Mid-term Presentation

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Overview

Summary of subnetTALK

Main findings from literature review

Most interesting findings from SOTA

Examples / Projects

Interview Plan

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- Scarcity of resources (whether artificial or not) has an impact on the design
- Just because something is not scarce, no overusage is recommended (eg. WiFi and routers)

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- Smart home: home expects user to do something (eg. use less energy at given time)

Main findings from literature review

Intersection of architecture and interaction design

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- Architectonic technology (e.g Media façades)

Figure 1: Puzzle Facade by Javier Lloret

Adaptable architecture and feedback loops

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- Buildings and their use change over time, allow better appropriation and renovation
- Focus on feedback loop between humans and buildings

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

Dynamic Living Space
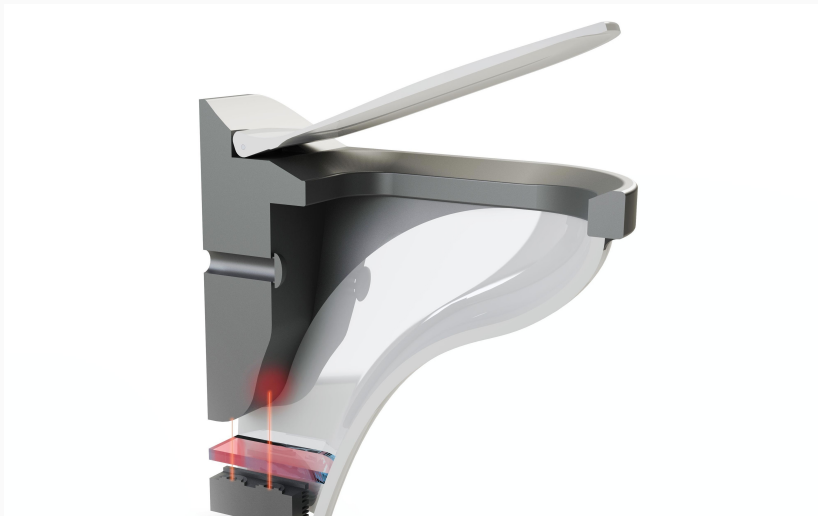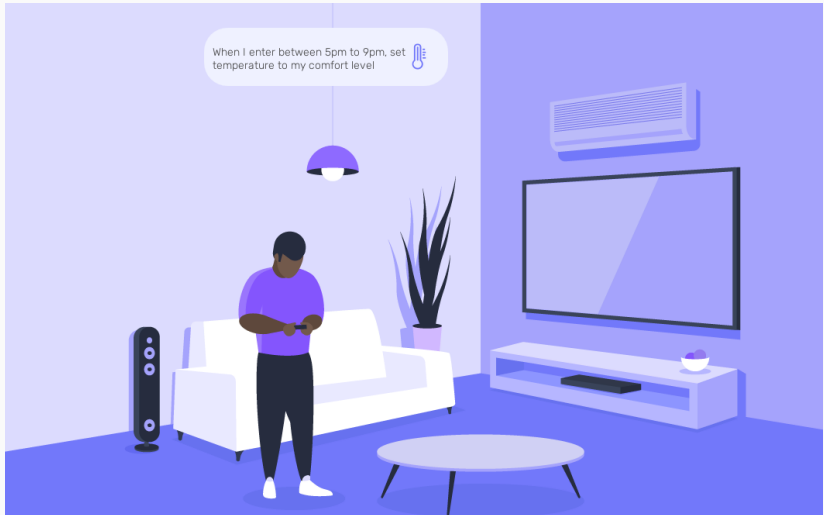
Infrascan Smart Toilet

Health and Implicit Interaction

Simplification, Comfort, Implicit Interaction

Interview Plan

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- Hamed Alavi Senior Researcher in Human-IST Institute, University of Fribourg, Switzerland

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- What was/were the most excited project(s) you took part in?
- What are good and bad examples of HBI? Ones you personally had experience with?

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- How could have you used your knowledge about HBI from nowadays for example in mediaval times? Eg. on a simple home and on a castle.

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- What do you think of feng-shui?
- Do you support the idea of smart homes?