

Q1. From the Manovich reading, give 2 examples of user interface with a piece of technology that has a performative action or theatrical behavior. This is in context with the ideas credited to Brenda Laurel that Lev mentions in the article. They can be electronic/digital or analog but NOT a computer, video game console or smartphone. Explain why these are good examples.

Mercedes-Benz designed an organic electrical car called the VISION AVTR. The designers and producers were inspired by the 2009 film Avatar. The electric car mimics the aesthetic of the film. The design goal was to make an “immersive experience space in which passengers connect with each other, with the vehicle and the surrounding area in a unique way.” This is done with digital neurons and color-changing fabric.

Microwaves, in my opinion, have the worst user interface. The generic microwaves has a button layout with text that defines what each button does. On top of the buttons is a digital clock. When a button is pressed the digital clock returns the appropriate time or timer.

Q2. Also from the Manovich reading, Lev uses the term Gesamtkunstwerk. What does this term mean and how is he referring to the aestheticization of information tools?

I believe Gesamtkunstwerk is defined as the arrangement of properties which invoke the four senses.

Q3. From the RadioLab Podcast, the guest podcast artist is sharing his radio show called 99% invisible. The first piece is about sound design. What would you describe the role of the sound designer and how does it relate to this idea of theatre and performance?

A sound designer's role is to collect a variety of sounds. The podcast says it best when they mention the sound a walkman makes when it closes, “Someone worked really hard to design that sound” Through that click the person who closed the walkman now knows that his device is fastly closed. This is connected to theater and performance because a sound designer uses sound cues to mimic real actions.

Q4. From the Skeuomorphism vs. Flat Design article, what are the philosophical and visual differences between Skeuomorphism vs. Flat Design and how might this also

relate to this idea of theatre and gamification or aesthetic based event described in the Lev Article?

For Skeuomorphism, the icons can resemble something from real life. For example, the camera icon is a representation of a lens of a camera, or the phone app using a classic rotary phone. For flat design, it is very simple or minimalistic with simple symbols, numbers or letters that just resemble the idea of the icon. The icons become more abstract-representational than representational.

Q5. For my two devices I decided on a heater and a thermometer.

Q6. I believe the microwave can be further improved.