

SECRET LIFE OF OBJECTS

THE BRIEF

Listening

to people, THE INTERNET and other objects

+

Interpreting

people, data and other objects

+

Communicating

to people and other objects

+

Acting

for people and other objects

Let's now put this into a context...

OOHome

Object Oriented Home

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Object Oriented Ontology
No distinctions of humans and non-human agents

http://en.wikipedia.org/wiki/Object-oriented_ontology

Agents

Some objects influence your life

Intermediators and Mediators

Mediators influence what passes through them

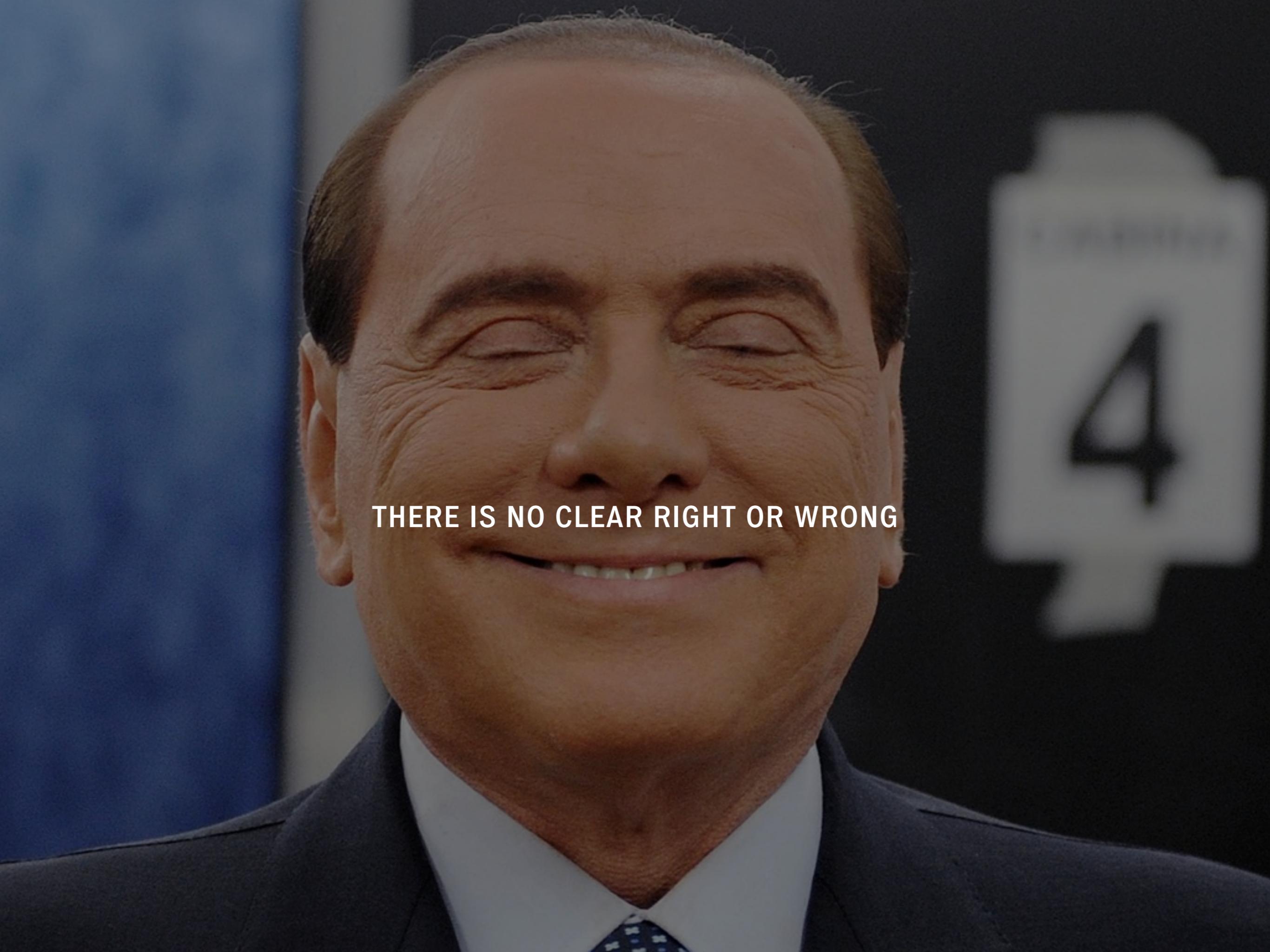
Embedded goals



automation confuses the boundaries even more because
these things not only influence but take actual decisions

Decision making is hard...



