Exploration of Interests

Shannon Holloway
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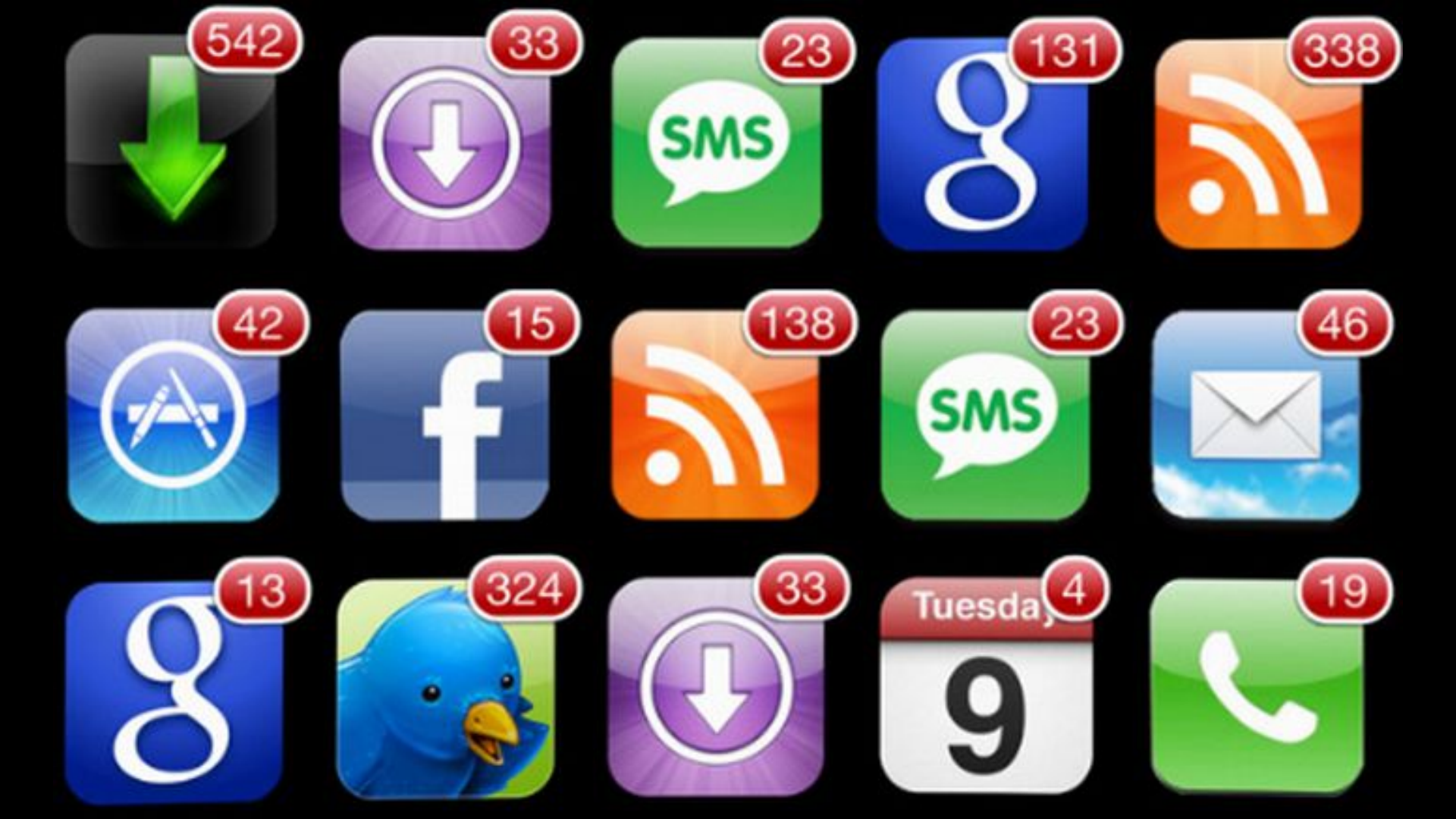
2003

TUDOR
CARTIER

AVAILABLE
3 NEW MESSAGES
Marly Lopez
Camilo Alvarez
push here to open your inbox
HERNAN ORTIZ
COOTRASANA
SEXY
JOB MONKEY
URGENT
HURRY! DUE IN: 21:49
BUY GROCERIES FOR MR D. JURADO
GET OFF AT DOWNTOWN
DOWNTOWN
EXITO
EL POBLADO
shopping list
7 items. AutoNAV enabled for faster shopping
- pineapple
- yoghurt
7 MONKEYPOINTS
BONUS JOB
PROOF READING
premium only
5 MONKEYPOINTS
BONUS JOB
ELDERLY CARE
special offer on now!
NEXT
Google
Ask a question
POINTS MANAG
JOB MONKEY LEVEL 4
LEVEL 23

