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

Summary of subnetTALK

Human Building Interaction by Selena Savić I.

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- Just because something is not scarce, no overusage is recommended (eg. WiFi and routers)

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Main findings from literature review

Intersection of architecture and interaction design

Focus of space and architecture in interfaces

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- Interaction with space instead of stuff

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- Architectonic interaction design

Adaptable architecture and feedback loops

Make buildings more interactive and adaptable to human needs

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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

SOTA Findings

Main Developments

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

SOTA Findings

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

RAM House

Dynamic Privacy

Numi Toilet

Comfort and Implicit Interaction

Numi Toilet

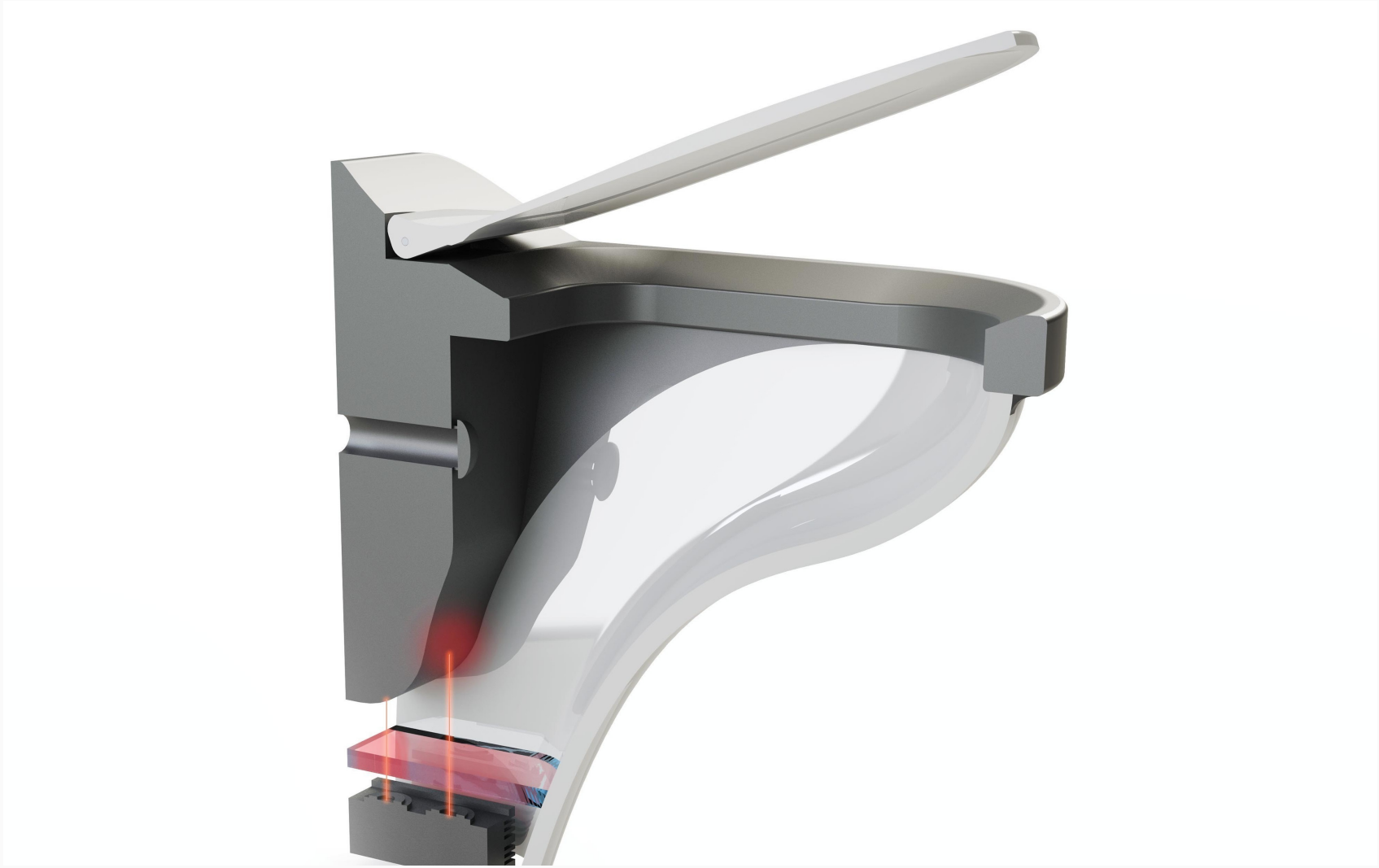
MIT CitiHome Project

Dynamic Living Space

MIT CitiHome Project

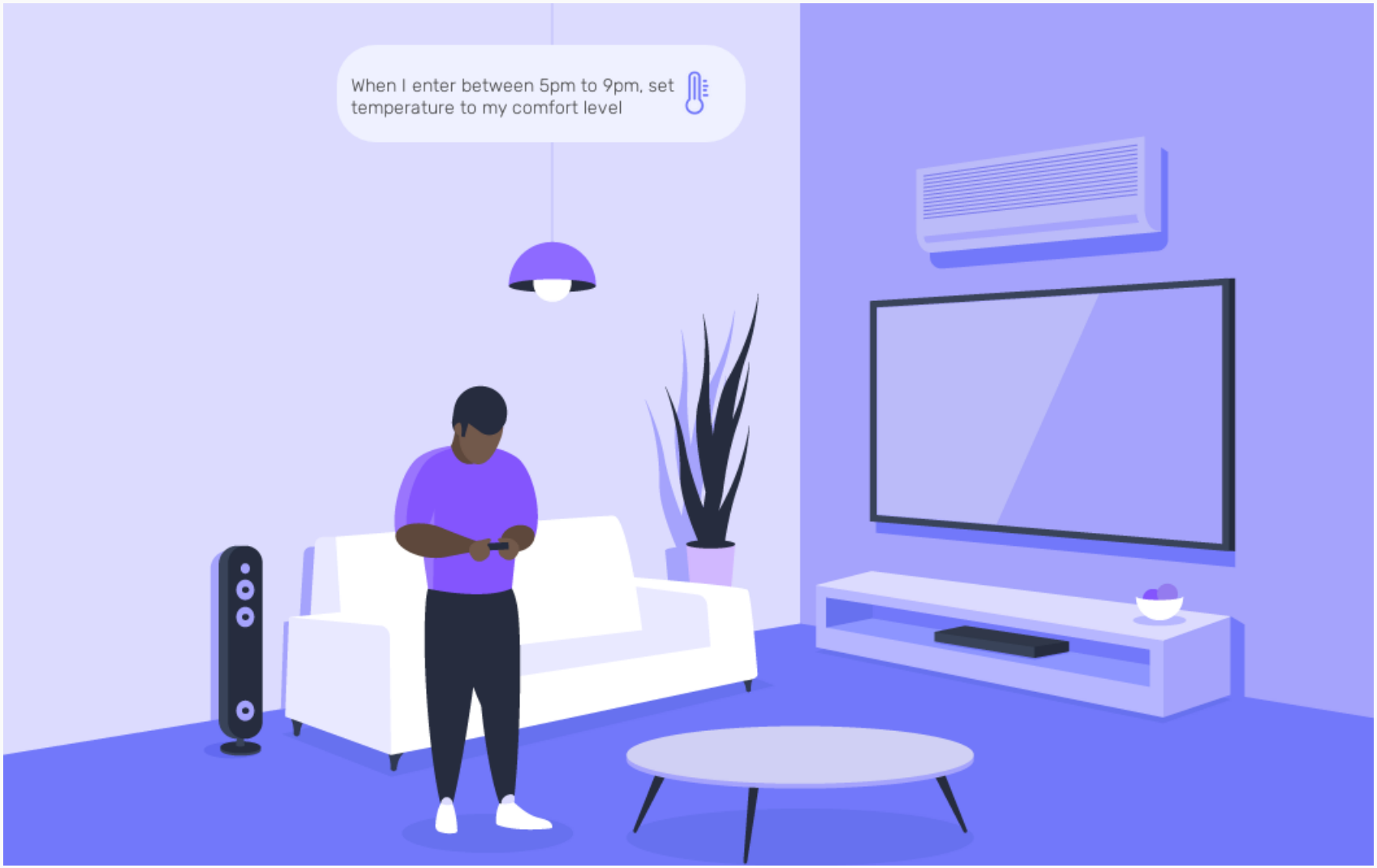
Infrascan Smart Toilet

Health and Implicit Interaction



Intellithings RoomMe

Simplification, Comfort, Implicit Interaction



Interview Plan

Experts

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Questions I.

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