

designing for physicality

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www.hcibook.com/alan/

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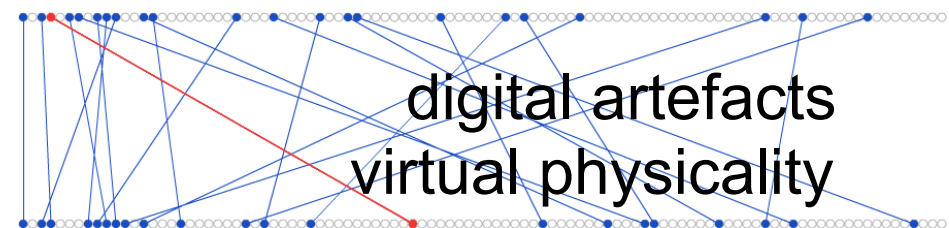
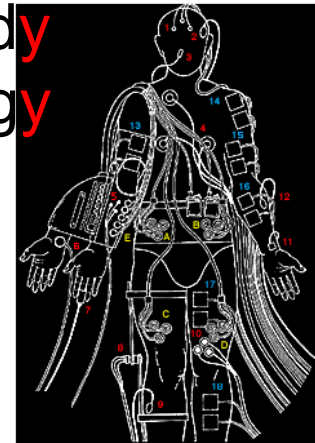


material artefacts
and design



space and spatial
arrangement

the body
physiology



digital artefacts
virtual physicality



what is physical?

kinds of things

what do you think?

rules of the world

kinds of things

natural

- landscape
- objects: stones, sticks
- plants
- animals
- people
- air, water, and fire

artificial

- built environment
- tools
- mechanical
- electrical
- digital & computational
- language
- information



what is physical?

kinds of things

what do you think?

rules of the world

properties of the physical world

physical

- ????

digital

- ????



what is physical?

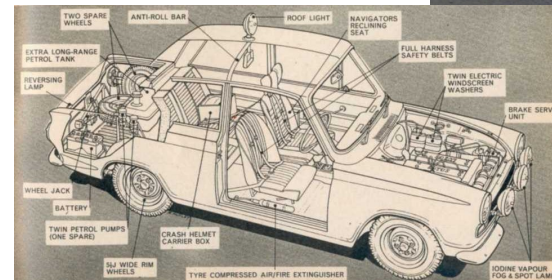
kinds of things

what do you think?

rules of the world

three rules to be broken

- directness of effort
- locality of effect
- visibility of state



continuity
in time and space