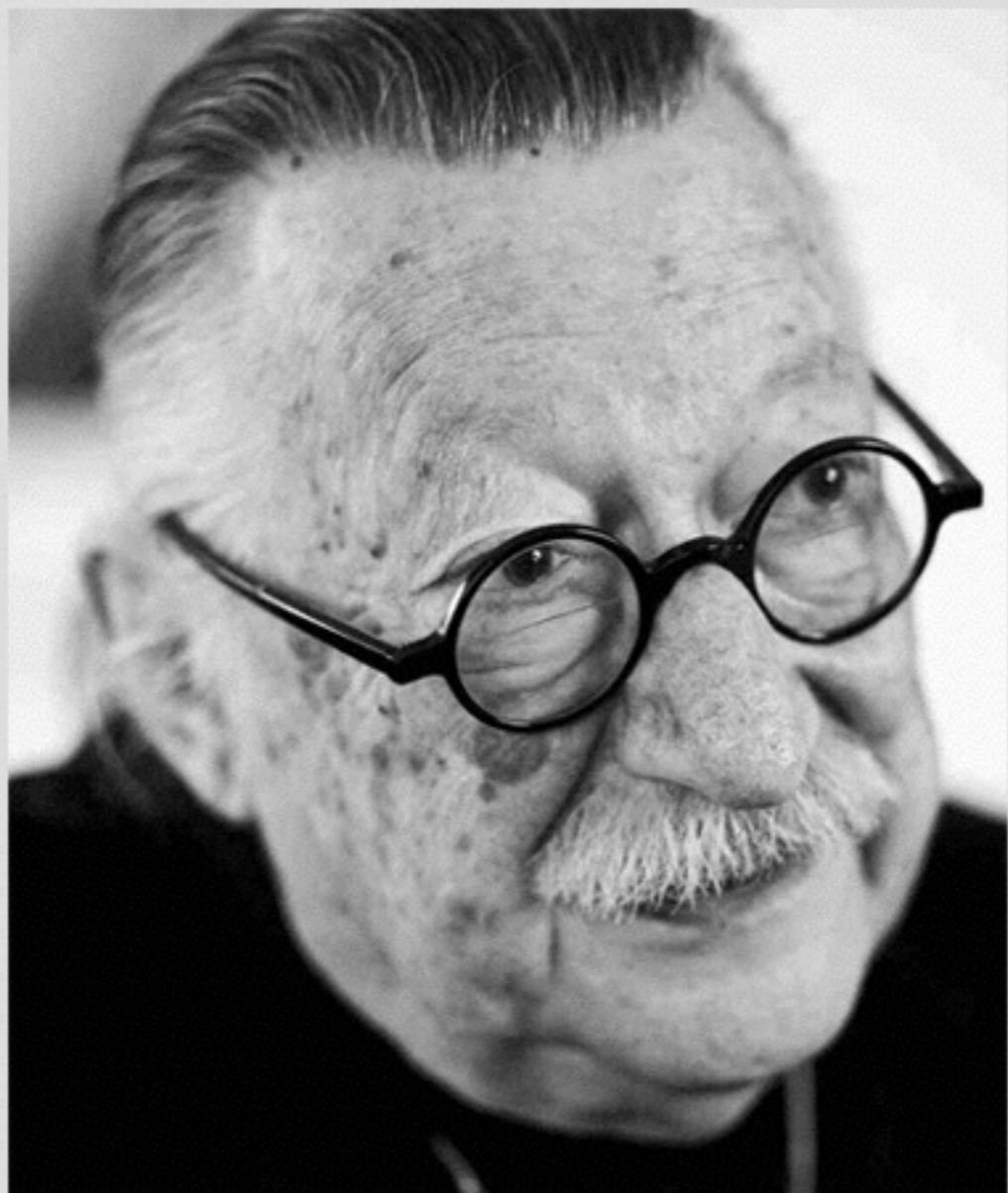


THERE IS NO CLEAR RIGHT OR WRONG



DE ARTE COMBINATORIA

Gottfried Wilhelm Leibniz (1614-1716)



