

# Material Experience

**Billy Wu**

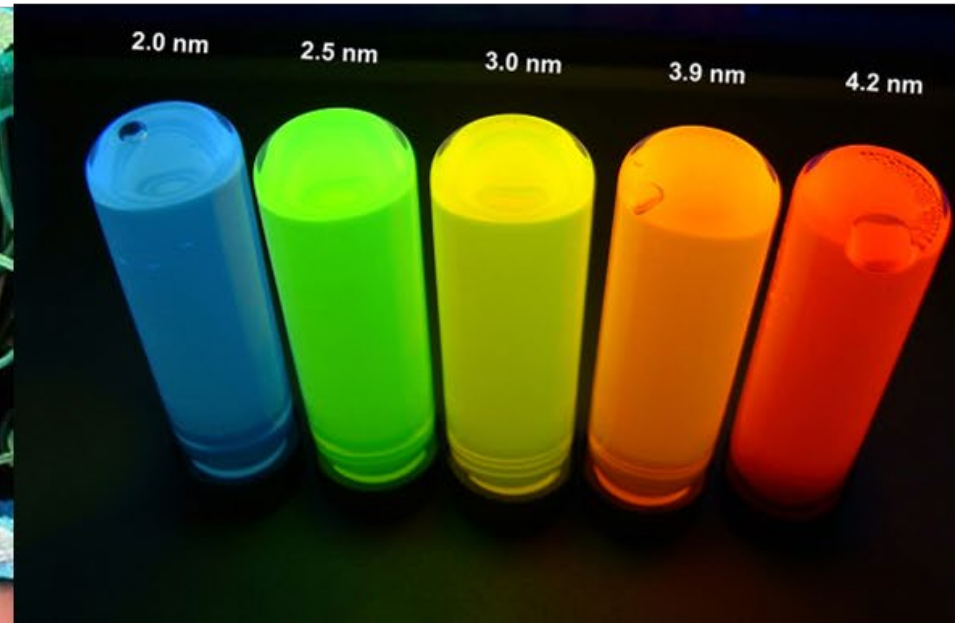
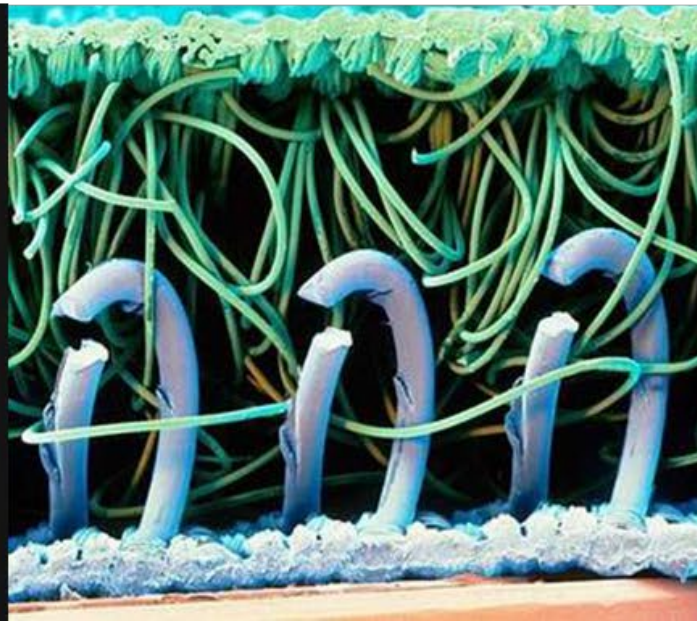
**Adapted from  
Weston Baxter**

**Imperial College  
London**





# Last time on M&M...



# Intended learning objects

- Understand how materials contribute to user experience
- Evaluate positive and negative material experiences
- Assess technical and experiential material properties
- Apply materials based on experiential properties





Material Experience is about understanding and creating meaning, evoking emotion, and affording interactions.





