

Reflexion: Borrowed Techniques

HCI has been "borrowing" techniques and methods from different areas. For example, observation techniques are originally part of Ethnographic research (Anthropology field). Based on the diagram of [Envis Precisel](#) choose a field and research a specific method. Explain the following points:

- Summary of the original method and main purpose.
 - How the method has been adapted into the HCI field.
 - Pros and cons of the method.
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A field I found particularly interesting is **Spatial Experience** from the **Architecture** discipline. A technique that has been "borrowed" from this field is **Spatial Storytelling**. The original purpose of this technique is to create a narrative experience through the design of physical space. It's about creating a sense of place and telling a story using spatial elements like lighting, textures, and forms.

In HCI, spatial storytelling can be used to create a sense of immersion and engagement for users. By designing interfaces that tell a story and create a sense of place, designers can create a more compelling and memorable experience for users. This technique can be particularly effective in games and other interactive experiences, where creating a sense of immersion is essential.

An excellent example of this are modern video games. Taking "Bioshock" as an example, this game is a first-person shooter that uses spatial storytelling to create a compelling and immersive environment. The game is set in an underwater city called Rapture, which is filled with environmental details and audio logs that reveal the story of the city's downfall and the player's role in it.

Pros	Cons
<ul style="list-style-type: none">• Creates a sense of immersion by using spatial elements to generate an environment and narrative for the users to navigate through.	<ul style="list-style-type: none">• Can be difficult to implement since spatial storytelling requires a high level of design skill and creativity to execute effectively. It can be challenging to

<ul style="list-style-type: none">• Increases user engagement by making a compelling narrative experience that the user can dive into. This in turn, encourages the user to spend more time interacting.• Helps users remember information by associating it with a spatial context.	<p>create a narrative experience that is both engaging and intuitive for users.</p> <ul style="list-style-type: none">• May not be applicable for all use-cases; for example this technique is very helpful for interfaces that are designed for exploration and discovery, such as games or interactive stories. However, for use-cases such as productivity tools or e-commerce websites it may not be helpful at all.• Could be distracting in some cases where narrative elements interfere with the primary task of the interface.
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