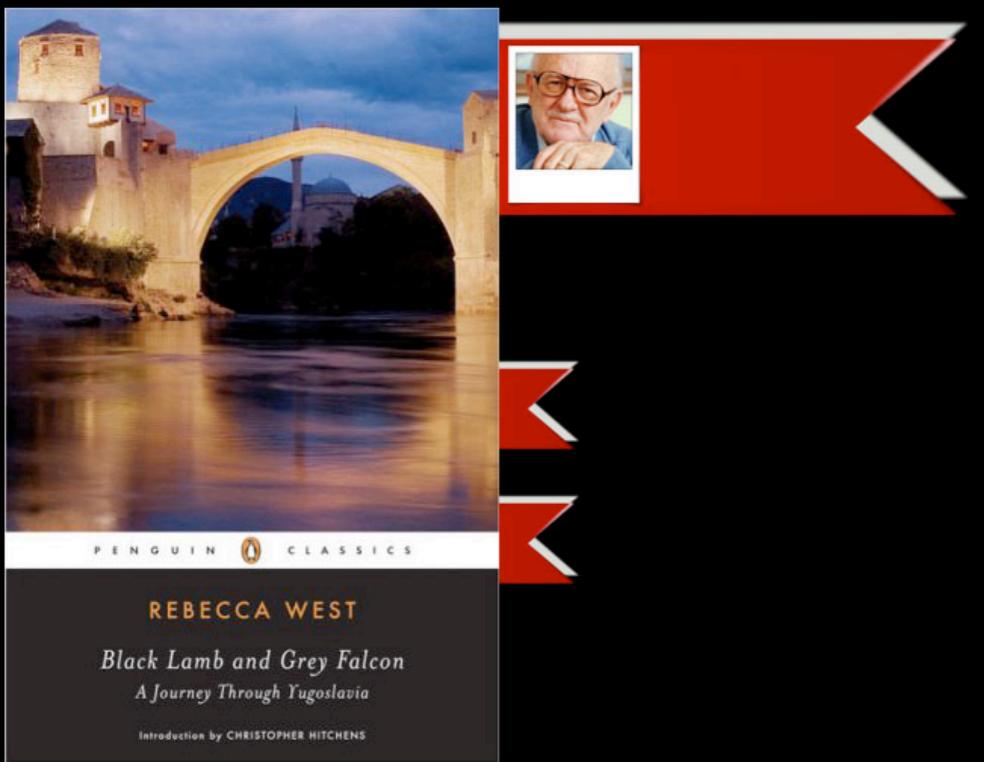


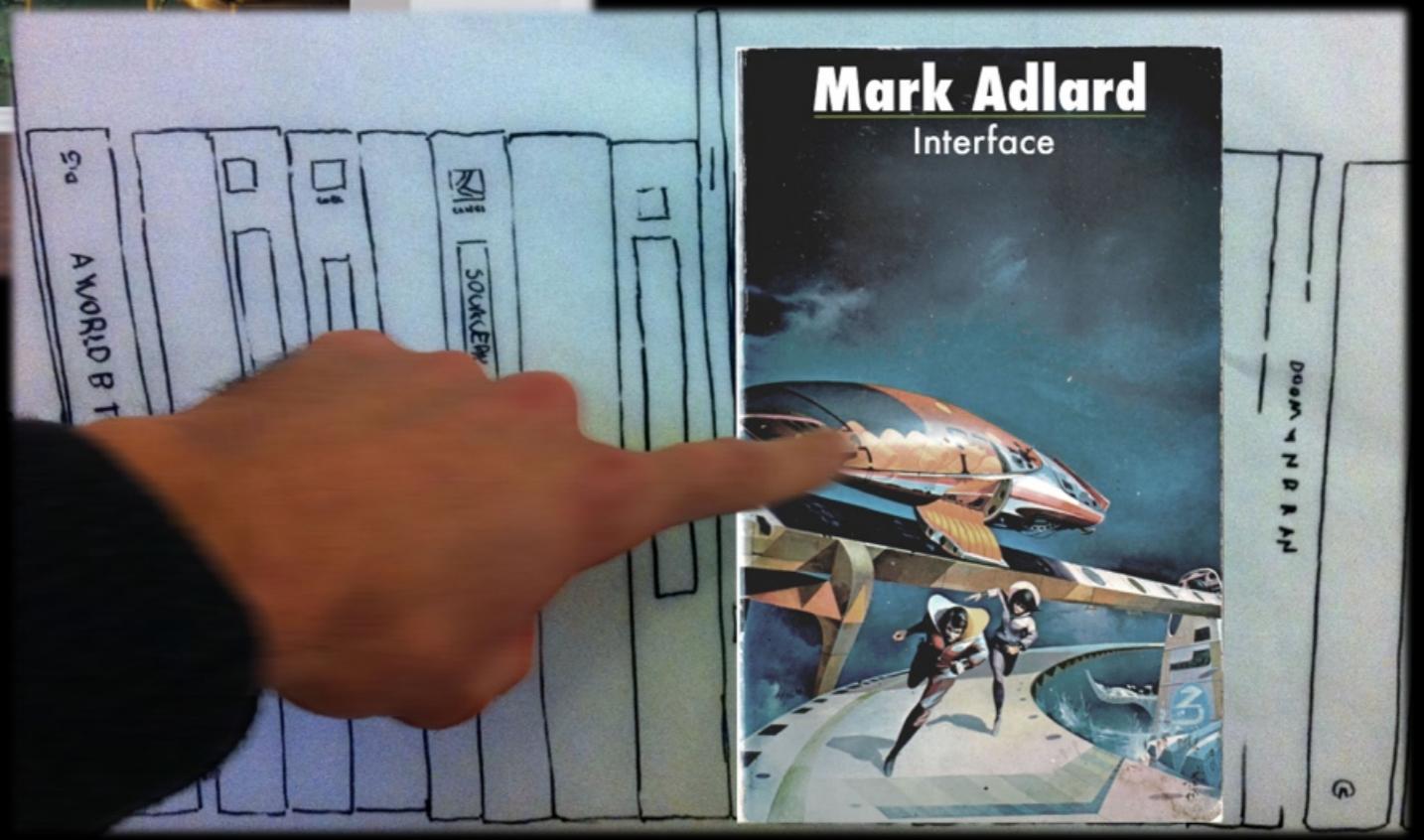
*Men er seeBooks bare en digital
fotoramme?*