## Video

# Meaning





[Video](#)

Emotion



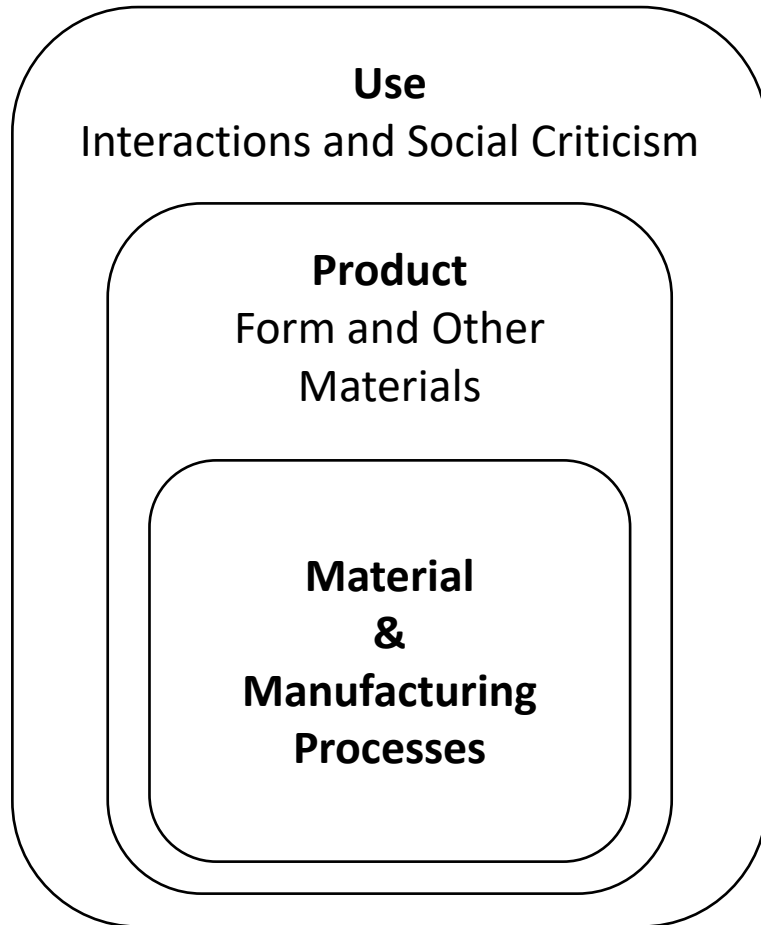
[Video](#)

Interactions



## Examples of Material Experience

# Material Experience in Context







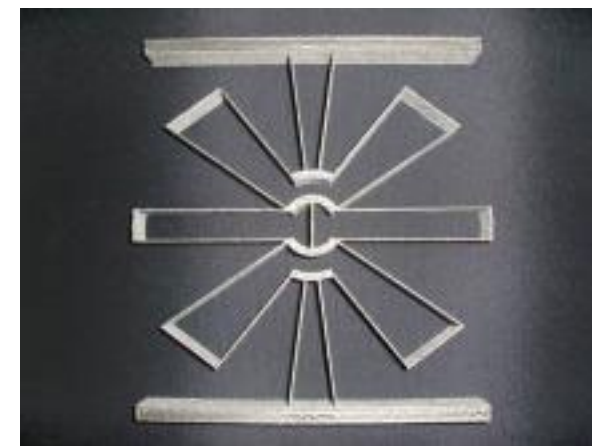








[www.woodlondon.co.uk/](http://www.woodlondon.co.uk/)





