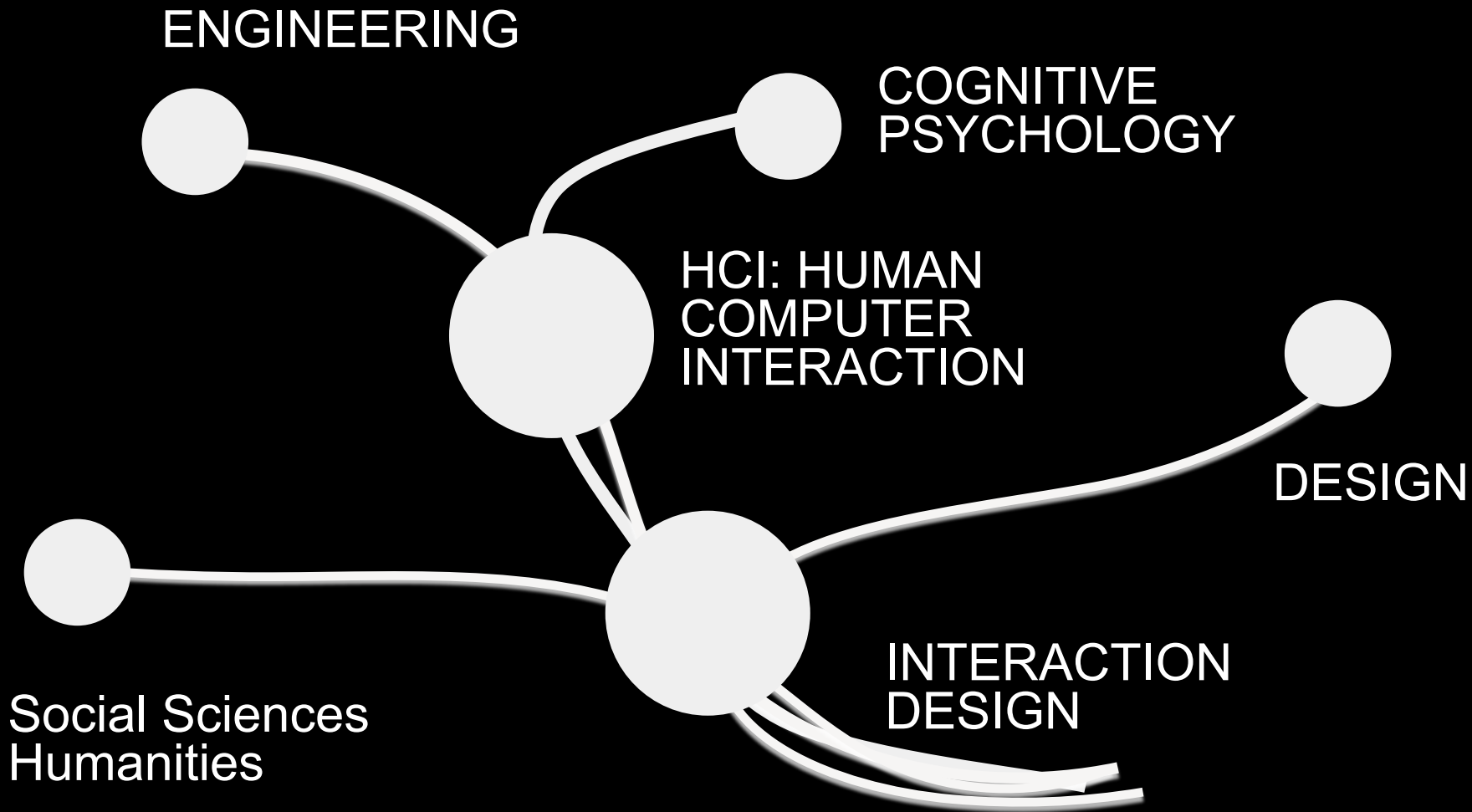


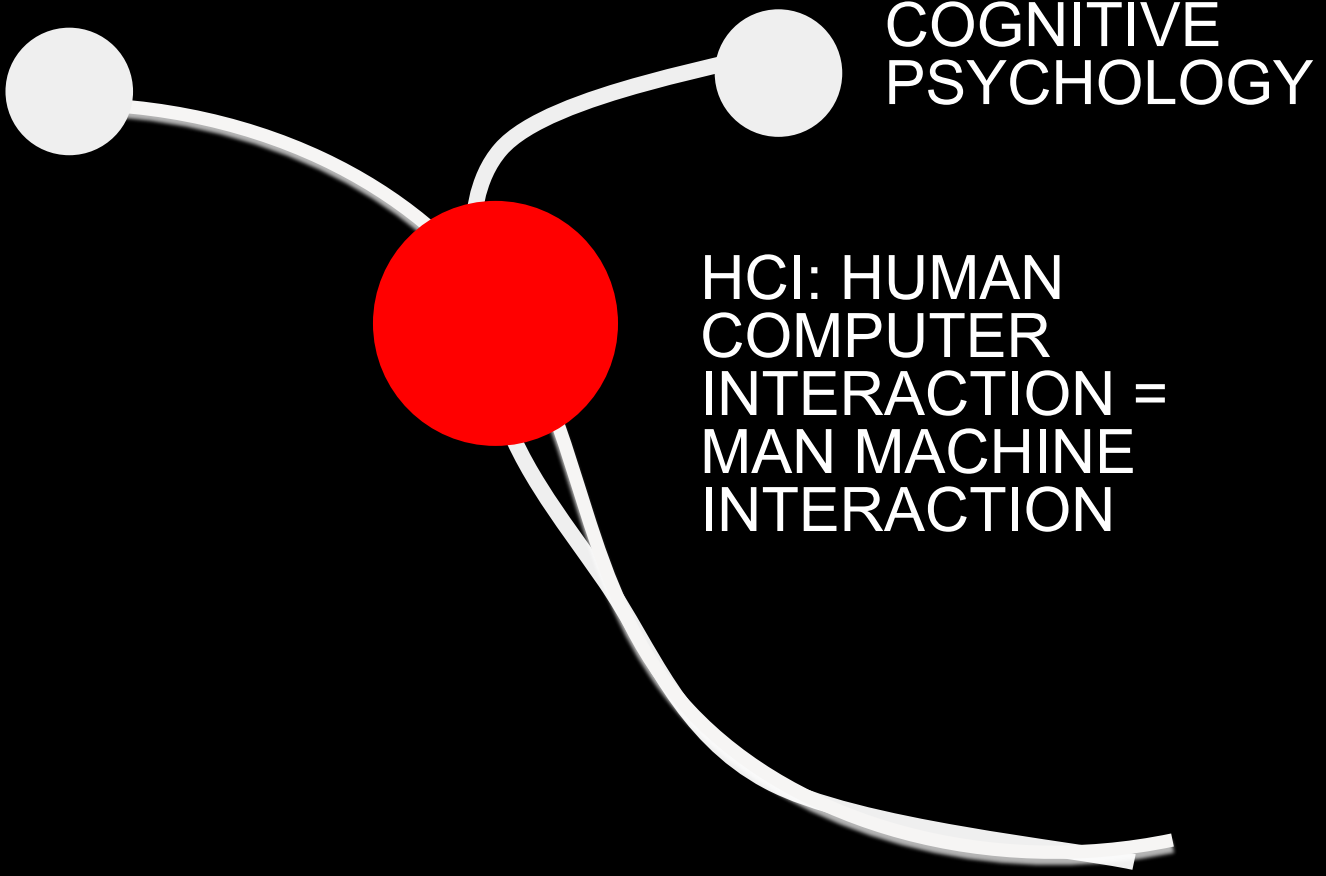
First test results - look at logbook
Research through design



