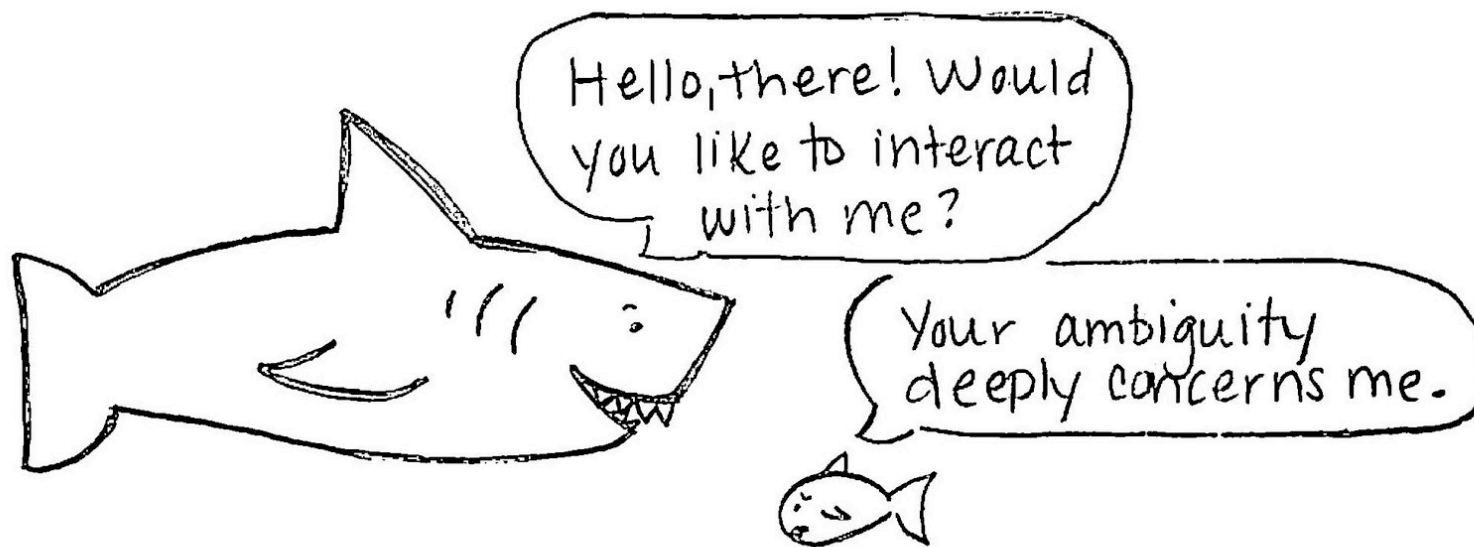
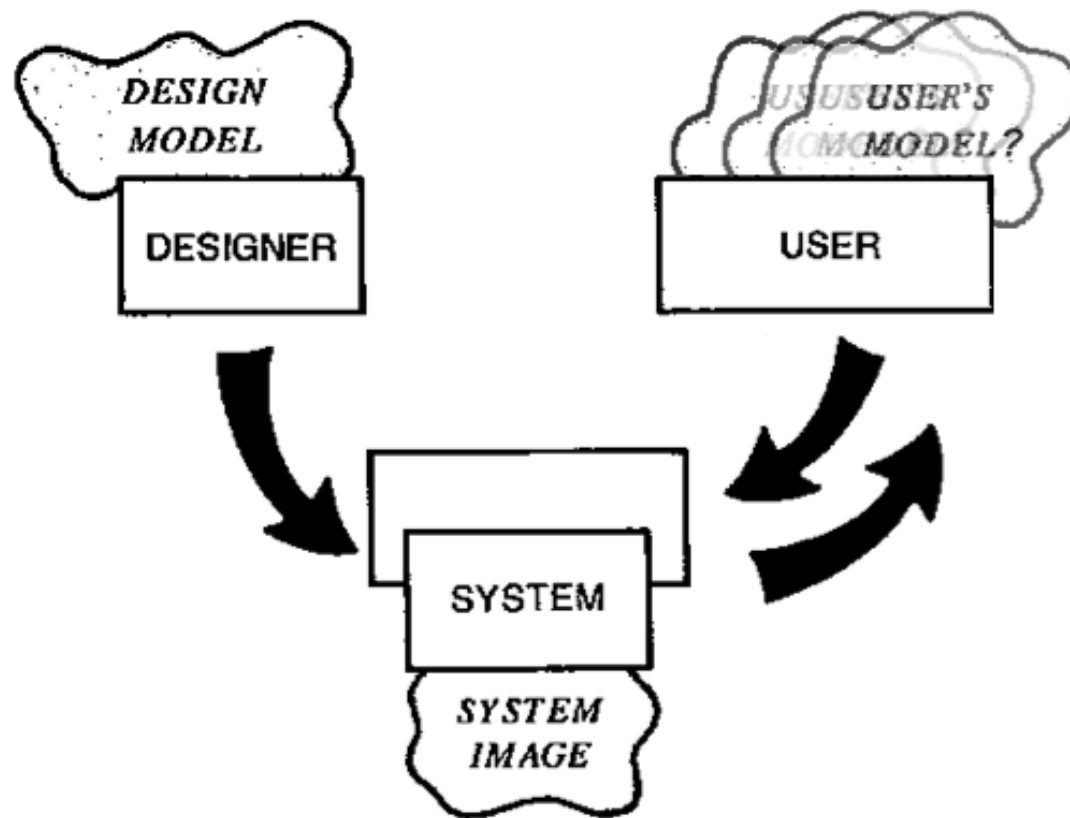


# Assignment 3: ambiguous interaction

- Design a mobile artwork in which the interaction is **meaningfully *ambiguous***.



# Assignment 3: ambiguous interaction



# Assignment 3: ambiguous interaction

- Possible places to introduce ambiguity:
  - Affordances
  - Feedback
  - Mapping
- How is this different from **bad design**?
- Will this just lead to **frustration**?
- Is **complexity** a source of ambiguity?
- What makes the ambiguity **meaningful**?
- How would you **evaluate** this?