DECISION

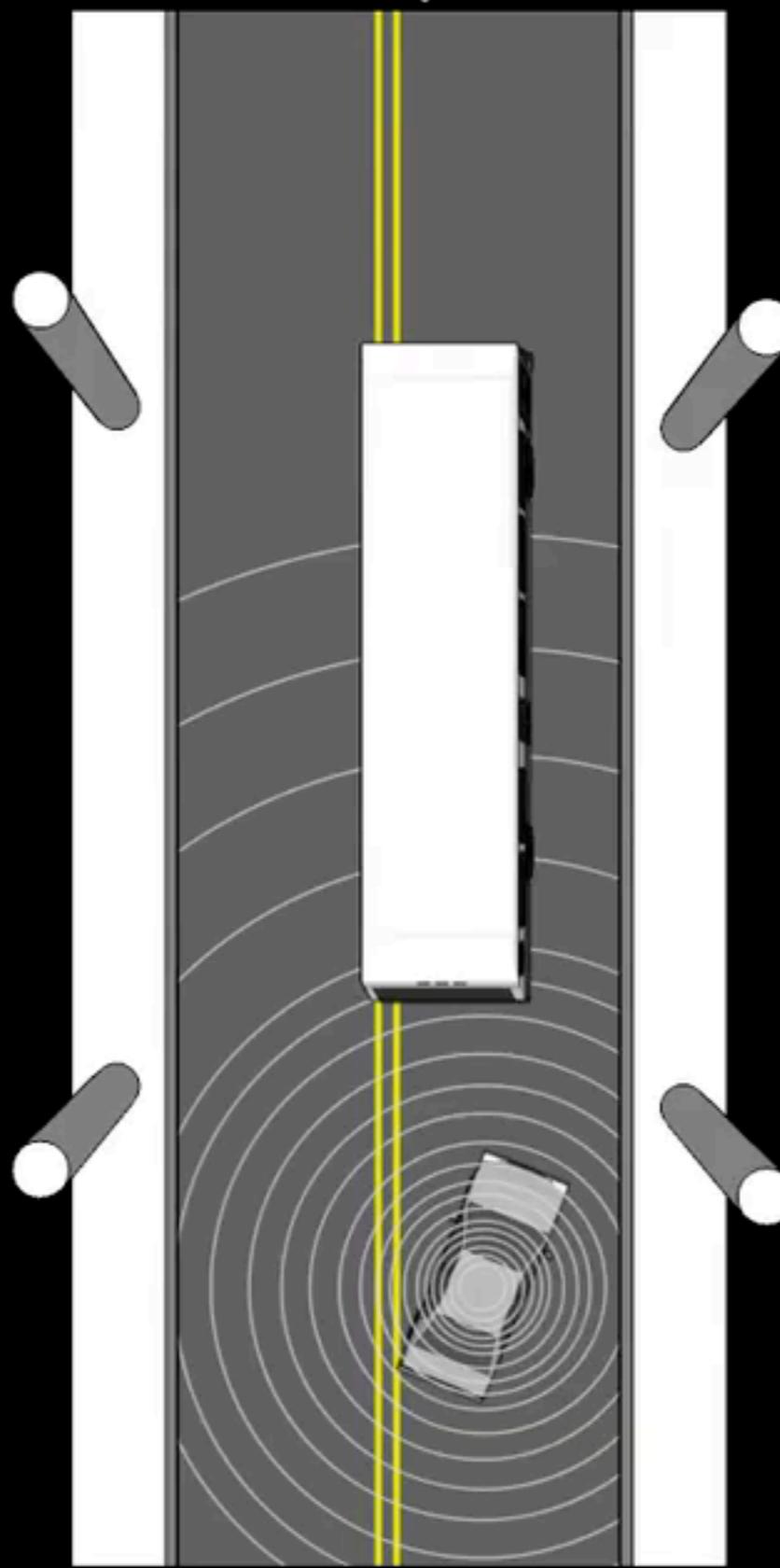
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CHOICE

Joseph Weizenbaum (1923-2008)

<http://mchrbn.net/ethical-autonomous-vehicles/>

< Scenario: 1 > < Ethic: Humanist >



A government will allocate a certain amount of money per accident per financial year, according to its taxation system and budget. This amount becomes a limit that should not be exceeded when the algorithm is choosing possible output(s).