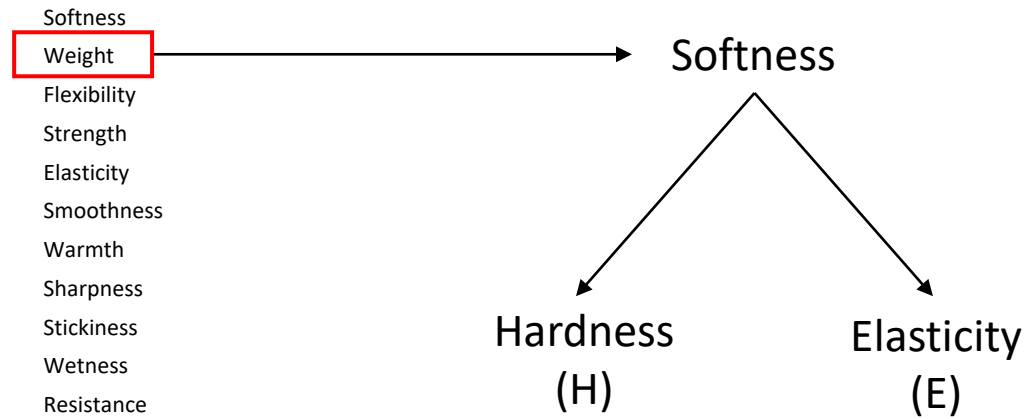
# Evaluating Material Experience



# Evaluation

## Sensorial Properties

Sensorial Properties	
Visual	Colour Intensity
	Colourfulness
	Transparency
	Glossiness
	Reflectiveness
	Unevenness
	Texturing
	Patterning
Tactual	Softness
	Weight
	Flexibility
	Strength
	Elasticity
	Smoothness
	Warmth
	Sharpness
	Stickiness
	Wetness
	Resistance
Auditory	Muffled
	Dull
	Resonant
	Low/High Pitched
	ringing
	Loudness
Olfactory/Gustatory	Odorous
	Bitter
	Sweet