ENGINEERING

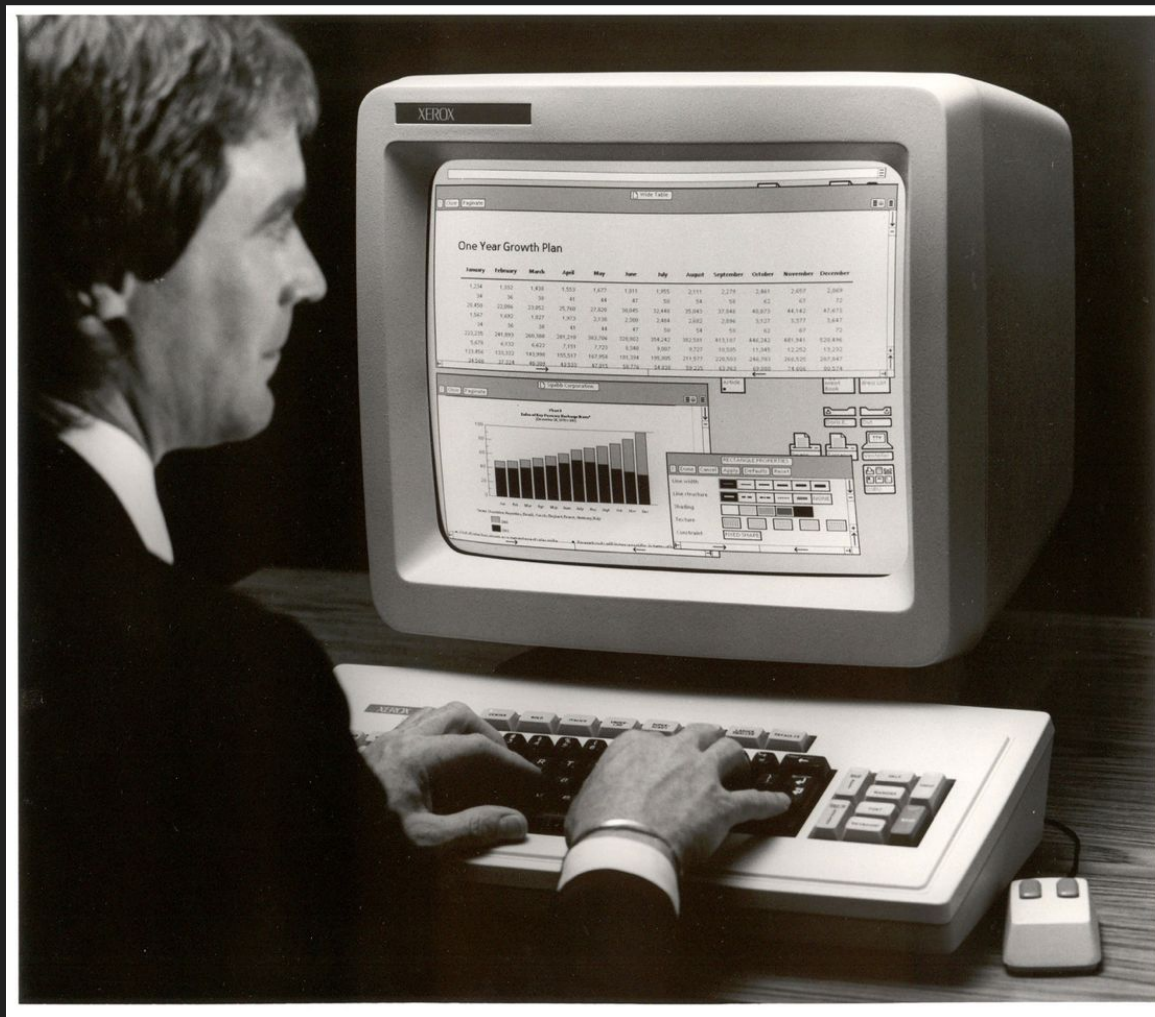
COGNITIVE
PSYCHOLOGY

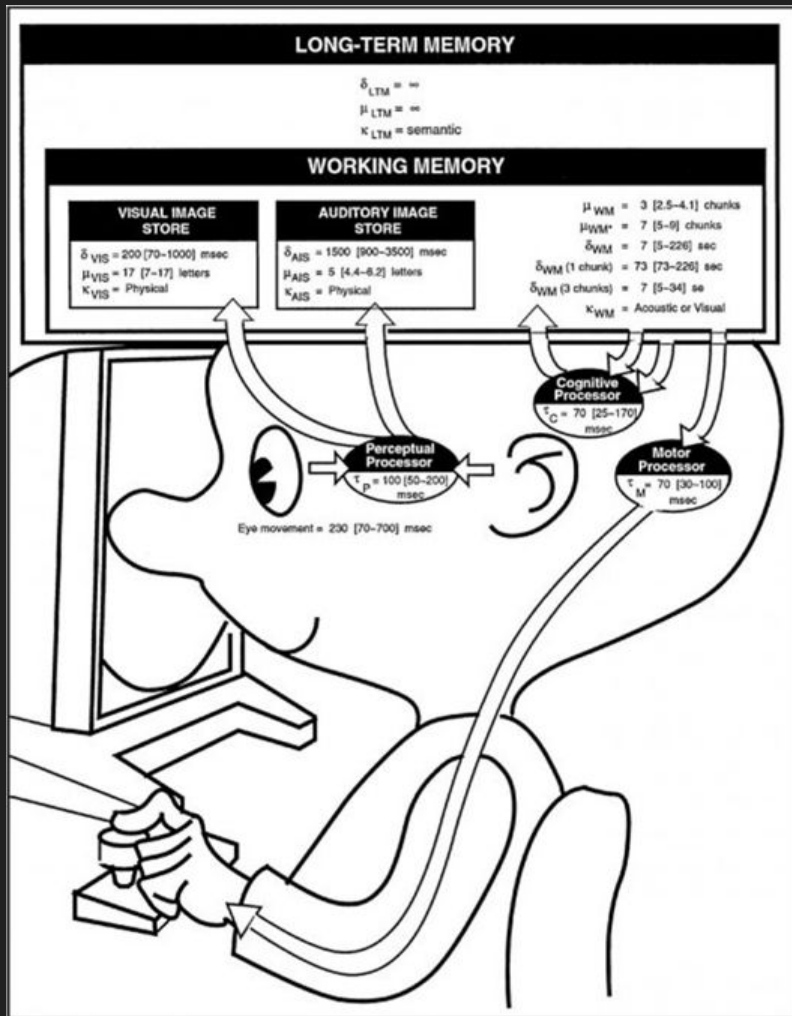
HCI: HUMAN
COMPUTER
INTERACTION =
MAN MACHINE
INTERACTION



```
graph TD; E((ENGINEERING)) --- C(( )); C --- CP((COGNITIVE PSYCHOLOGY)); C --- HCI[HCI: HUMAN COMPUTER INTERACTION = MAN MACHINE INTERACTION]; C --- Tail[ ]; style C fill:#ff0000,stroke:#fff,stroke-width:2px; style E fill:#fff,stroke:#fff,stroke-width:2px; style CP fill:#fff,stroke:#fff,stroke-width:2px; linkStyle 0,1,2,3 stroke:#fff,stroke-width:2px;
```