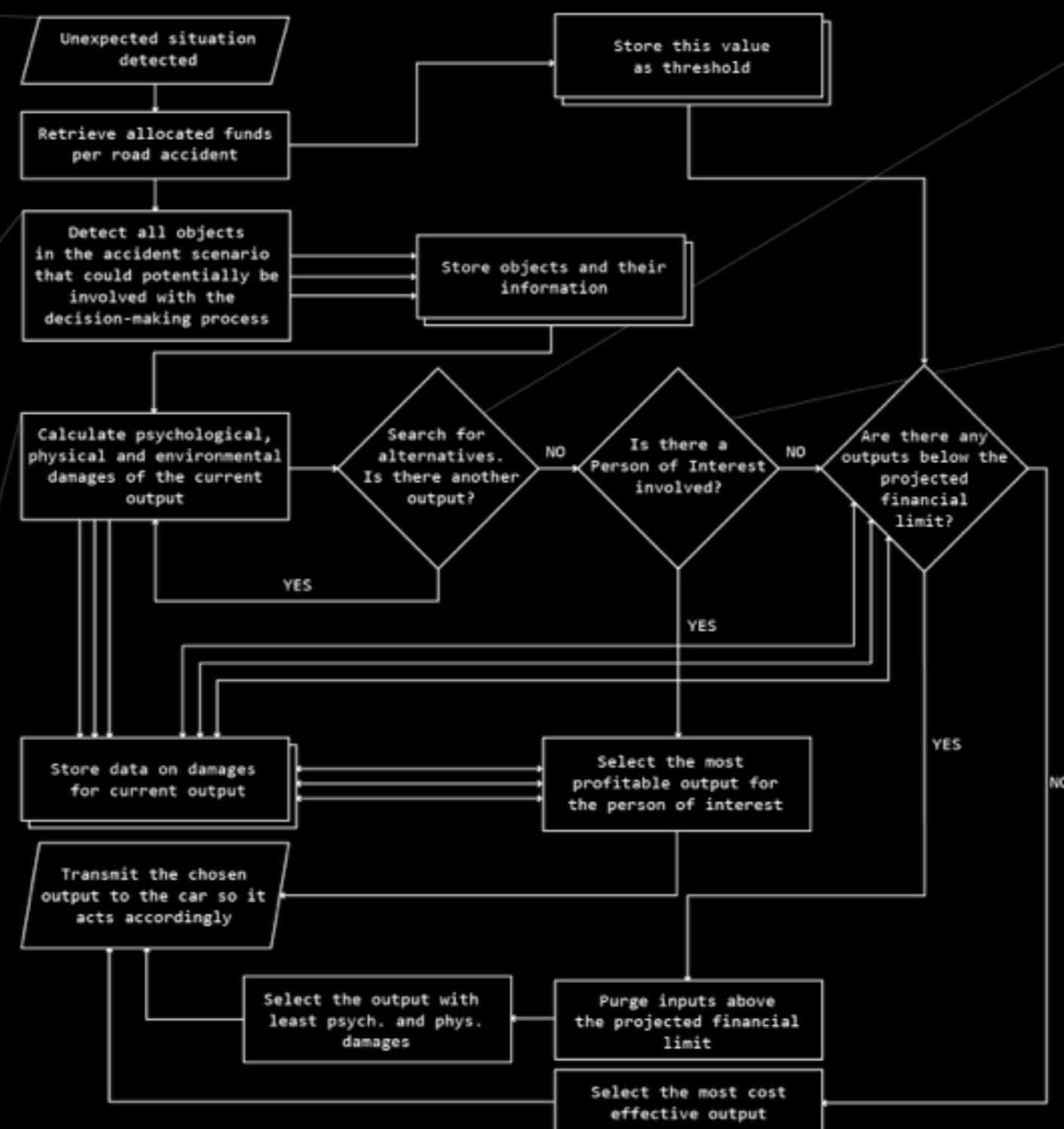
In order to be autonomous, the car is equipped with multiple sensors and cameras. Object recognition can be run from these devices, allowing the automated car to have an understanding of the world around it. Automated cars will also be able to share their information with the vehicle-to-vehicle communication protocol.

Reference: Inside Google's Quest To Popularize Self-Driving Cars - <http://bit.ly/ML4ohD>

The algorithm separates physical, psychological and environmental damages with processing its outputs. Physical damages are determined by using techniques such as Finite Element Method in order to determine the extent to which the car will be damaged by the crash, and thus, how its passengers will be affected.

Psychological damages are measured by the amount of damages received by each person in the scene. In the cases of high/extreme damages, it also take into consideration psychological damages that may be suffered by that person's close relatives.

