CS-399: INTRODUCTION TO HUMAN-COMPUTER INTERACTION

DD.MM.YY

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Genres of HCI

Week 1

ANNOUNCEMENTS

➢ Listen to the following annoucements!

GENRES OF HCI

DiSalvo & Brynjarsdottir (2010) provided 6 genres of HCI:

➤ Persuasive technology

➤ Ambient awareness

➤ Sustainable interaction

➤ Formative user studies

➤ Pervasive and participatory sensing

➤ Emerging issues

   ➤ Sustainable games

   ➤ The need to design products and services to which users develop greater attachements

   ➤ And more...

GENRES OF HCI

➢ Persuasive technology

  ➢ Many of the promoters of persuasive technology are from psychology

  ➢ The goal is to is to design systems that attempt to convince users to behave in certain way

  ➢ The design strategy includes

    ➢ strong persuasion, in which information is provided about the extent to which a user's behavior is or is not sustainable

    ➢ passive persuasion, in which information about consumption, waste or other broad impact effects are presented to the users, usually implicitly

GENRES OF HCI

- Ambient awareness
  - The goal is to make users aware of some aspect of the sustainability of their behavior, or qualities, environment, and other associated issues.
  - Examples range dramatically, from devices and physical artifacts to visualizations to instrumented environments and intelligent agents.
    - Power Aware Cord that glows in response to energy consumption, and the Flower Lamp that blooms as energy consumption in a household decreases over time.
- Sustainable interaction
  - Uses the lens of sustainability to rethink the role and outcomes of designs
  - is often focused on material effects, i.e. reducing resource wastage and pollution, especially due to the rapid obsolescence of current technologies

GENRES OF HCI

- Formative user studies

  - consists of studies to understand users' attitudes to the environment or to (un)sustainable design

  - Methodologies vary from large-scale quantitative studies to qualitative interviews and ethnography

  - Unlike other genres, which tend to be based on notions of right and wrong behavior, these works tend to legitimize differences in attitude towards systems and how individuals are embedded in social and cultural systems

- Pervasive and participatory sensing

  - an emerging strand of work, uses sensors to monitor and report on (usually adverse) environmental conditions, with the implicit goal of using the data collected to change these conditions

EMERGING ISSUES

➢ Emerging issues
  ➢ Sustainable games
  ➢ The need to design products and services to which users develop greater attachements
  ➢ And more…

LET'S MEET IN THE NEXT CLASS!

Remember to read-up the text and keep every due date.