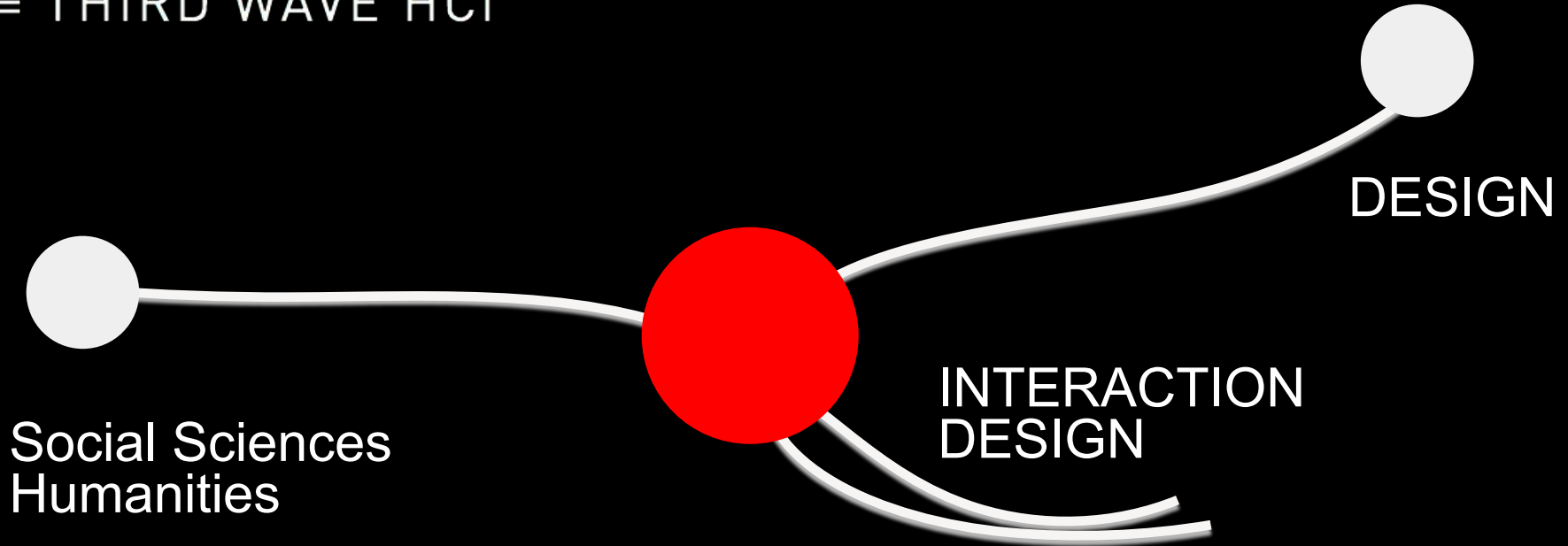






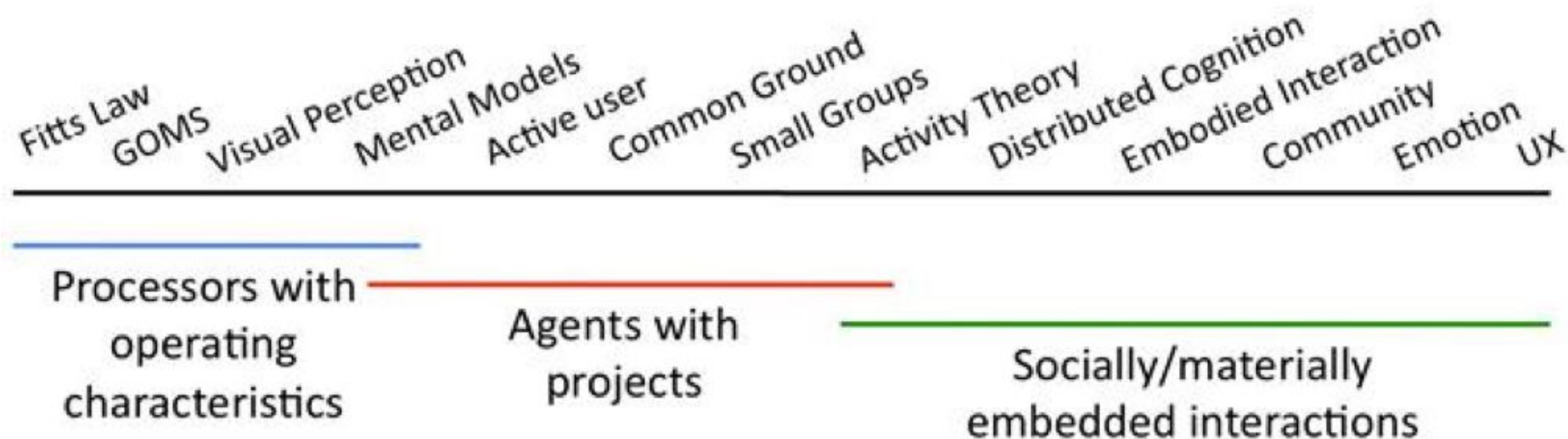
PLAY, EXPERIENCE, ENGAGEMENT,
PARTICIPATORY DESIGN,
EMPOWERMENT, SOCIAL, BODILY,
TANGIBLE, SITUATED, DESIGN
METHODOLOGY

= THIRD WAVE HCI



HCI

THIRD WAVE HCI











RTD: Research through design
(Programmatic design)

“When we talk about RtD, we indicate design activities that play a formative role in the generation of knowledge...””

<https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-interaction-2nd-ed/research-through-design>

A



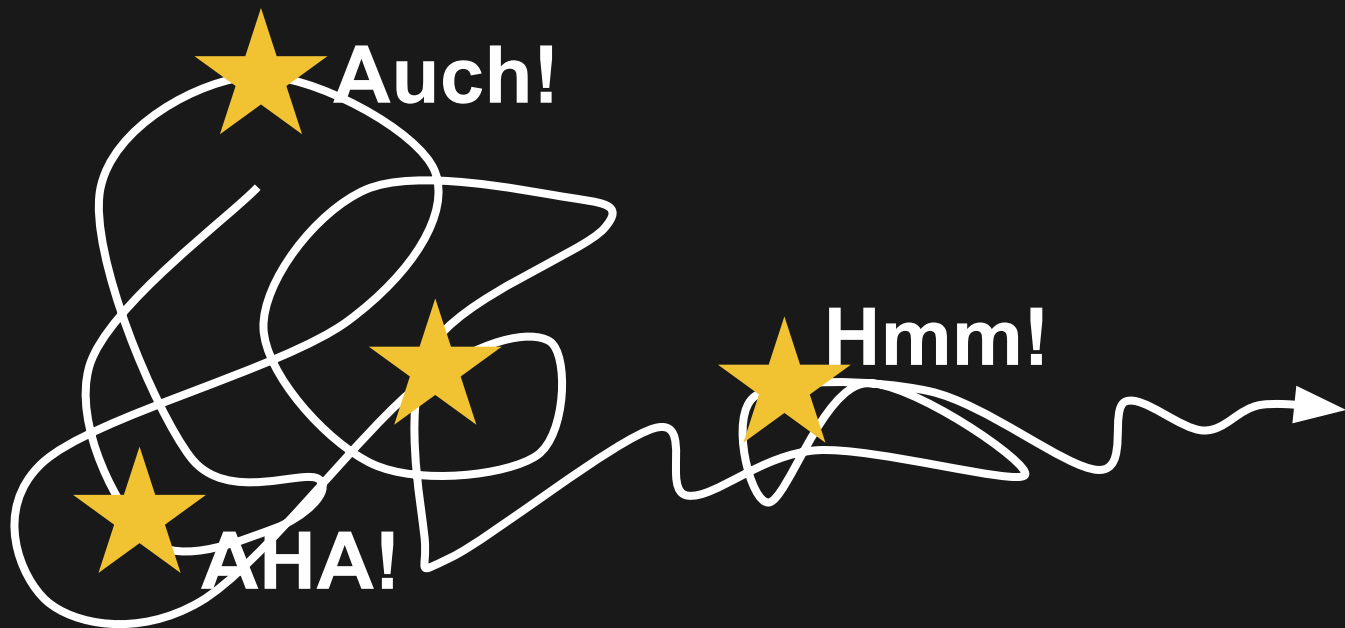
B

A



B

A



B

★ Auch!