Finally, environmental damages estimate how much cost will be incurred due to the repairs of both objects, (i.e. vehicles) and public infrastructures.



By relating information previously retrieved by the car's sensors and cameras, an automated car will be able to determine various paths to take. An algorithm can then relate and map objects to be considered with each different path in order to run the above-mentioned crash simulation algorithm.

Reference: How Google's Self-Driving Car Works - <http://bit.ly/1cJ8ZNI>

Apart from the above-mentioned decision-making parameters, the profit-based algorithm will also include possible outputs that are conditional on people that are deemed "valuable". As they are valued assets to the state, the output for this algorithm will always ensure their maximal safety, as this is the most profitable outcome.

OBJECTS WILL BE

~~SMART~~

CHRISTIAN

MUSLIM

JEHOVA WITNESS

SELFISH

SWISS

ITALIAN

QATARI

BUDDHIST

CAPITALIST

HUMANIST

JEWISH

USER-FRIENDLY

USER-UNFRIENDLY

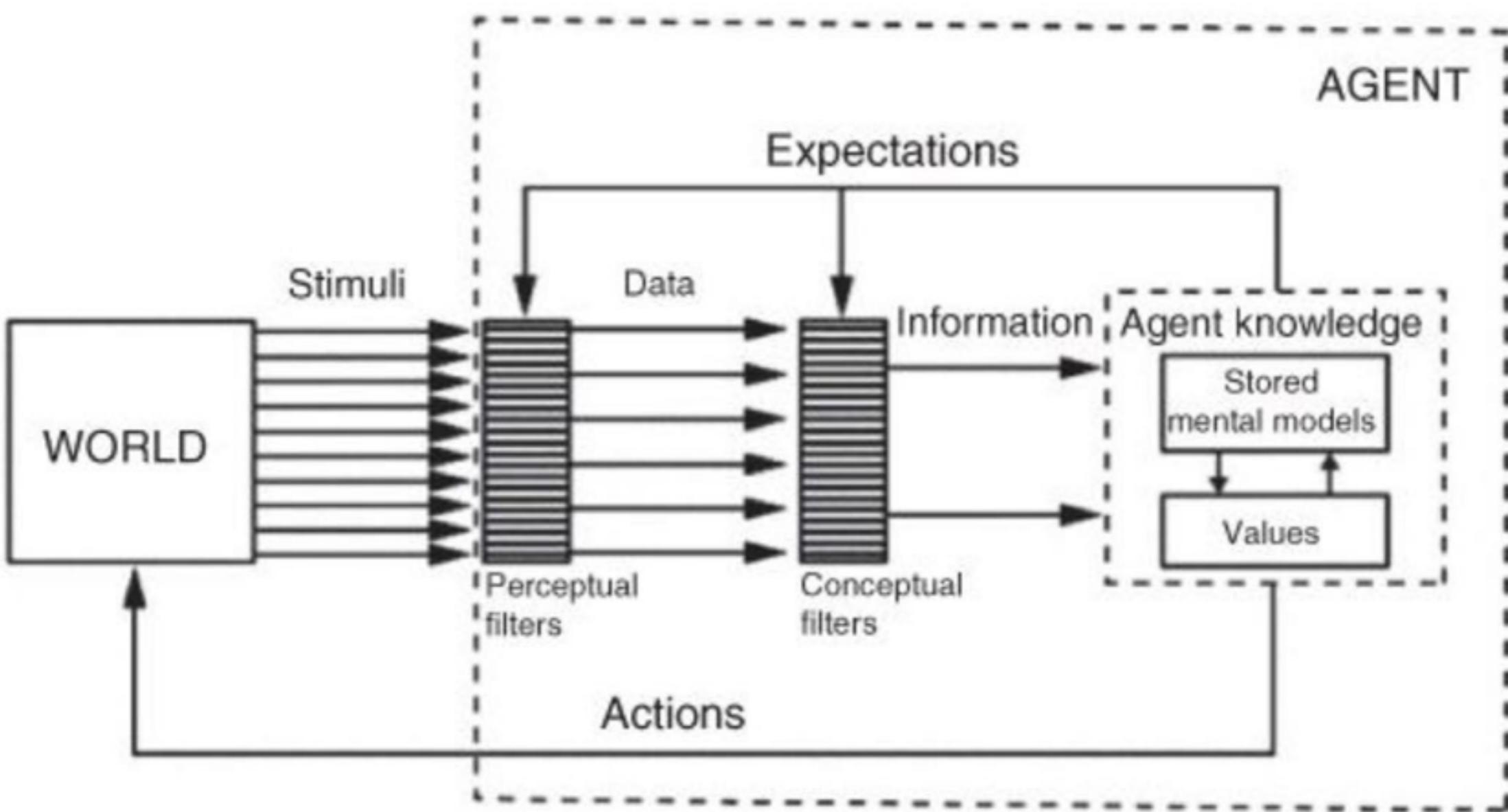
ECOLOGIC

PROFIT-BASED

SUPERSTITIOUS

UTILITARIAN

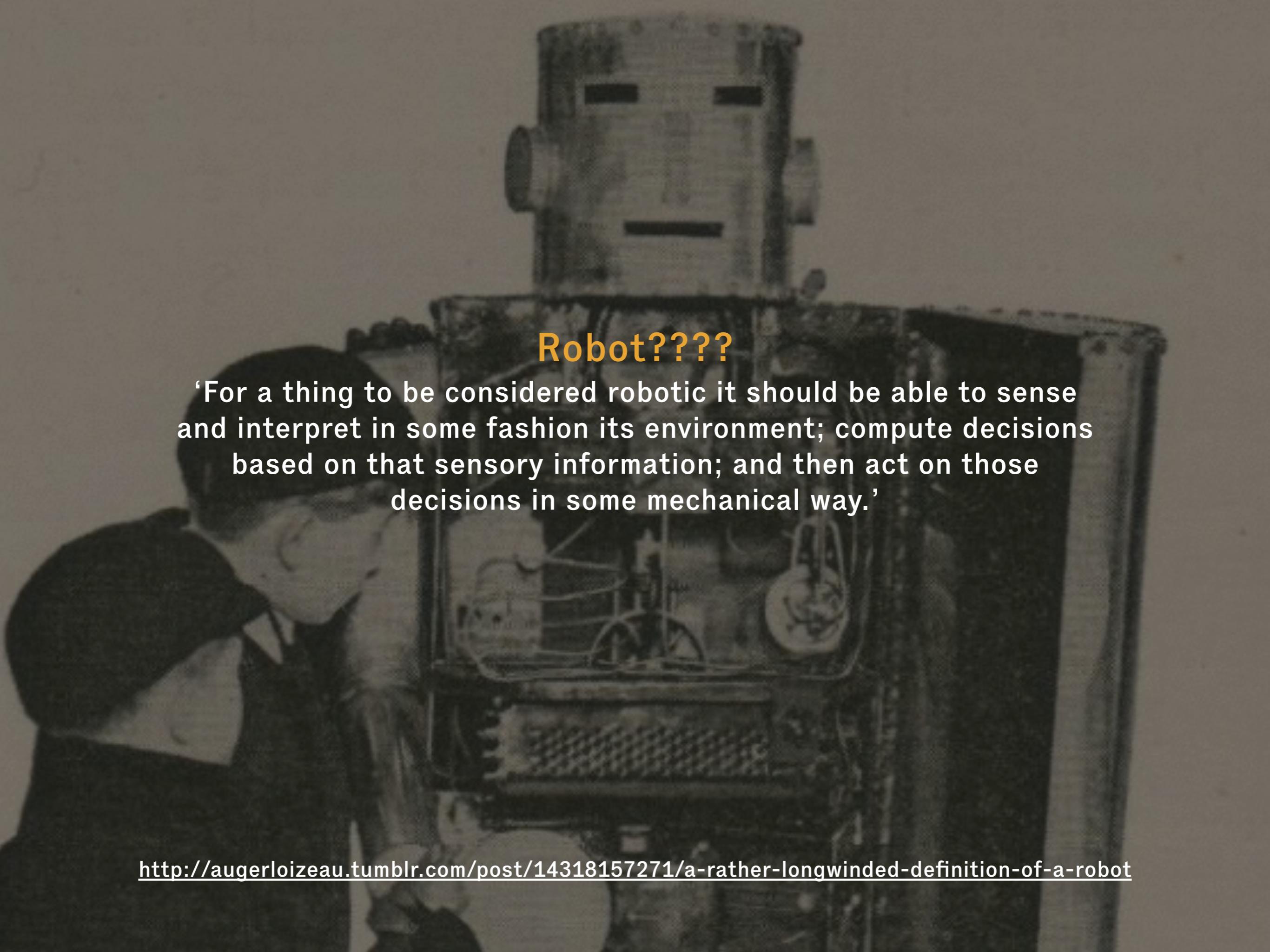
...



but we were talking about homes...no?

