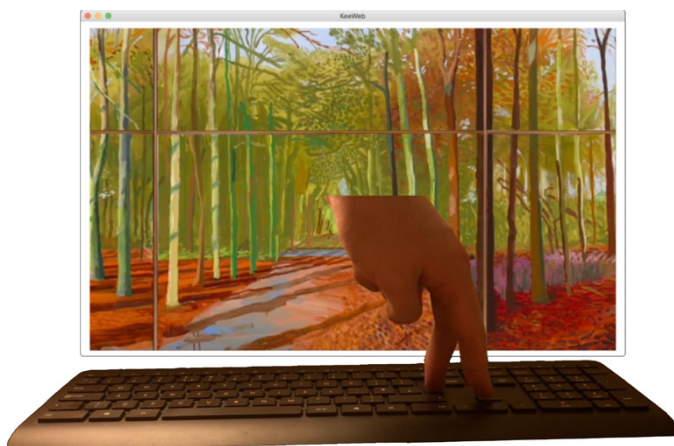


The Kravox user testing reminded me of media ecology teachings. Technology is not deterministic, but rather is shaped by social and cultural behaviours that in turn create new social and cultural behaviours. As I continued developing and prototyping potential interactive and immersive data experiences, I was also developing my awareness of the societal and cultural implications of these technologies.



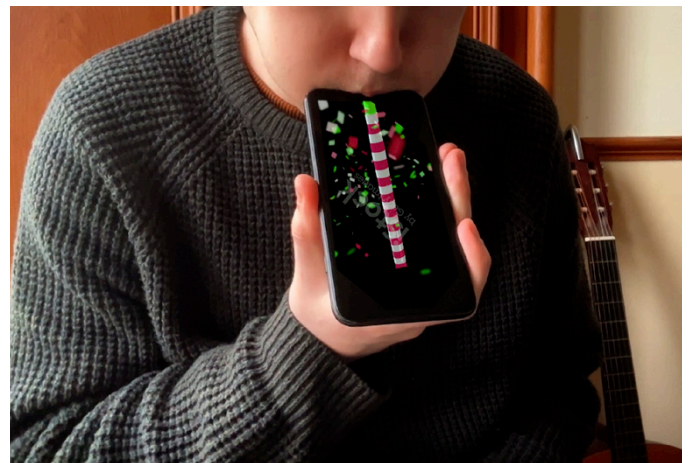
Scrolling or Strolling

After revisiting the teachings of media ecology, I challenged myself to prototype a couple of experiences that re-thought the way we behave with digital technology.

The first prototype, Scrolling or Strolling, depicts the user moving the monitor image left to right by finger-walking along their keyboard, imitating the way we actually stroll. Approaching keyboard navigation in a way other than the arrow keys was an interesting experiment in challenging our conditioning of how we interact with technology.

Similarly, Party Phone implies a new form of interaction - blowing on the charger port of a phone to hoot a horn. It's not possible (yet) nor very hygienic. Fortunately, hygiene wasn't the purpose of the prototyping and the exercise allowed me to begin rethinking the structure of how we approach technology.

Party Phone



These prototypes weren't actually that useful in terms of developing a meaningful direction to my design but they helped to form a space in which I could think about the user experience in the context of media ecology. I was trying to build a framework to understand the effects that immersive, interactive data technologies might create. How can my process engage in a nuanced and effective approach to designing and evaluating these often abstract experiences?