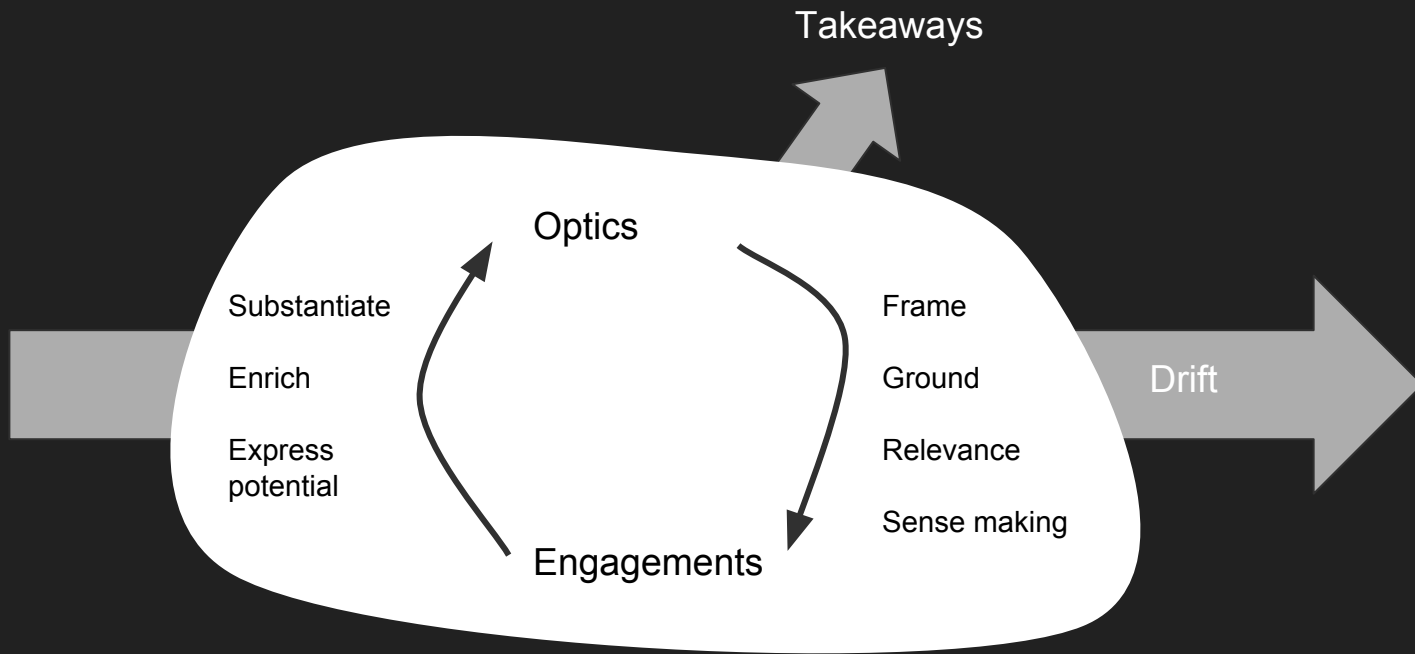


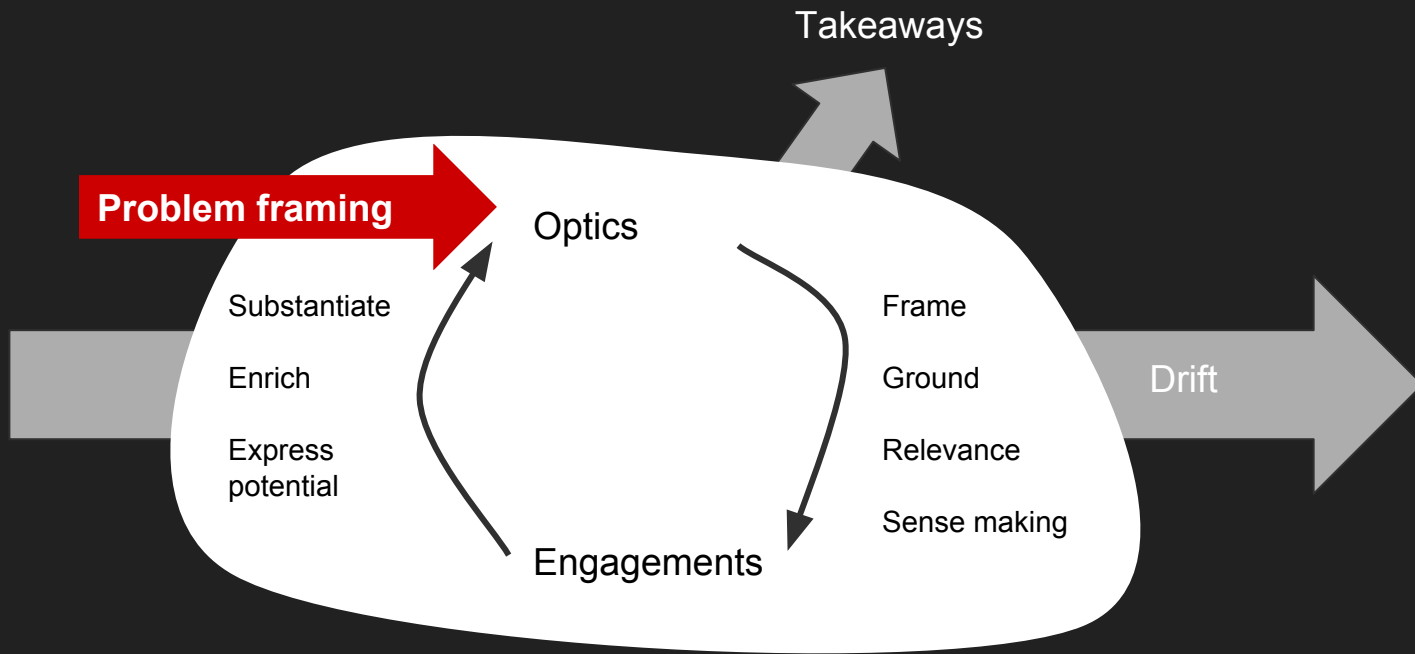
★ Hmm!

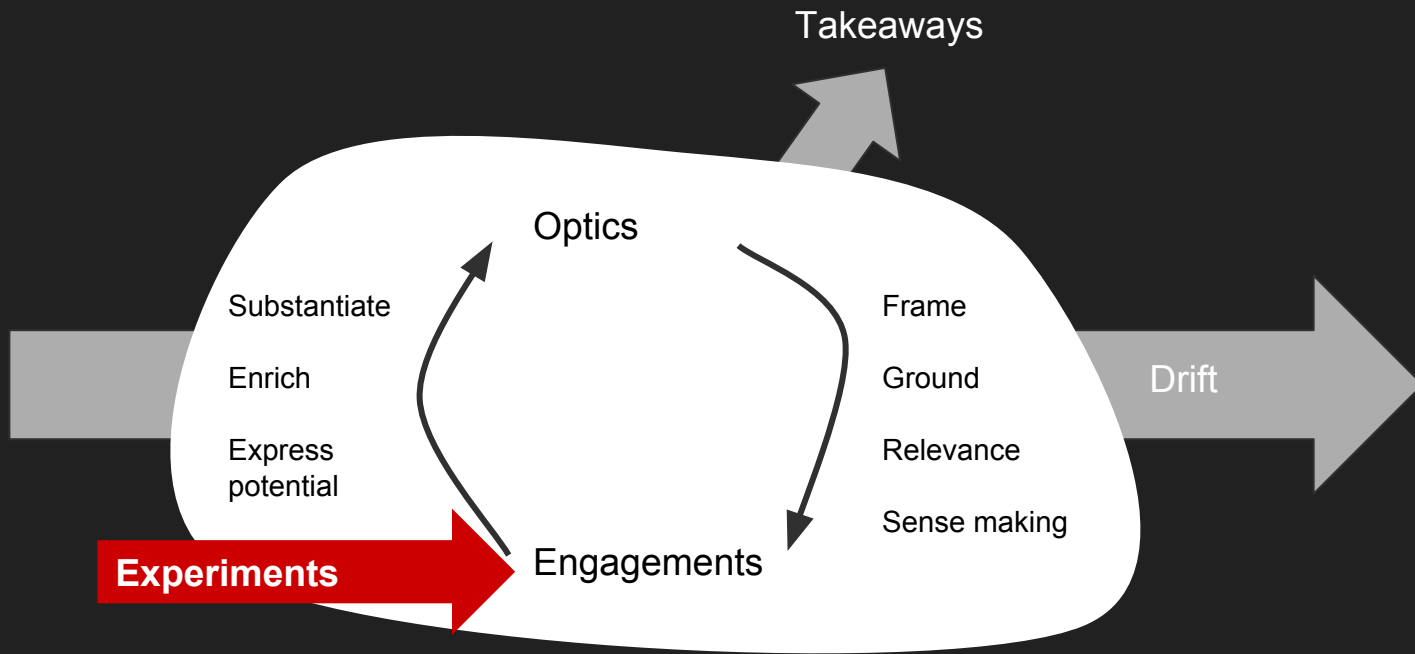
★ AHA!

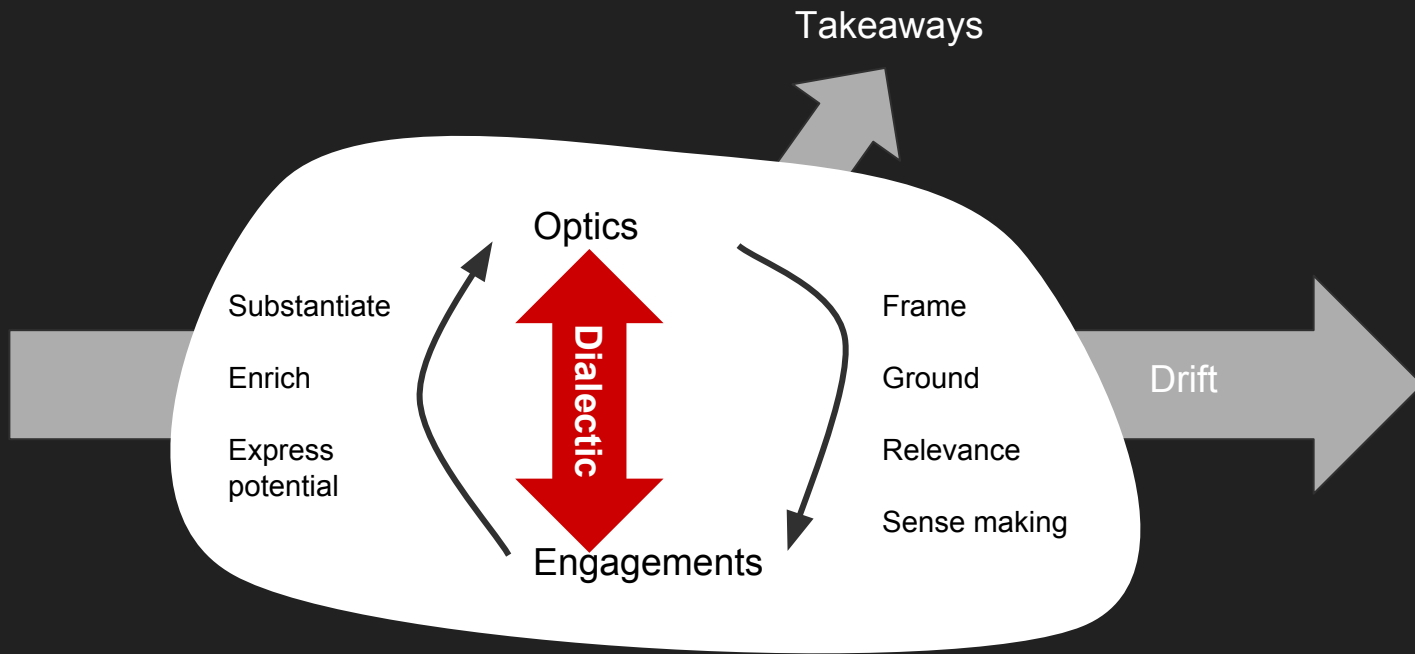
Towards programmatic design research. Designs for Learning