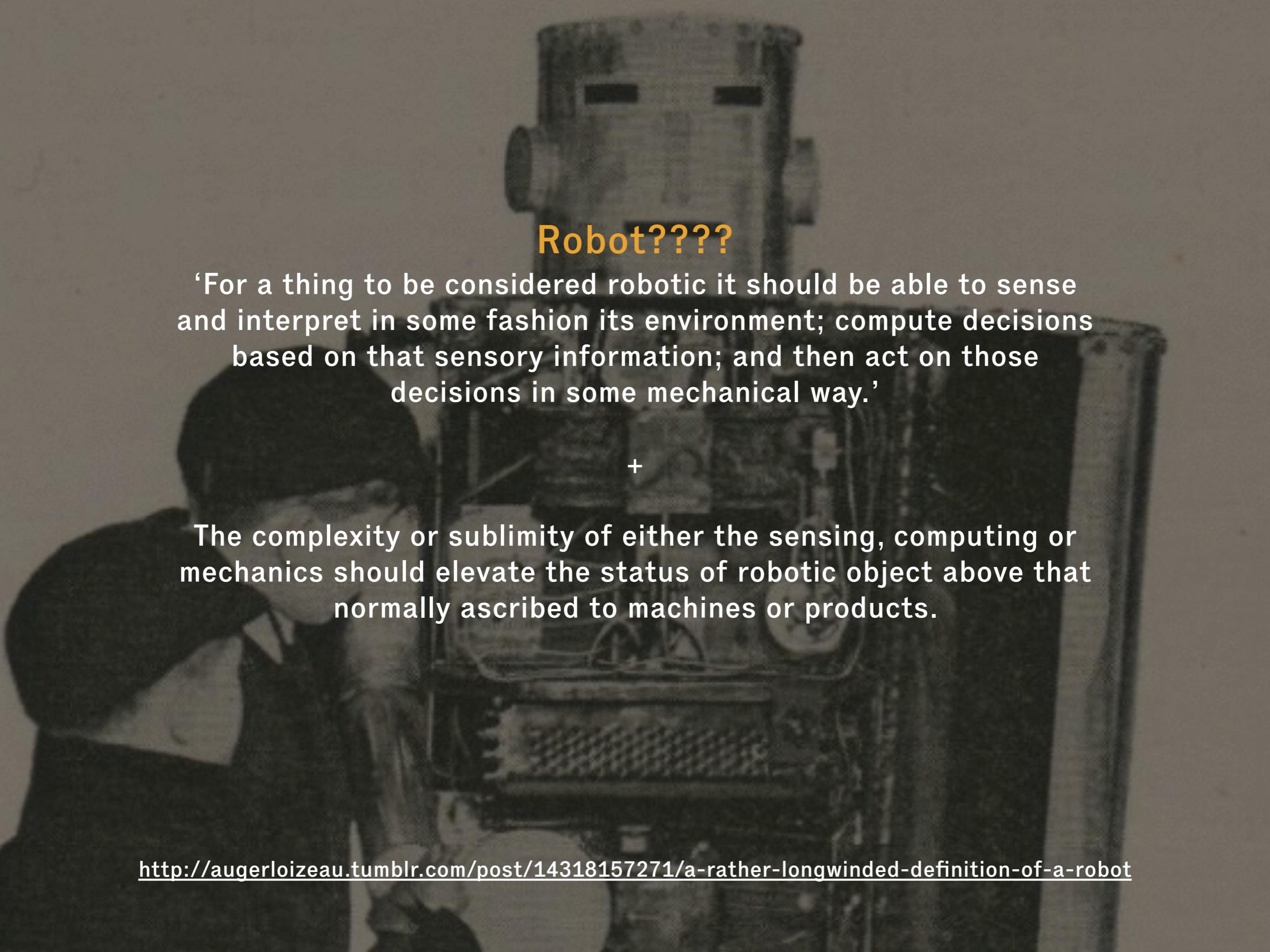


robotization of products...
automation
smartification?



Robot????

‘For a thing to be considered robotic it should be able to sense and interpret in some fashion its environment; compute decisions based on that sensory information; and then act on those decisions in some mechanical way.’