seeBooks handlar om interaktioner.







Processen

research → typologi → personae → scenarier



Processen

research → **typologi** → personae → scenarier



Processen

research → typologi → **personae** → scenarier



Processen

research → typologi → personae → **scenarier**

Scenarier giver kontekst

En effektiv “in the wild” proxy

Skitsen

designerens værktøj

Skitsens uforpligtende frihed giver plads til fortolkning; den taler konceptets sprog.

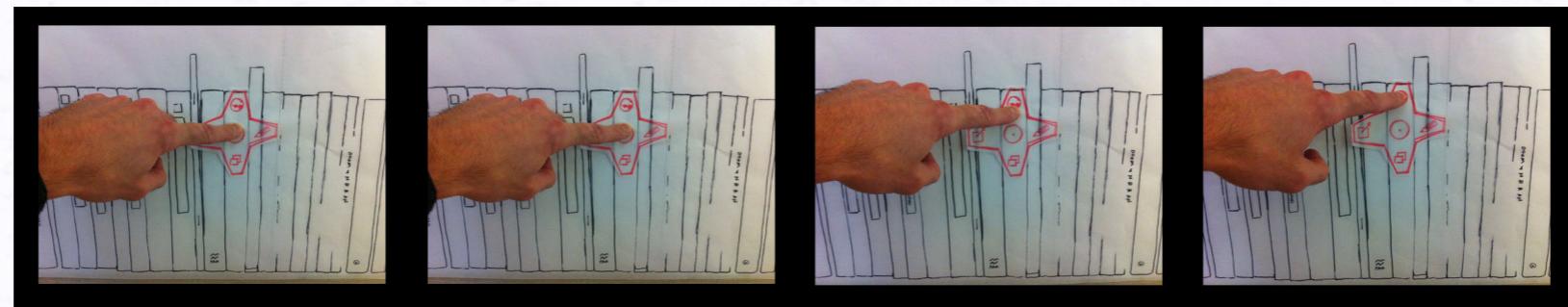
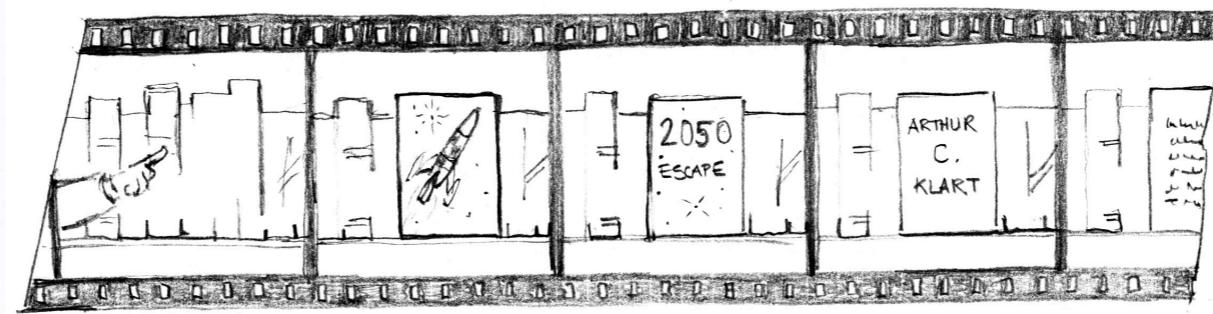