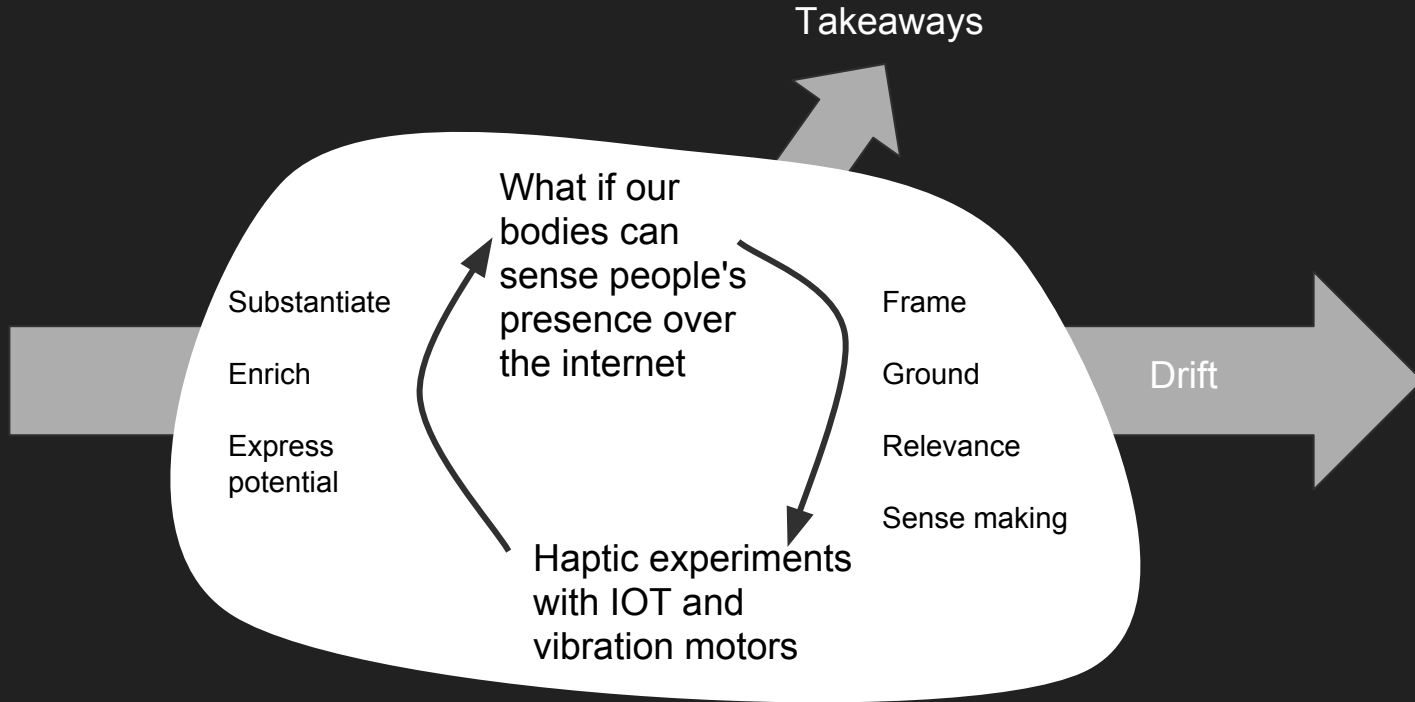
Löwgren, J., Svarrer Larsen, H., & Hoby, M. (2013)., 6(1-2), 80–101. DOI:<http://doi.org/10.2478/dfi-2014-0017>