Colouration

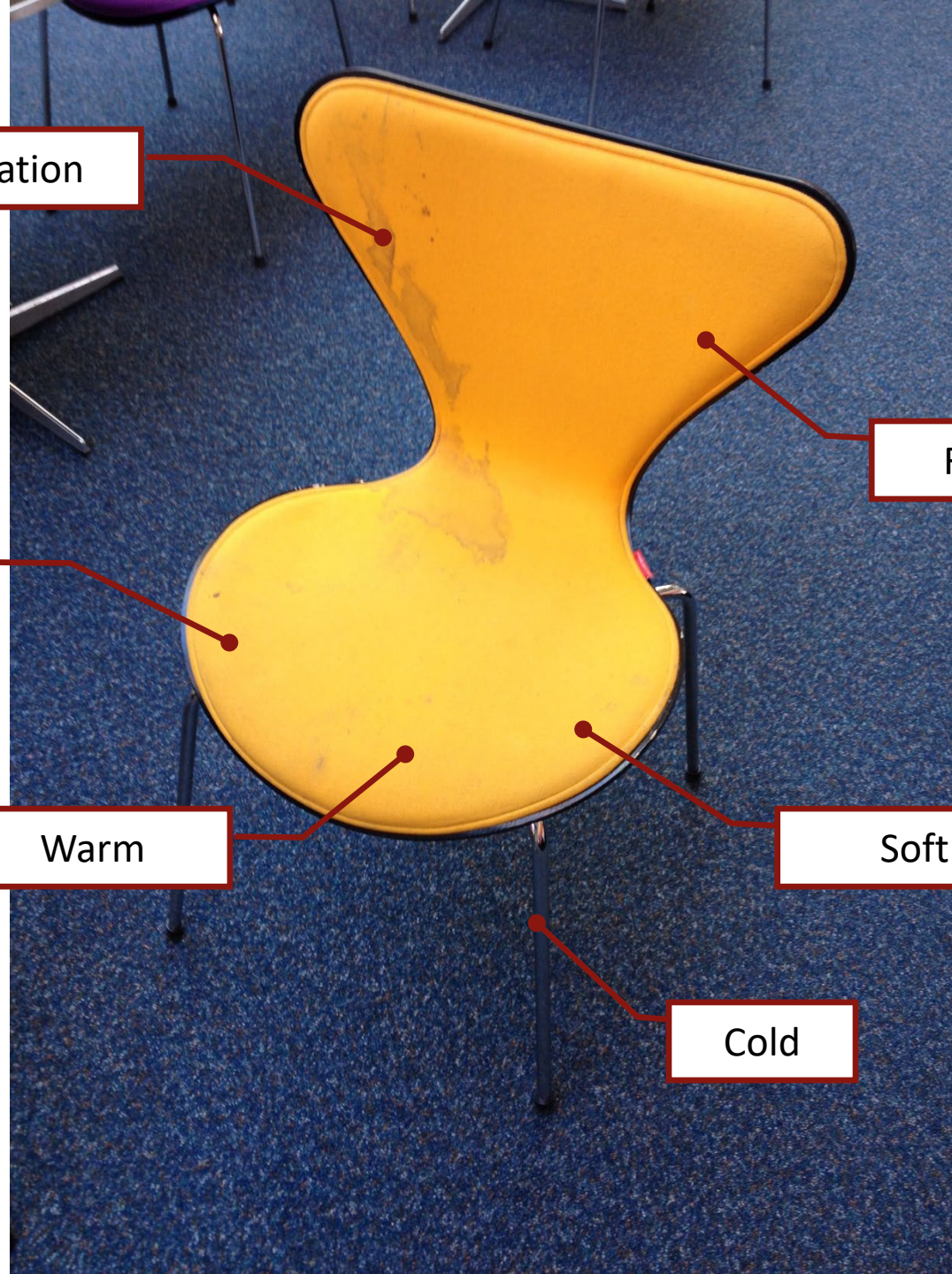
Flexible

Colour Intensity

Warm

Soft

Cold



# Evaluation

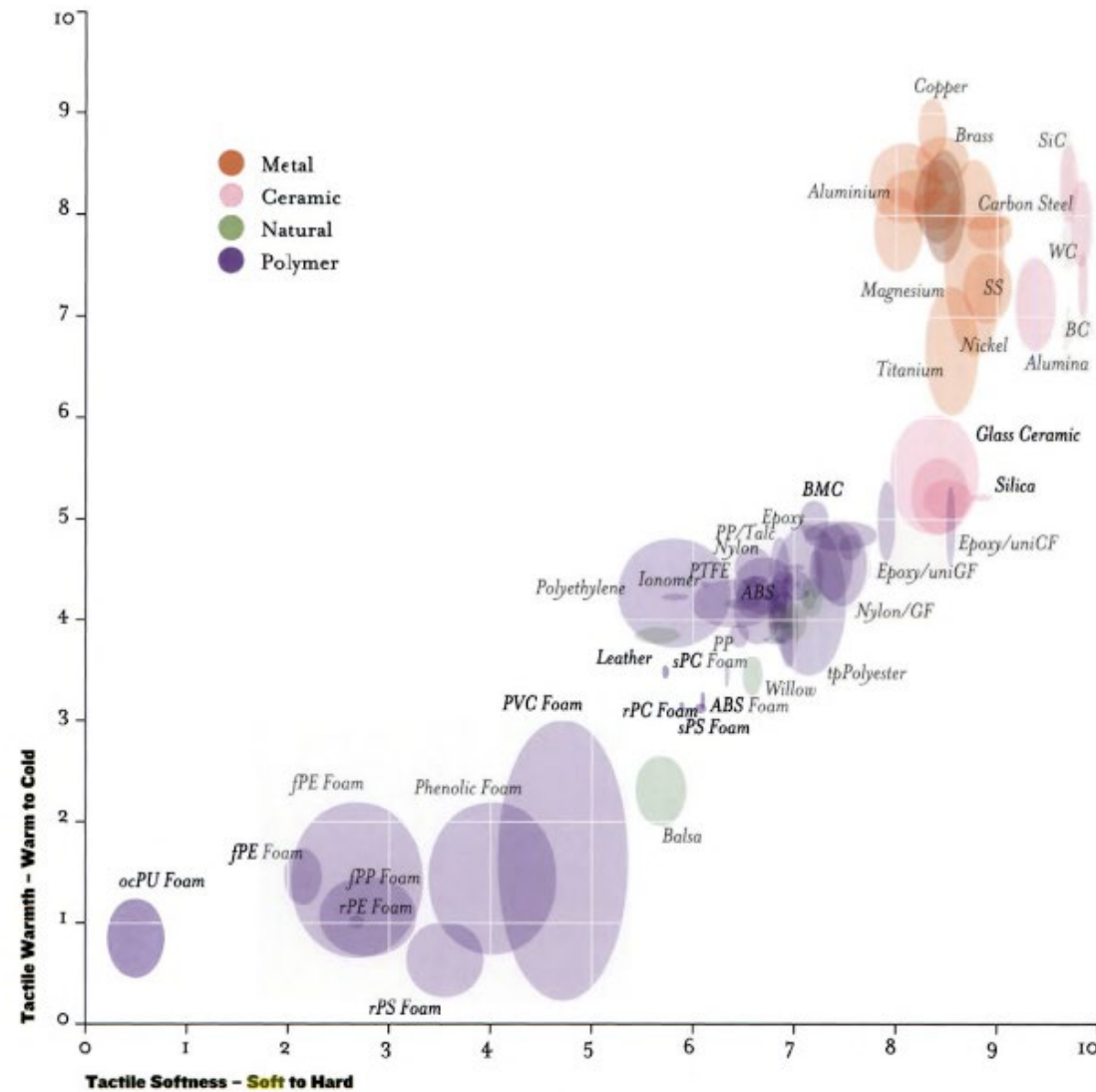
## Material Appraisal

Attribute	Opposite
Aggressive	Passive
Cheap	Expensive
Classic	Trendy
Clinical	Friendly
Clever	Silly
Common	Exclusive
Conservative	Avant-garde
Decorated	Plain
Delicate	Rugged
Disposable	Lasting
Dull	Sexy
Elegant	Clumsy



