

Alexandra Salois

CART 360

Professor Elio & Sabine

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Interactive Architecture: Exploring and Unwrapping
the Potentials of Organic User Interfaces

This research document talks about Organic User Interfaces, also known as OUIs. These interfaces are considered ubiquitous, immersed seamlessly and beautifully in our lives. The authors, Sara Nabil, Thomas Plotz and David S. Kirk, certainly have their opinion about this design aspect: in fact, they theorize that this technology is a step forward to reality with ubiquitous smart homes and interactive architectures. To clarify, the text defines Organic User Interfaces as 3D structures changing passively or actively over time, allowing you to physically interact with it. The authors say that this type of technology will create a society that's harmonious with the environment, not only organic textures, but everything that plays with reaction and expression through dynamic changes. There are usually two approaches to this kind of design: wall projections or tactile surfaces.

In order to bring this unique technology to reality and daily life, the authors bring up some good points about what would be required to fully integrate it in society. To summarize, interdisciplinary techniques are mentioned, along with "repurposing" existing structures and retrofitting, reflecting on the scale of the objects, consideration of the user, creating a truly immersive experience, being aware of the ethical implications, and looking into sustainable options. This reading was very interesting and I think the researchers really thoroughly inspected many angles of this desired project. In fact, it was clear and well-explained, exploring different perceptions in order to be able to imagine this technology in the future. I agree with the points they bring up, as taking on such a big idea will require a lot of preparation and planning. However, one factor that they failed to mention was the cost of this innovation, which immediately comes to mind for me when considering the plan, as well as the time required to complete it. They mention a lot how it should eventually be a part of our future and involved in our daily lives without actually bringing up numbers. However, I do think these dynamic installations would do great things for our society. For instance, I see this project as a way to help people daydream and use their imagination. In fact, according to author Michael Harris, daydreaming is an important part of life, as it plays a major role in the decisions you make, the plans you develop and the way you think and live your life. However, with digital addiction and engagement, it turns out we are extremely out of practice, and out of touch with our imaginative self. To remedy this issue, having an artistic space to be with your thoughts and exercise your mind is essential, and these dynamic installations integrated ubiquitously would create many safe spaces to immerse yourself in the visuals and view the aesthetics through your emotions. In fact, games are

responsible for only 10% of a person's creativity, therefore most of it comes purely from practice, and having these unique installations surrounding us daily would create an environment of enchantment. I think the integration of such technology in our daily life would certainly affect our moods: in fact, modern landscapes are often filled with grey buildings, skies full of smog, honking cars running on cracked asphalt and smoke. In a few years, I can imagine the urban settings being even more colourless, running solely on efficiency, with the colours being reduced to only our smartphone screens, begging our eyes for attention. However, colours play a big role in the way we feel our emotions. In fact, each one has its own emotional connotation, and without colours, we tend to feel more negative, and upset about things. In fact, it is in human culture to be weary of darkness, the absence of colour, as it is associated with grief and death: some examples of darkness seen as scary are witches, unlucky black cats, and of course, the Grim Reaper. In our evolution as well, darkness has been a major factor of our survival, fearful of predators possibly hiding where we can't see them, and we have evolved with a pre-determined feeling of uneasiness when in the dark.

That's why I think the dynamic installation, with colour, could be a real improvement to everyday life as it would help brighten people's moods and help them feel their emotions, as well as easing them into a creative state of mind, immersing themselves in an imaginative space full of aesthetically pleasing visuals, dynamically keeping your attention as well. Overall, I think this would be really awesome to integrate into society, and the authors did a good job of investigating the more technical and ethical points of view, but I wish it would've included more data instead of statements and assumptions, such as statistics, experiments or calculations about such project about money, time, resources, etc. This is a project I would love to see in the future, I think it could be a good way to integrate technology with our environment in a non-destructive manner.

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