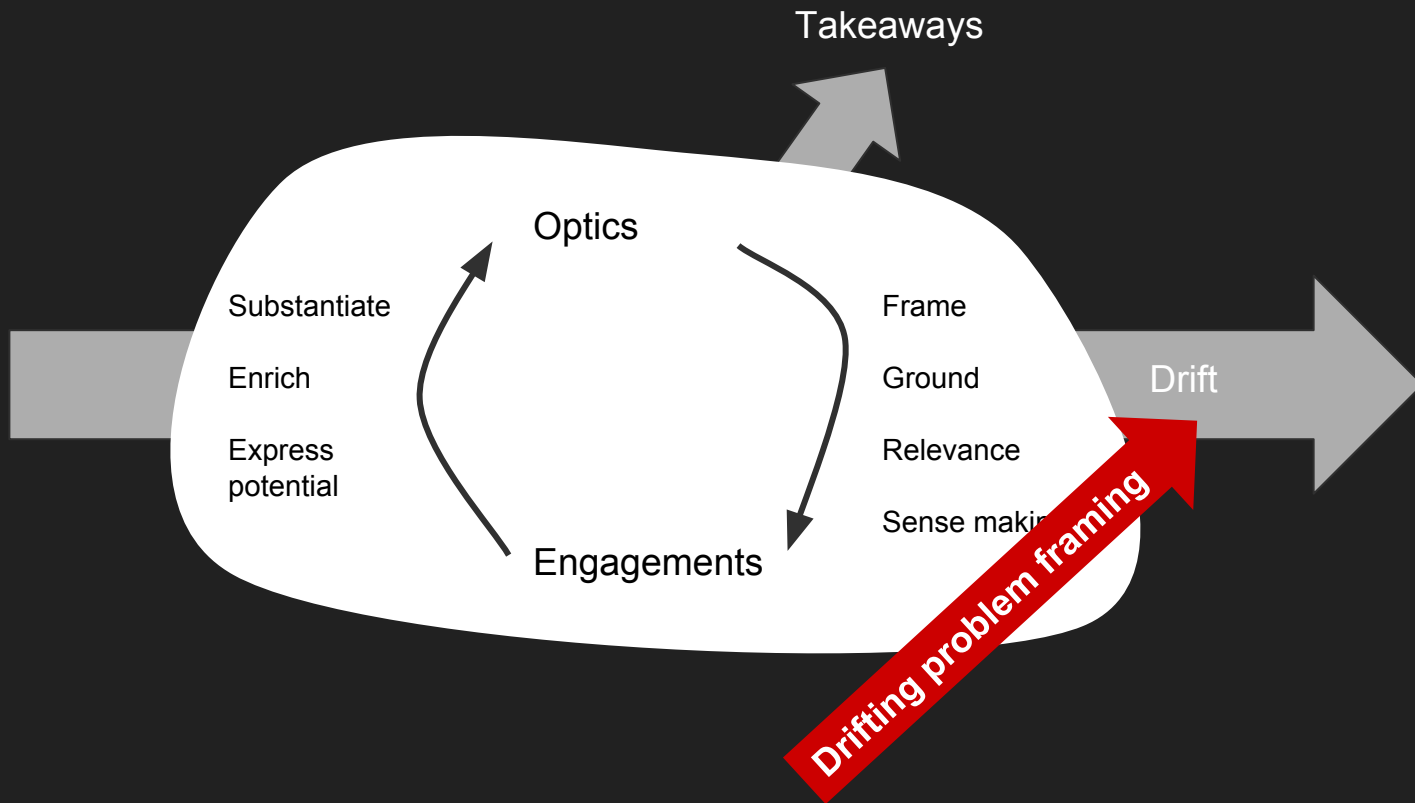










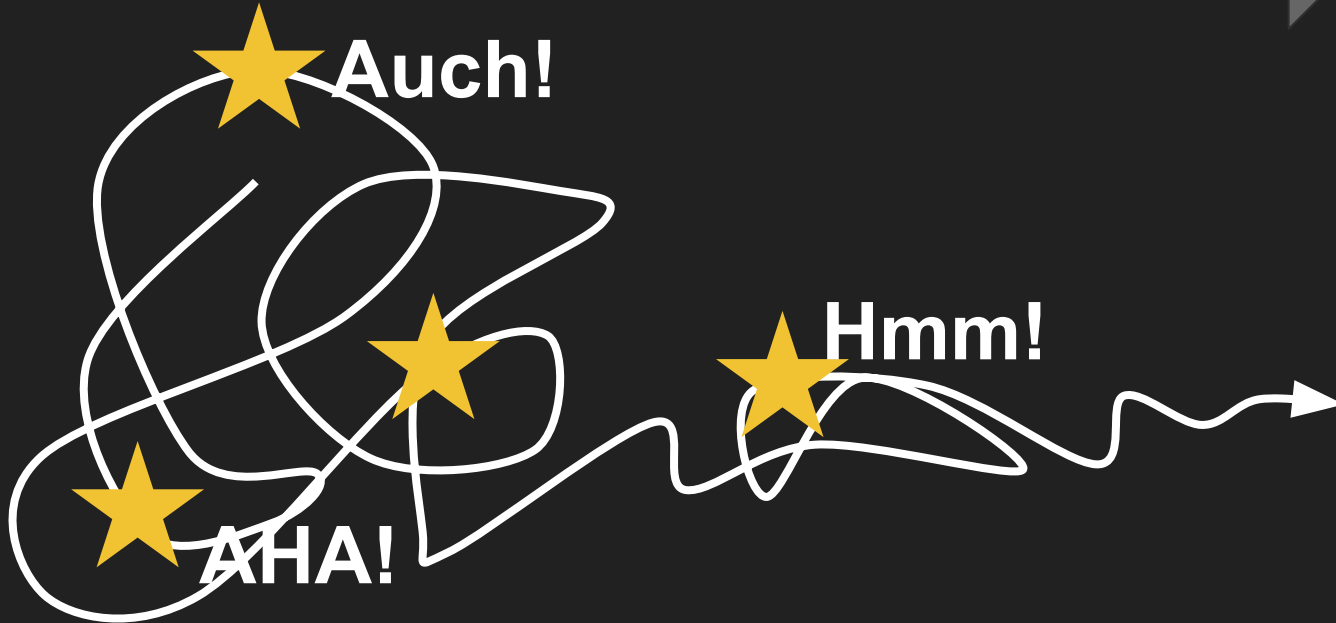


How to
connect loved
ones over
distance

What if our
bodies can
sense people's
presence over
the internet

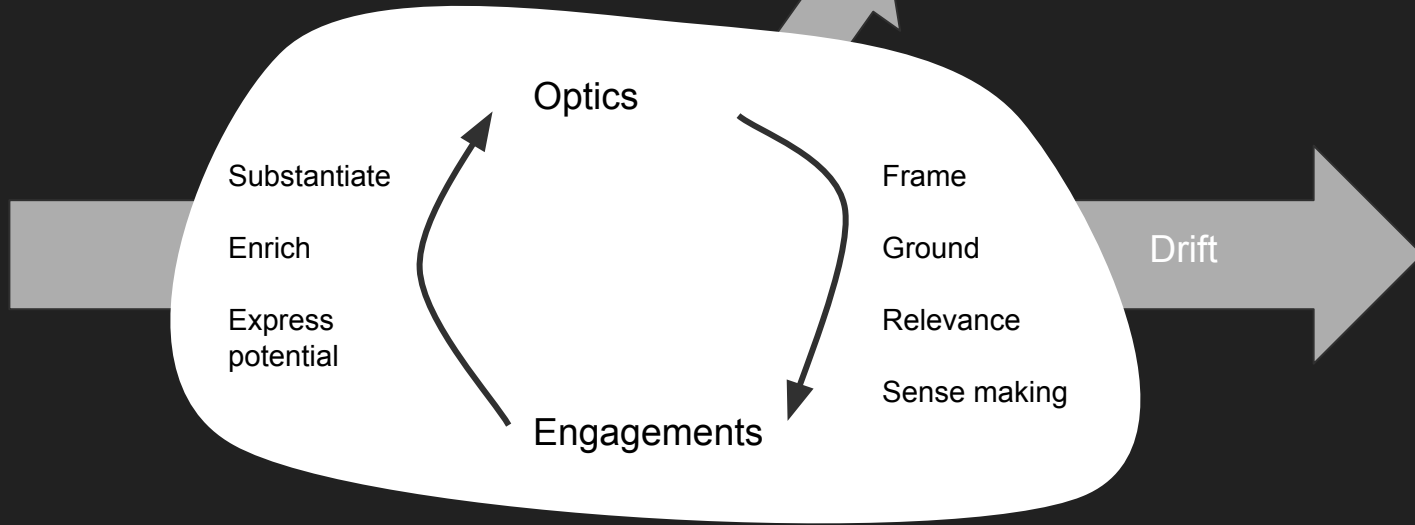
What if our
bodies are IOT
devices

Drift



**Knowledge contrib. = academic paper
(could be an annotated portfolio)**

Takeaways



The image displays various food packaging items against a black background. On the left is a wedge-shaped cardboard box for a sandwich, decorated with a green vine pattern and showing a cross-section of a sandwich with lettuce, tomato, and meat. Behind it are two upright rectangular cardboard boxes for burritos, also with vine patterns and clear windows showing the burritos inside. In the foreground on the right is a square cardboard box for a salad, featuring a vine pattern and a clear window showing green beans and tomatoes. Behind the salad box are two brown paper coffee cups with white lids and brown foam tops. A red arrow points from the text 'academic paper = packaging' to the salad box.

