

Mid-term Presentation

Samy Dafir, András Czuczi, Andreas Lindlbauer

Overview

Summary of subnetTALK

Main findings from literature review

Most interesting findings from SOTA

Examples / Projects

Interview Plan

Summary of subnetTALK

- More Stuff

Main findings from literature review

Intersection of architecture and interaction design

Focus of space and architecture in interfaces

Intersection of architecture and interaction design

Focus of space and architecture in interfaces

- Interaction with space instead of stuff

Intersection of architecture and interaction design

Focus of space and architecture in interfaces

- Interaction with space instead of stuff
- Media façades

Intersection of architecture and interaction design

Focus of space and architecture in interfaces

- Interaction with space instead of stuff
- Media façades
- Architectural and spatial metaphors in interfaces

Intersection of architecture and interaction design

Focus of space and architecture in interfaces

- Interaction with space instead of stuff
- Media façades
- Architectural and spatial metaphors in interfaces

Connections between interaction design, technology and architecture

Intersection of architecture and interaction design

Focus of space and architecture in interfaces

- Interaction with space instead of stuff
- Media façades
- Architectural and spatial metaphors in interfaces

Connections between interaction design, technology and architecture

- Technology for architecture

Intersection of architecture and interaction design

Focus of space and architecture in interfaces

- Interaction with space instead of stuff
- Media façades
- Architectural and spatial metaphors in interfaces

Connections between interaction design, technology and architecture

- Technology for architecture
- Technology embedded in architecture

Intersection of architecture and interaction design

Focus of space and architecture in interfaces

- Interaction with space instead of stuff
- Media façades
- Architectural and spatial metaphors in interfaces

Connections between interaction design, technology and architecture

- Technology for architecture
- Technology embedded in architecture
- Architectonic technology

Intersection of architecture and interaction design

Focus of space and architecture in interfaces

- Interaction with space instead of stuff
- Media façades
- Architectural and spatial metaphors in interfaces

Connections between interaction design, technology and architecture

- Technology for architecture
- Technology embedded in architecture
- Architectonic technology
- Architectonic interaction design

Adaptable architecture and feedback loops

Make buildings more interactive and adaptable to human needs

Adaptable architecture and feedback loops

Make buildings more interactive and adaptable to human needs

- More interactive capabilities have impact

Make buildings more interactive and adaptable to human needs

- More interactive capabilities have impact
- “Responsive Places” change according to occupants needs

Make buildings more interactive and adaptable to human needs

- More interactive capabilities have impact
- “Responsive Places” change according to occupants needs
- Enhance connectivity to smart devices

Make buildings more interactive and adaptable to human needs

- More interactive capabilities have impact
- “Responsive Places” change according to occupants needs
- Enhance connectivity to smart devices
- Buildings and their use change over time, allow better appropriation and renovation

Adaptable architecture and feedback loops

Make buildings more interactive and adaptable to human needs

- More interactive capabilities have impact
- “Responsive Places” change according to occupants needs
- Enhance connectivity to smart devices
- Buildings and their use change over time, allow better appropriation and renovation

Feedback loop between human behavior and architecture

Adaptable architecture and feedback loops

Make buildings more interactive and adaptable to human needs

- More interactive capabilities have impact
- “Responsive Places” change according to occupants needs
- Enhance connectivity to smart devices
- Buildings and their use change over time, allow better appropriation and renovation

Feedback loop between human behavior and architecture

- Focus on feedback loop between humans and buildings

Adaptable architecture and feedback loops

Make buildings more interactive and adaptable to human needs

- More interactive capabilities have impact
- “Responsive Places” change according to occupants needs
- Enhance connectivity to smart devices
- Buildings and their use change over time, allow better appropriation and renovation

Feedback loop between human behavior and architecture

- Focus on feedback loop between humans and buildings
- Relate movement of people to movement in architecture

Most interesting findings from SOTA

Main Developments

- Simplification and Optimisation
- Comfort
- Privacy
- Health
- Dynamic Living Spaces
- Implicit Interactions

Main idea behind the smart home

- Make everyday life easier, more efficient, comfortable.
- Use technology to make our lives healthier.
- Adapt to shrinking living space
- Use technology for everything, but keep privacy

Additional Developments

- Implicit interactions: Interacting without actually interacting

Examples / Projects

Dynamic Privacy



Comfort and Implicit Interaction



Numi Toilet



Dynamic Living Space

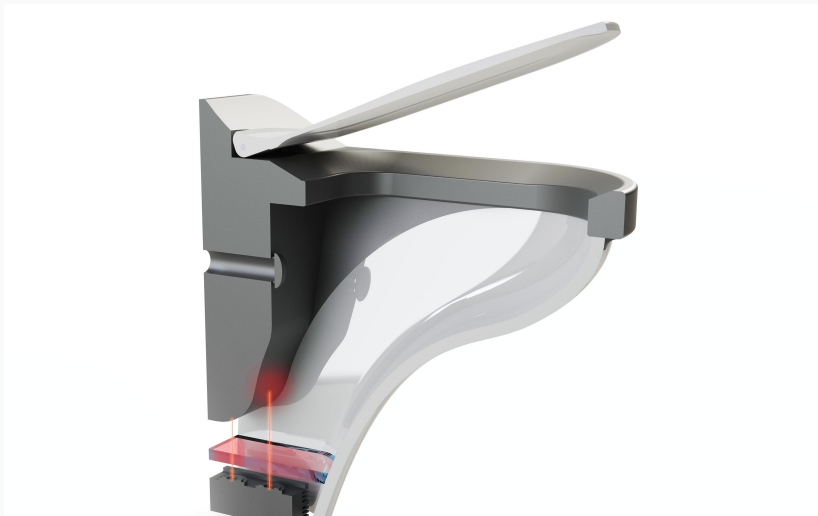


MIT CitiHome Project

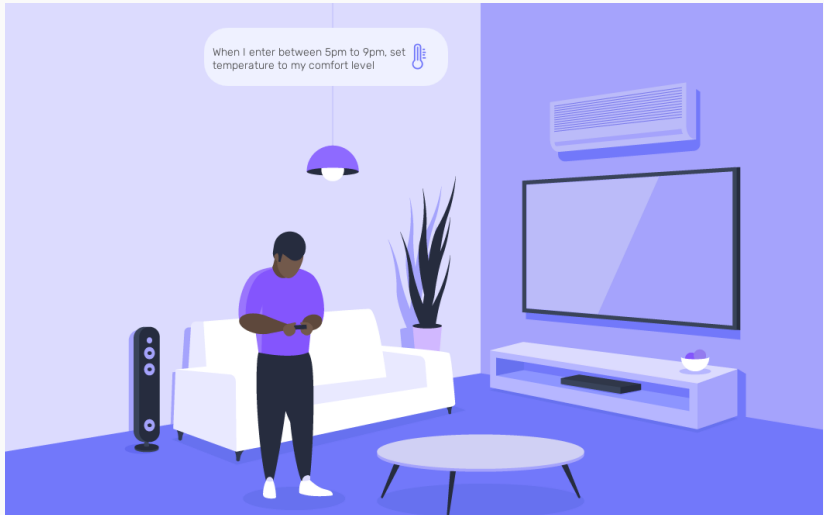


Infrascan Smart Toilet

Health and Implicit Interaction



Simplification, Comfort, Implicit Interaction



Interview Plan

- More Stuff