

# On the Internet, Nobody Knows You're a Dog... Unless You're Another Dog

**Ilyena Hirskyj-Douglas**

Aalto University

Espoo, Finland

ilyena.hirskyj-douglas@aalto.fi

**Andrés Lucero**

Aalto University

Espoo, Finland

lucero@acm.org

## ABSTRACT

How humans use computers has evolved from human-machine interfaces to human-human computer mediated communication. Whilst the field of animal-computer interaction has roots in HCI, technology developed in this area currently only supports animal-computer communication. This design fiction paper presents animal-animal connected interfaces, using dogs as an instance. Through a co-design workshop, we created six proposals. The designs focused on what a dog internet could look like and how interactions might be presented. Analysis of the narratives and conceived designs indicated that participants' concerns focused around asymmetries within the interaction. This resulted in the use of objects seen as familiar to dogs. This was conjoined with interest in how initiating and maintaining interaction with a dog could be

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## INTRODUCTION

In the late 1970s personal computers got introduced into our homes: however, these early computers, originally only allowed humans to 'talk' to the computer. In the early 1990s with the introduction of the World Wide Web (WWW) people at home could communicate with each other evolving further complex usages such as virtual connected environments [32], wearable technologies [51] and advanced social media [7].

## BACKGROUND

We've been studying how humans would interact with computers

We've studied how humans interact with each other (through computers)

We've even studied how animals would interact with computers

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What if...

We studied how **animals** interact with **each other** (through computers)?