

Physical Computing

The Graphic User Interface (GUI) is the designer's daily companion. Friendly and convenient, it translates binary calculations into seamless and intuitive interactions. As skilled designers we create interfaces. While intuitively selecting, clicking, dragging, dropping, hovering, and clicking, we tell the computer to deploy, react, and return. In this intensive workshop session we will investigate the notion of embodiment in relation to designer-computer intra-action.

Together we explore bodily ways to break with our own habits by imagining what it could mean to physically engage with our tools and a design process.

Forget about your keyboards and trackpads. Together we will be

<https://github.com/hackeranddesigners/interface-workout-23>
designing interfaces that let us design interaction with gestures!