26
SCORE: 000
Daphne Willson
WALL
INFO
PHOTO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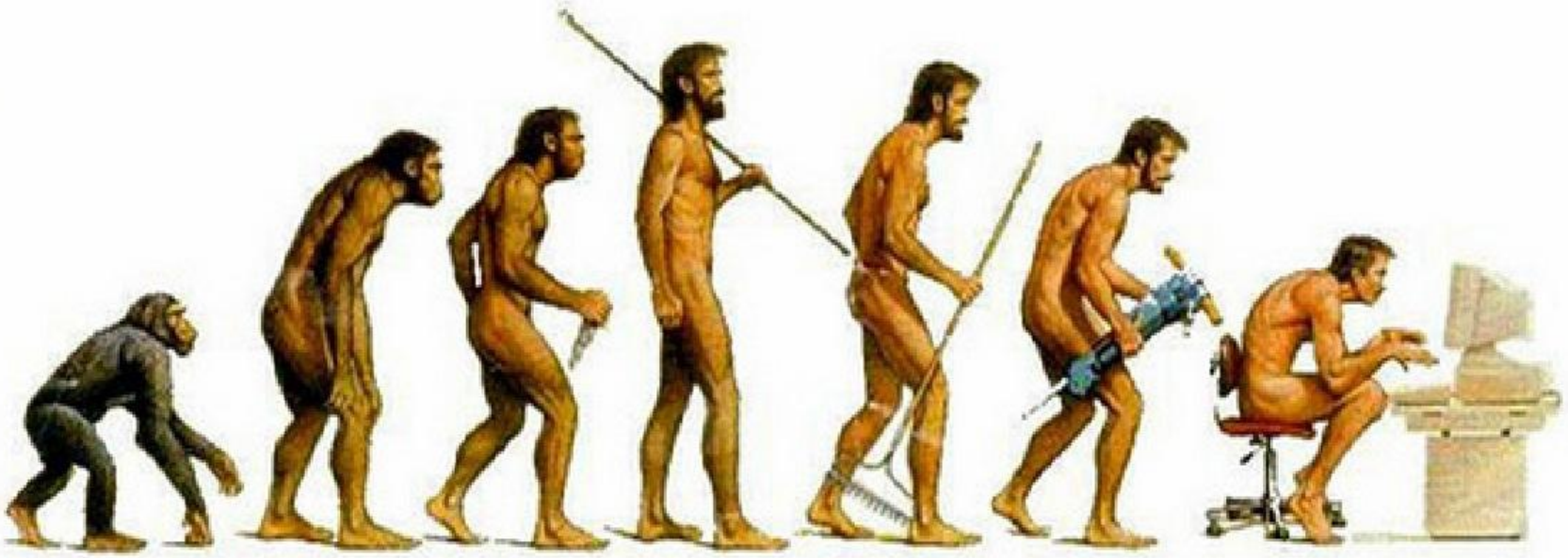