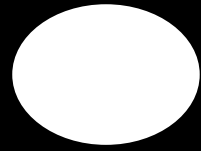
academic paper = packaging

Not a school
report! E.g.
no linear
logbook

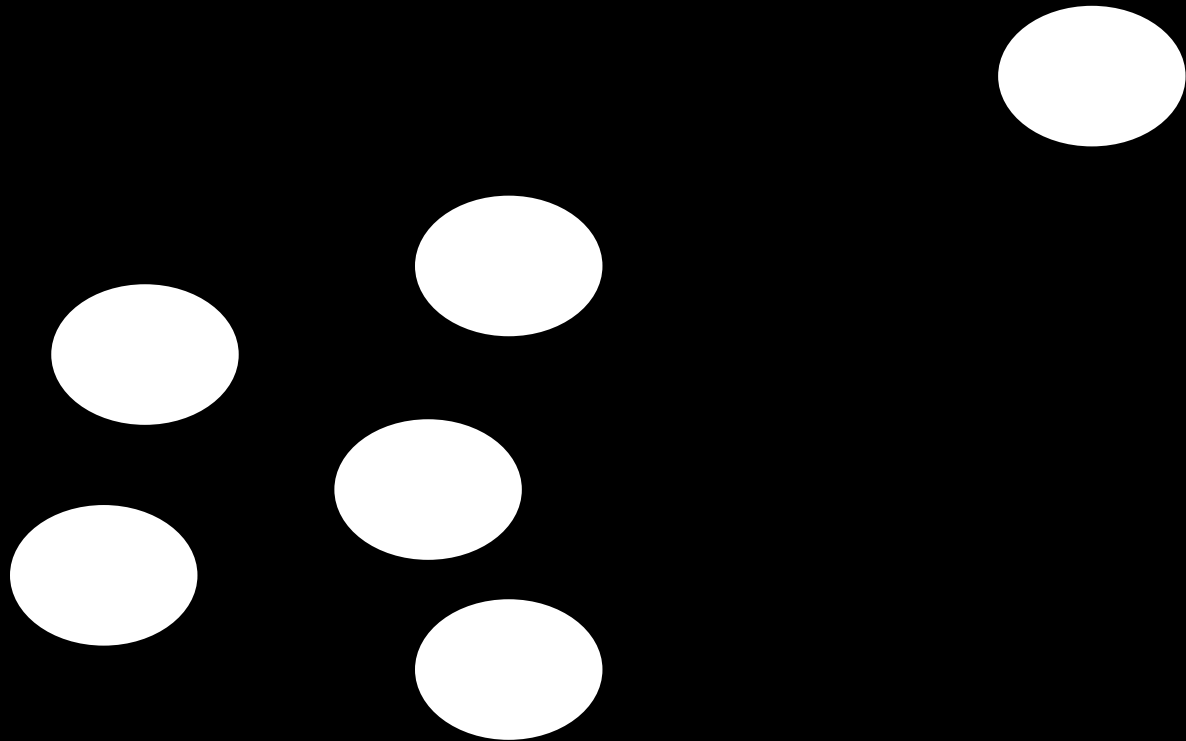


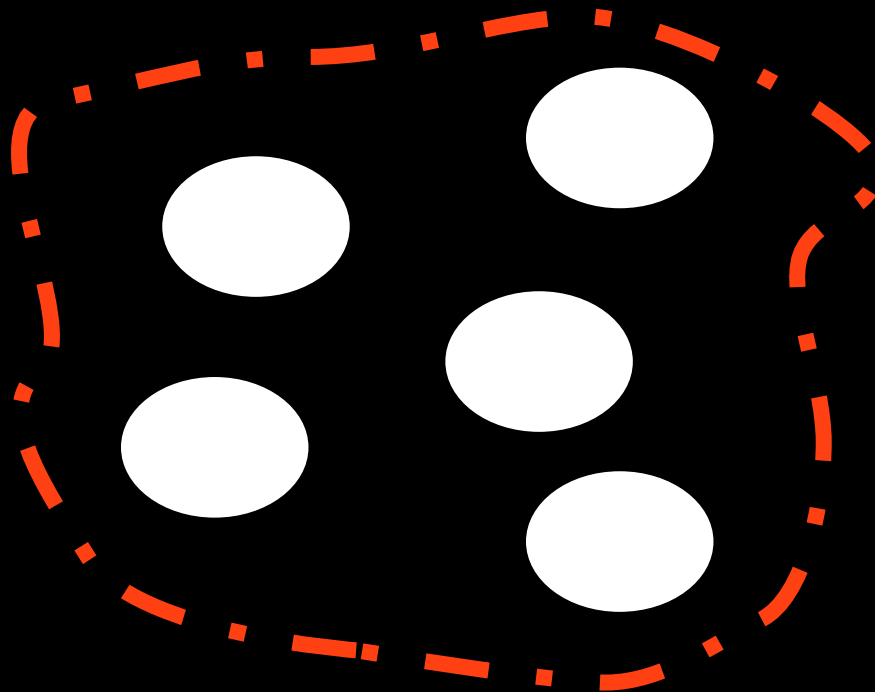
PACKAGING: ANNOTATED PORTFOLIOS

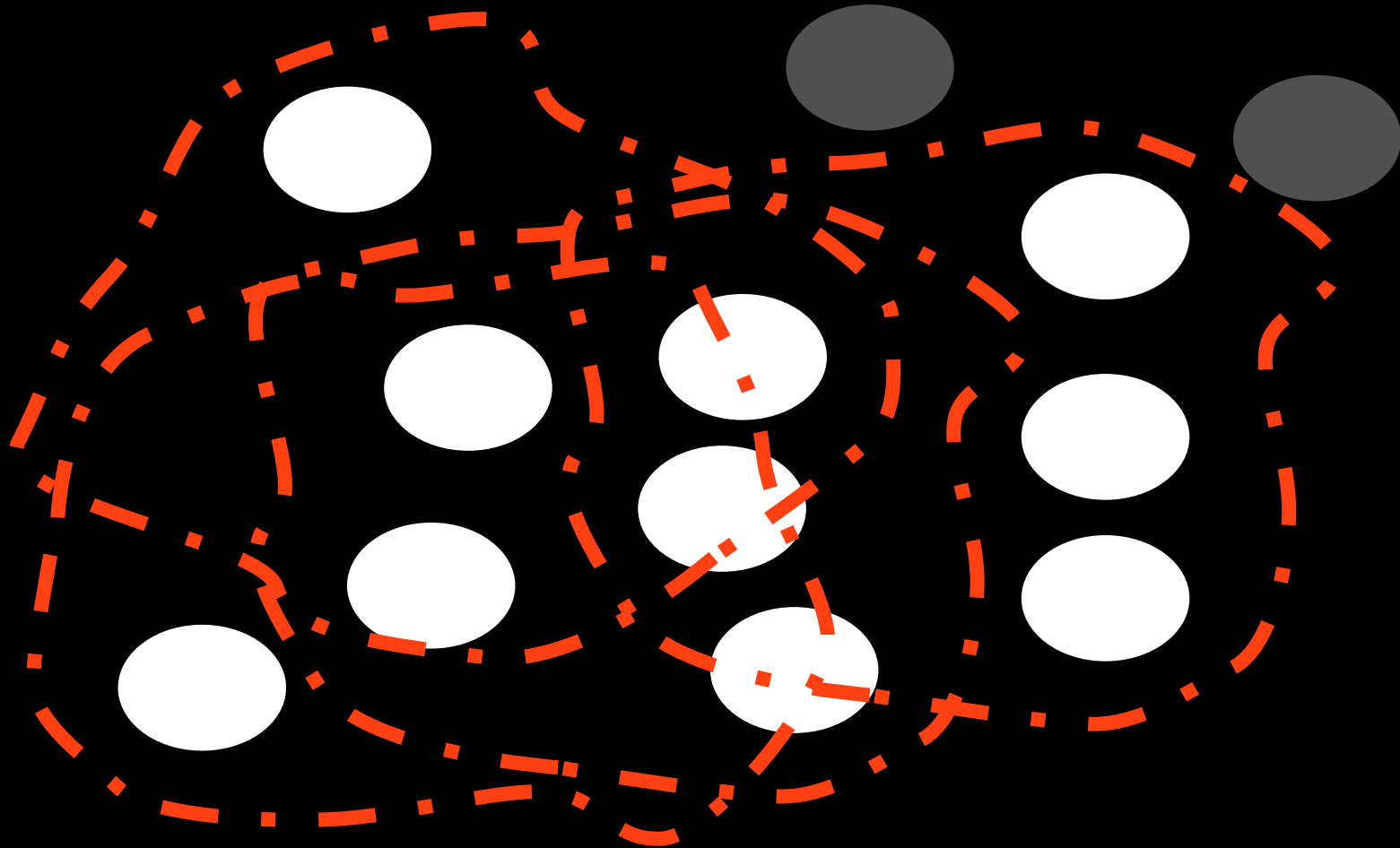
Gaver, B., & Bowers, J. (2012). Annotated portfolios. *interactions*, 19(4), 40–49. New York, NY, USA: ACM. Retrieved from <http://doi.acm.org/10.1145/2212877.2212889>