# Tools and Methods

$$\text{“Warmth”} = \sqrt{\rho\lambda C_p}$$



$$\text{“Softness”} = \text{Hardness (HV)} \times \text{Young's Modulus (E)}$$



# Implicit vs Explicit Methods

## **Explicit Attitudes**

- Conscious
- Deliberately formed
- Known to individual
- Self-reportable

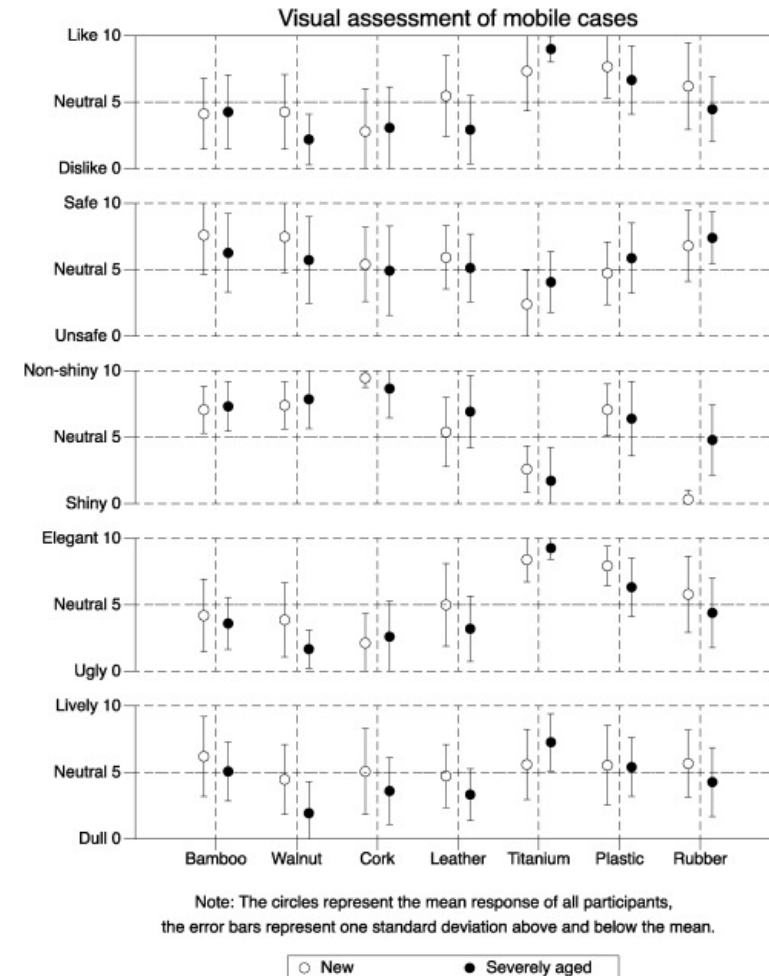
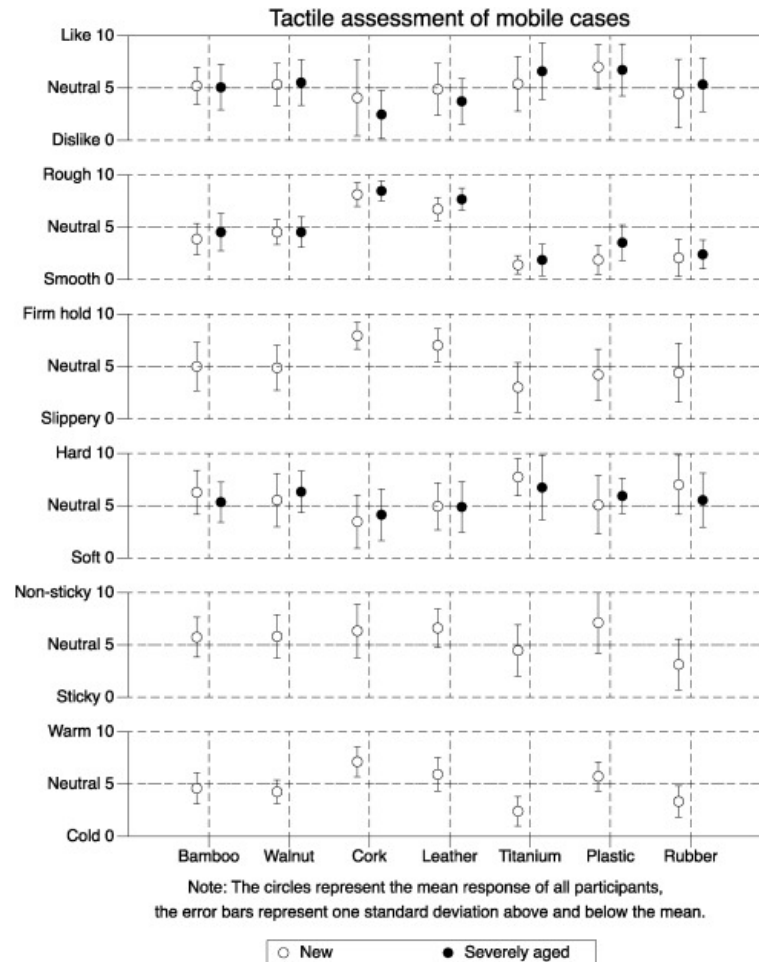
## **Implicit Attitudes**