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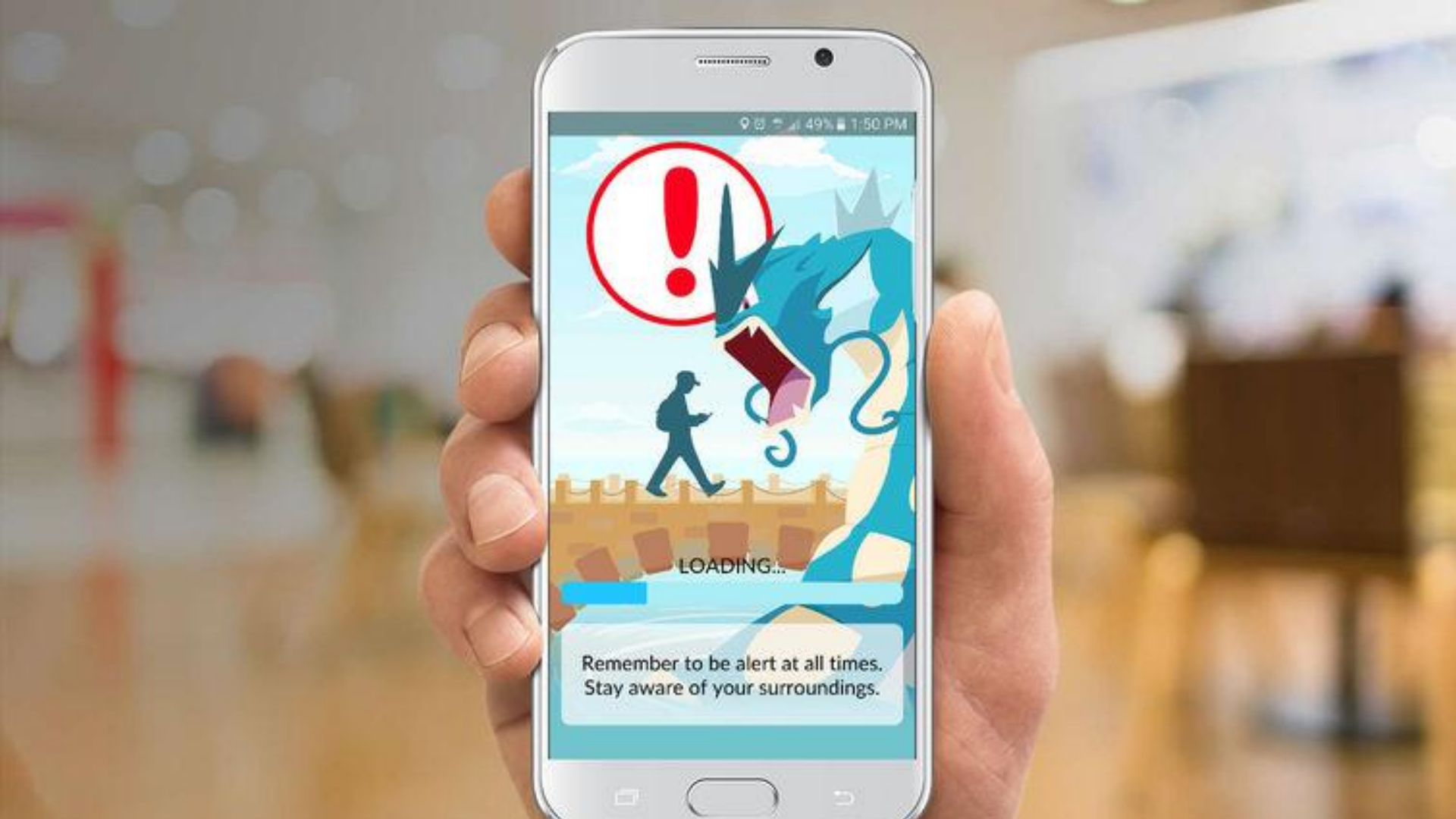
RKF

Calvin Klein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LOADING...
Remember to be alert at all times.
Stay aware of your surroundings.

Art
Unlimited

	A	B	C	D
1		**Concept 1: The design of digital interactions affords information overload, attention colonization, and online addiction.**	**Concept 2: The desire for human-machine symbiosis propels human adaptation to new technologies: techno-fetishism, digitally-mediated relationships and redefined social capital.**	**Concept 3: Digital experiences are in direct conflict with our awareness of and interaction in the physical environment.**
2	**Q 1: Who is interested in this topic?**	Researchers, designers, psychologists, citizen watchdogs, advertisers, corporations, media conglomerates, technologists, public who uses digital tools often	Researchers, designers, theorists, economists, psychologists, historians	Researchers, designers, psychologists, architects, policy makers, technologists, public who uses digital tools on the go often
3	**Q 2: Why should we care about this topic?**	To increase awareness of the value of our attention resources, how the way its designed can contribute to negative outcomes, and who might be benefiting	To better understand how our full embrace of technology and progress is reshaping soceity, identify ways humans have adapted to technology over time	To discover how virtual and physical realities coexist but conflict, raise awareness of impact on issues such as public safety and social interactions
4	**Q 3: How might human-centered design help solve this problem?**	Research would define everyday human needs for information and cognitive processing limits, prototype more user-friendly ways of presenting information, design guidelines on how designers and users can avoid perpetuating the problem	Research would reveal what kinds of ways humans are adapting to digital tools unaware or unwillingly, insights toward how to design more natural technology use, what makes us human that has not adapted	Research would identify ways digital experiences enhance or diminish our experience of physical environment, user needs in various contexts, design ways the virtual and environment can better coexist

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