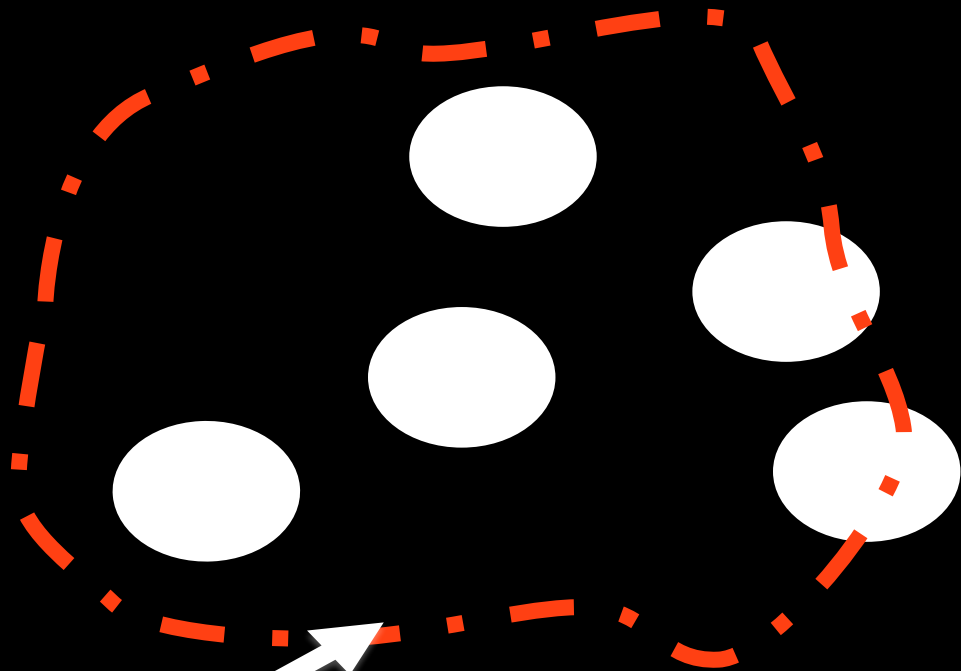
One experiment or design

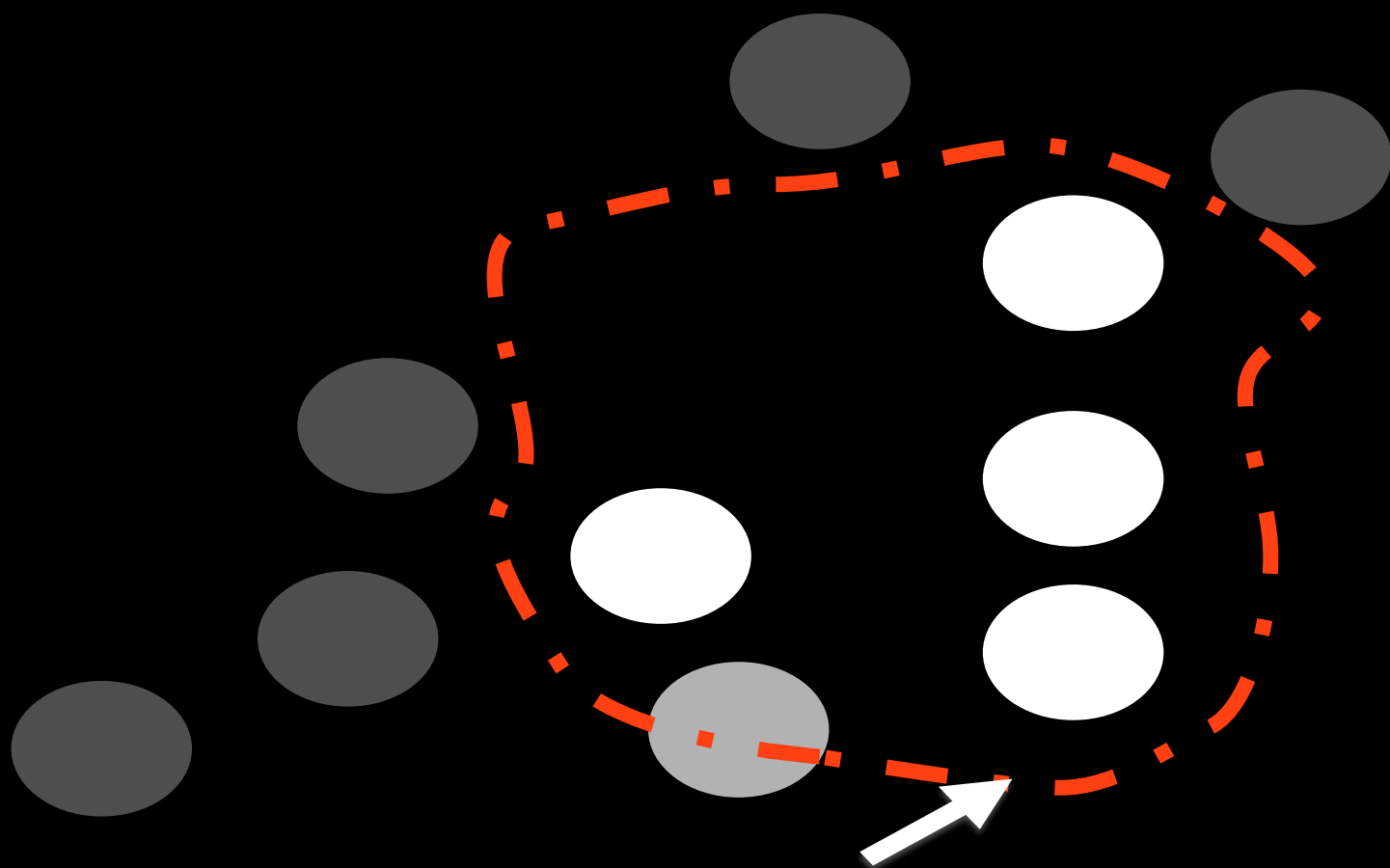






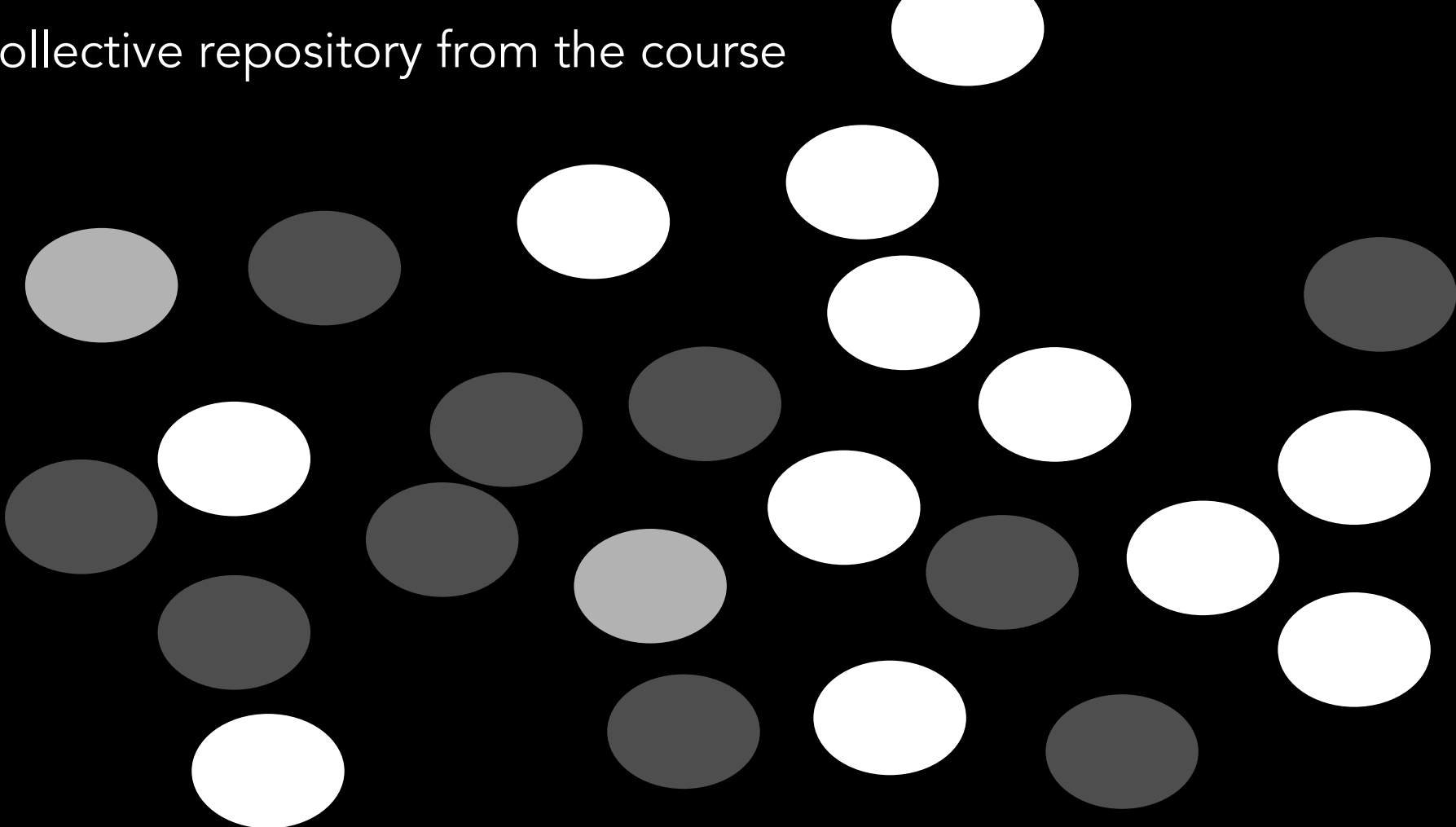
A paper





Another paper

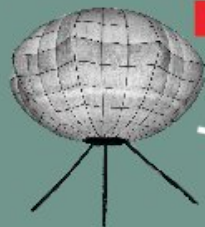
Collective repository from the course





Singing Plant

+ Novel connotations



Medusae Nilfisk

+ Excuse to interact



Electrolumen

+ Internal complexity

+ Social ambiguity

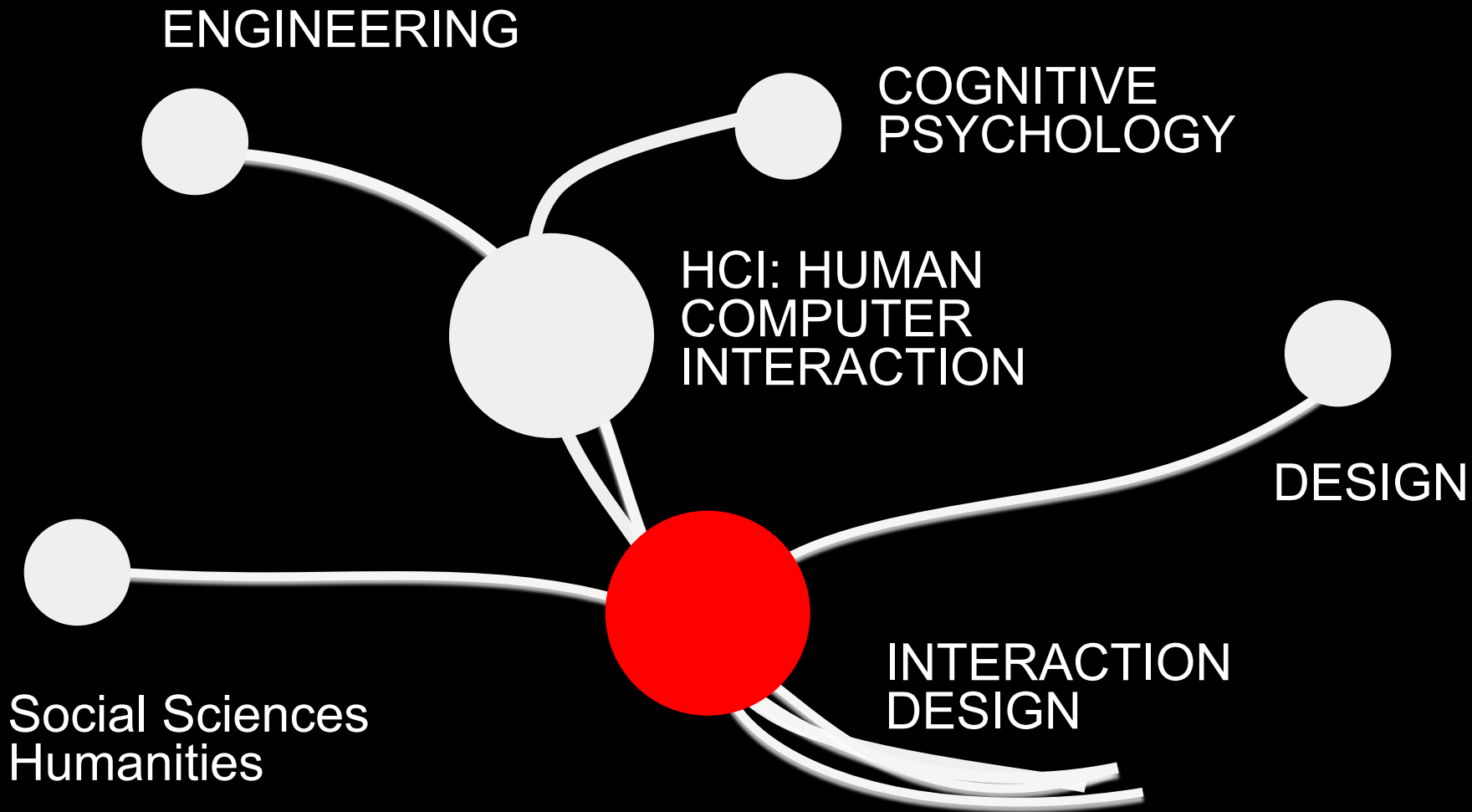


Touchbox



Mediated Body

+ Norm-bending intimacy



Theory promises generality and guidance but seems **inadequate to capture the situated, multidimensional, and configurational nature of design**, and moreover threatens to occlude the potency of unique, embodied artifacts in a cloud of words and diagrams.

In particular, we suggest that annotated portfolios provide a way to present the fruits of design that simultaneously respect the particularity and multidimensionality of design work while meeting many of the demands of generalizable theory.

From this point of view, a **designed artifact can be seen as a kind of position statement from its designers**, not only about what is important to consider in a given design situation, but also about how to best respond to those considerations.

influencing
autonomous drift

reframing online
content

device as threshold
to surrounding world

constraint and
openness

form design for
everyday settings

framing older people as
curious and engaged

Photostroller

interaction techniques
for variably abled



If a single design occupies a point in design space, a collection of designs by the same or related designers establishes an area in that space.

constraint and
openness

device as threshold
to surrounding world



Photostroller



Prayer Companion

reframing online content



Plane Tracker



Local Barometer

form design for
everyday settings



Drift Table

influencing
autonomous drift

Annotations make **a collection** of designed artifacts into a portfolio. They bring together individual artifacts as a systematic body of work.

Annotations **capture family resemblances** between designs in a mesh of similarities and differences.

Typically a portfolio can be **annotated in several different ways**, reflecting different purposes and interests and with different audiences in mind.

Annotations and the designs they annotate are mutually informing. Artifacts are illuminated by annotations. Annotations are illustrated by artifacts

Annotated portfolios are, perhaps, a way of modestly and speculatively reaching out beyond the particular without losing grounding

—and doing this with all the rigor and relevance needed to inform the invention and detailed development of new designs.



Singing Plant

+ Novel connotations



Medusae Nilfisk

+ Excuse to interact



Electrolumen

+ Internal complexity

+ Social ambiguity



Touchbox



Mediated Body

+ Norm-bending intimacy