- Unconscious
- Involuntary formed
- Unaware to individual
- Unable to report



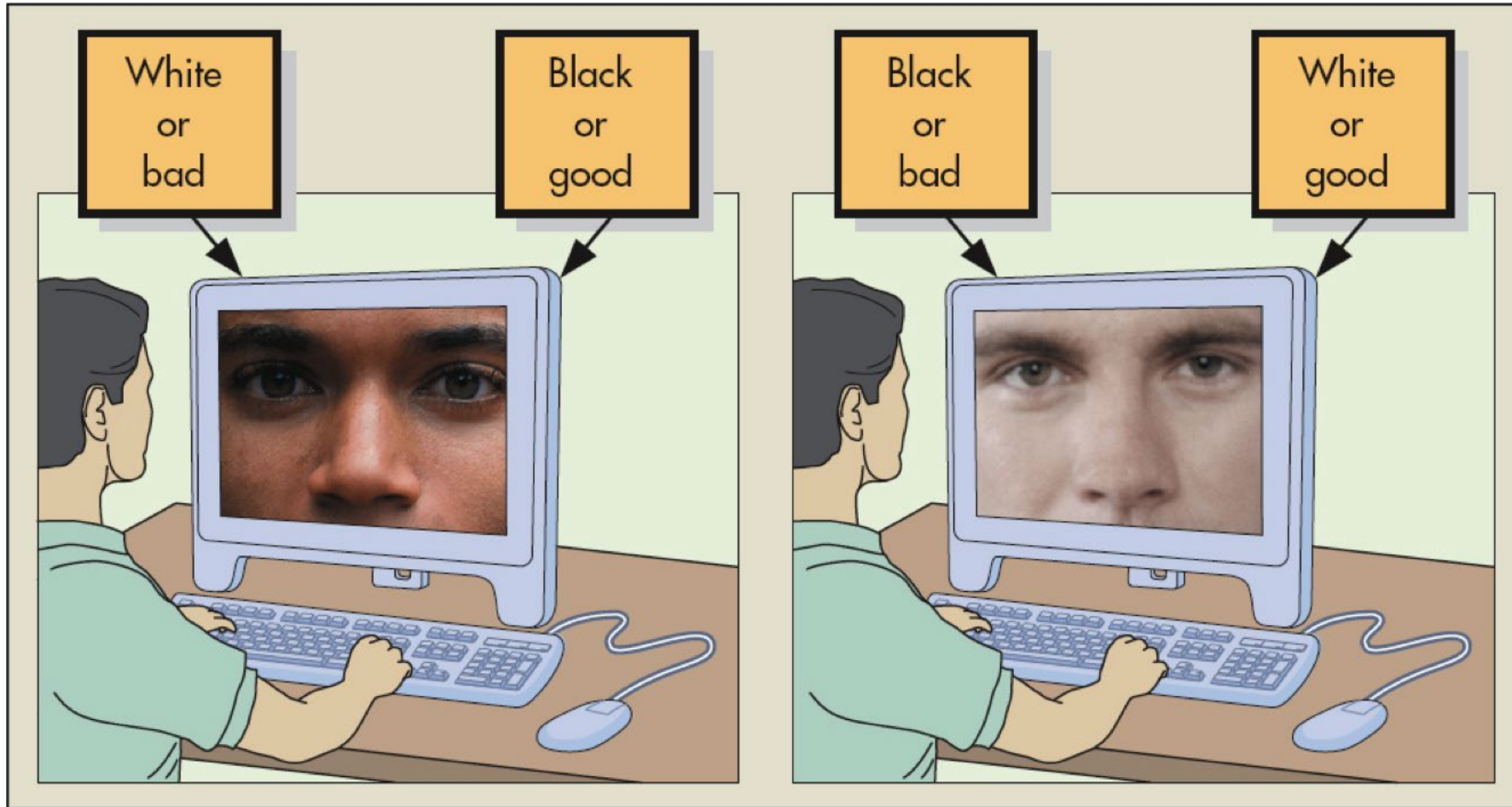
# Explicit Methods

## Semantic Differential Scale



# Implicit Methods

## Implicit Association Test (IAT)



## Recycling words

Sustainable, Green, Recycle,  
Environmentally Friendly

## Waste words

Trash, Rubbish, Landfill, Waste

## Unaltered Objects



## Altered objects



Waste Words

Unaltered  
Object



Recycling  
Words

