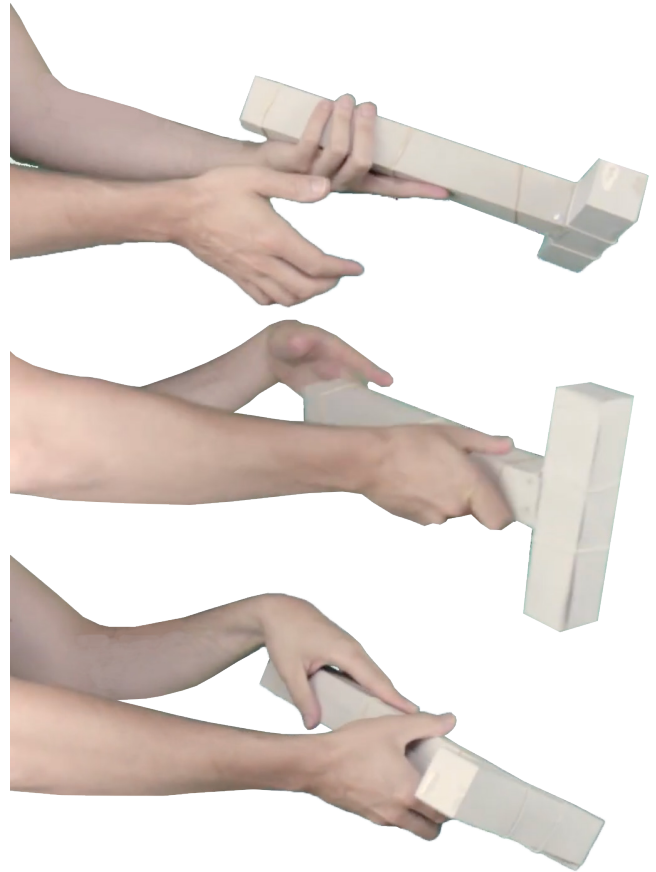
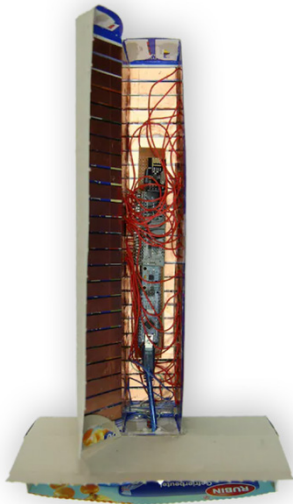


Containing the circuit board with some stiff card and rubber bands, I was able to offer it around and record their engagement.



I done some user testing - it worked! Although slightly startled at first, the participants found the experience generally intriguing. It was a good first step. The reaction and feedback was quite useful - not to improve the design of my prototype - I wasn't interested in making an instrument, that wasn't the purpose of the probe - but instead to further define my direction. I needed a conceptual foundation to build upon. i wasn't interested in developing some kind of 'contemporary instrument thingy'.

Watching the reactions of people using the Kravox knock off was reaffirming. I now had justification that there was potential in designing around the idea of data collection and the interactions that it makes possible.

The behaviour that users exhibited during the testing reminded me of Marshall McLuhan's quote: "The medium is the message". McLuhan was a philosopher whose work in media ecology is the cornerstone of the study of media theory as a whole - a massive influence in the way I approach design.

Media* ecology is the study of how technologies affect human perception, understanding, feeling, and behaviours; and how our interaction with media effects the very core of how we live. It considers how the introduction of new media impacts environments: their structure, content, and the effect these introductions have on people.

*media and technology is interchangeable in the context of media ecology.