Core Studio Interaction

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To be honest, I did not know too much about what interface is. Or I guess I can say that I barely knew anything about communication design and what I can do with web, code or use typography. As an artist who likes to see things that are visually pleasing than technical things. It was hard to understand this chapter titled "Interface" by David. However, throughout this book I guess, somehow, that I understand little bit about interface. For me to understand the chapter, I had to look up what interface meant since I got lost in the beginning of the reading. It started to talk about "speaking clock" and what was shocking was that there would be an operator sitting in front of a clock face and would answer all the phone calls and read out the time, - I thought is would be an easy job but a torture at the same time- very analog.

In page 175, the author explains interface "is inevitably a product of its culture. It's made in a specific time and place to be used in a specific time and places, and design decisions reflect shared conventions, assumptions, and histories from that setting." Interface seems to be highly affected by the time period and by people who uses it, so user-convenience.

Out of experience, humanity has always been seeking for convivence, in other word, easy way to do something faster and faster. I believe this is why interface is highly affected by the culture, time period, and trend.

Throughout the reading, it was interesting to see the historical use of interface. The way how Egyptians used pictographic to represent a certain time. The author uses various examples and evidences to show how interface has existed in the past.

Designer Olivetti's belief that "better design leads to a better society; that design itself is a good" seems to be another way of saying user convenience. The typewriter was invented for commercial good, then the design became a social good which explains not just interface but why there are so many products that has same purpose but different designs. Interaction gives people more excitement and Olivetti did not lose that fundamental while he designed typewriter. When I was young, my friend had a typewriter in her house, and I do remember what the keys that characters do not have are meant for. The way of thinking seems to be surprising since I never really thought that keyboard with no character will have some kind of personality to it. However, as soon as I heard this, I was able to understand what he meant by personal. As a child, I would feel so mesmerized by the design or typewriter and always played with it whenever I saw it in my friend's house or in the restaurant. It was fun to watch the paper going up every time I tap on the "key that returns the typewriter mechanism to the beginning of a new line."

Before I end this, I want to quickly mention how the phrase, “human way” was being kept mentioned in this chapter. The idea that machine doesn’t have to be looked as machine; however, once it has a little bit of humanity in there, it makes it more interactive with the users. I believe that this “human way” expression can be also a simplified definition of interface, once one understands it.