Altered Object

Recycling  
Words

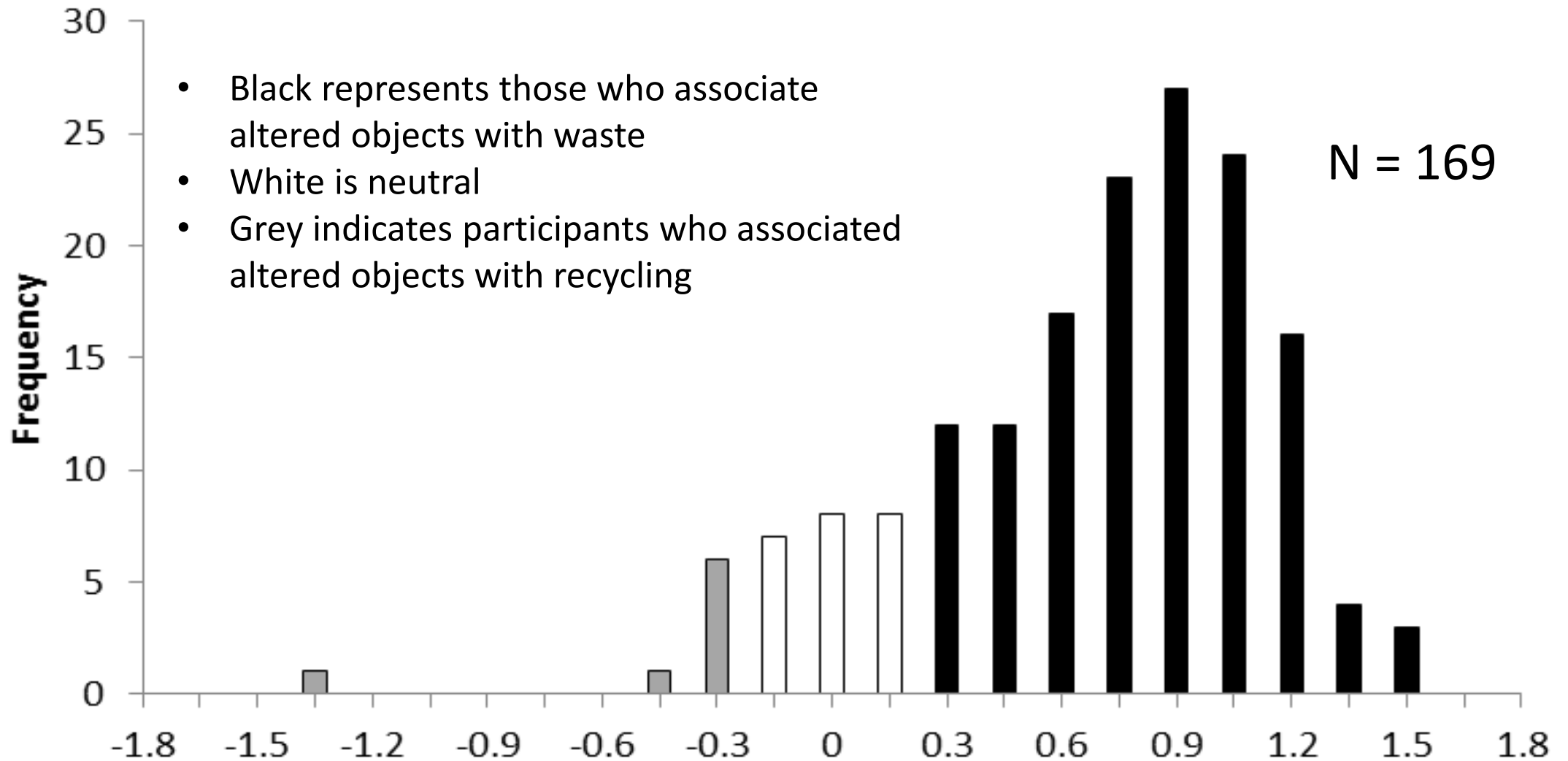
Unaltered  
Object

garbage

Waste Words

Altered Object

# IAT Scores for Recyclables Perceptions



# Summary

- Understand how materials contribute to user experience
- Evaluate positive and negative material experiences
- Assess technical and experiential material properties
- Apply materials based on experiential properties





# Next time on M&M

**Mechanical properties of materials**