Skitsen

designerens værktøj

Interaktionsdesign kræver et tidsbaseret, dynamisk arbejdsmedie

Film, animation, skuespil, visual storytelling, Wizard of Oz



Interaktionsoversigt

- | | |
|---------------------------|--------------------------|
| 1 Vistas | 12 Iconic* |
| 2 AttrActive Books | 13 Book Trailer |
| 3 Gamify | 14 Touch Copy |
| 4 Book Star | 15 Book Box |
| 5 DisCover | 16 Book FriendSee |
| 6 Inspirer | 17 reMarkable |
| 7 Word Cloud* | 18 Reader's Place |
| 8 Snapshot | 19 Resize |
| 9 Featured | 20 Book Link |
| 10 Glissando | 21 About That |
| 11 Digital Patina* | 22 Big Reader |

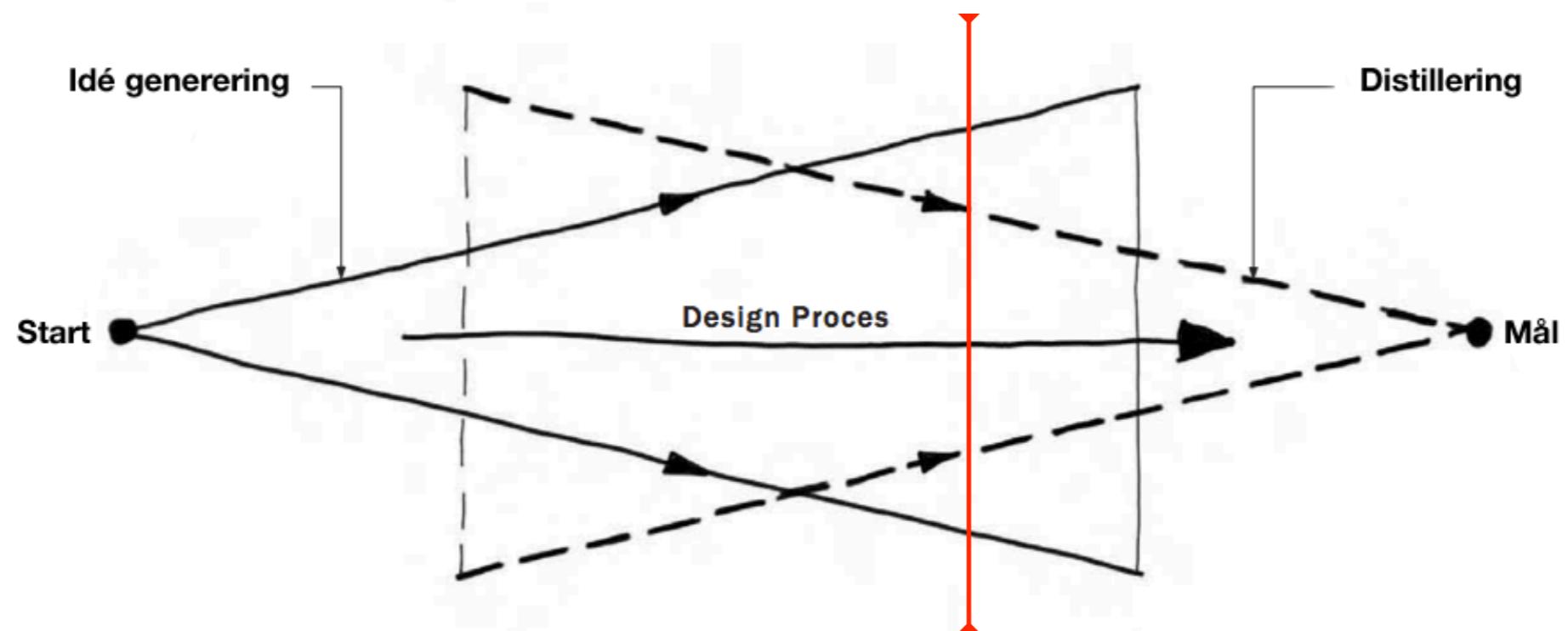
scenarier

seeBooks “in the wild”

Hvor er vi?

UX = få det rigtige design

UI = få designet rigtigt



too far out?

“Without appropriate design,
yesterday’s success is tomorrow’s
straightjacket...”