Robot????

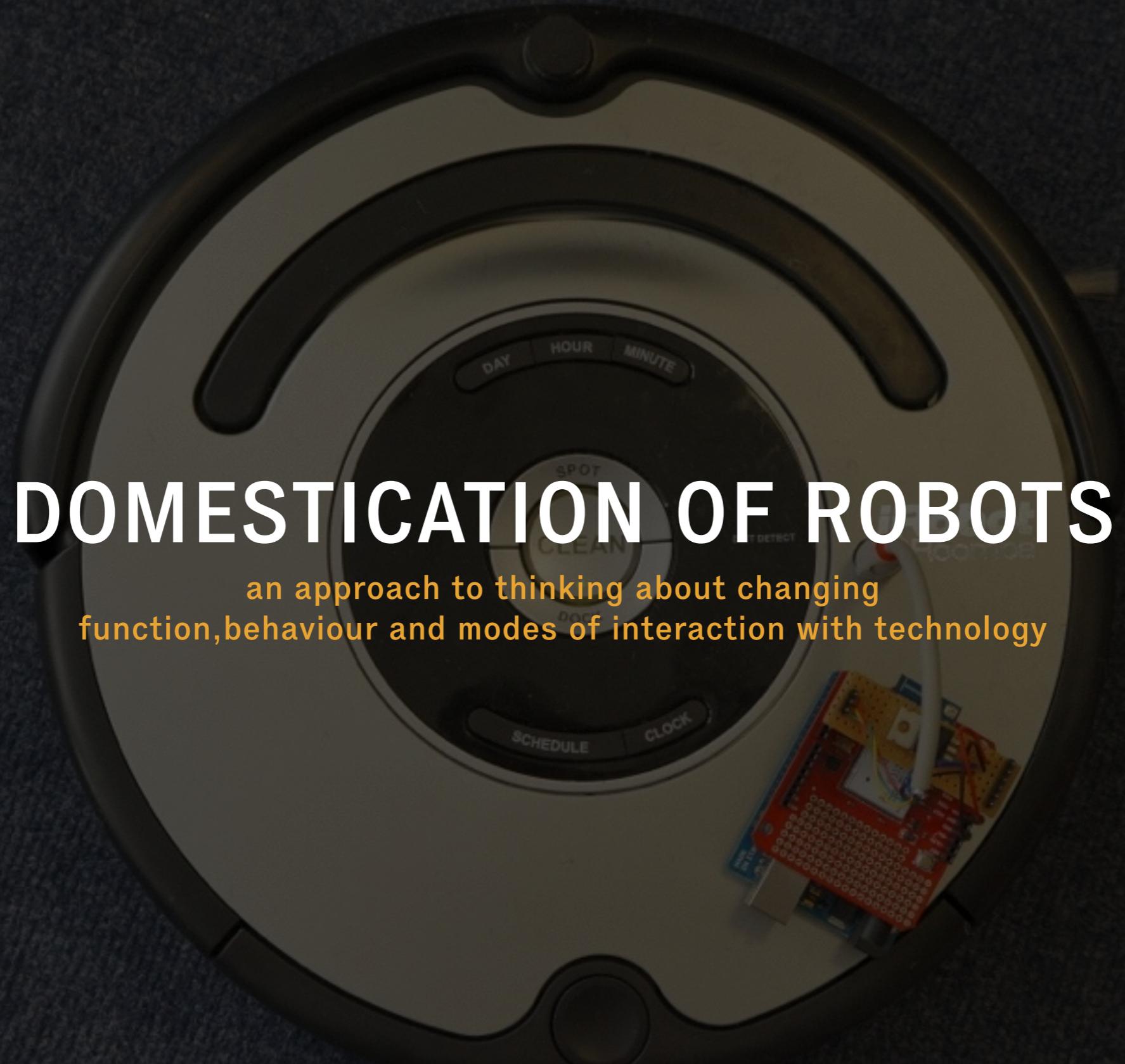
‘For a thing to be considered robotic it should be able to sense and interpret in some fashion its environment; compute decisions based on that sensory information; and then act on those decisions in some mechanical way.’

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The complexity or sublimity of either the sensing, computing or mechanics should elevate the status of robotic object above that normally ascribed to machines or products.

DOMESTICATION OF ROBOTS

an approach to thinking about changing
function, behaviour and modes of interaction with technology

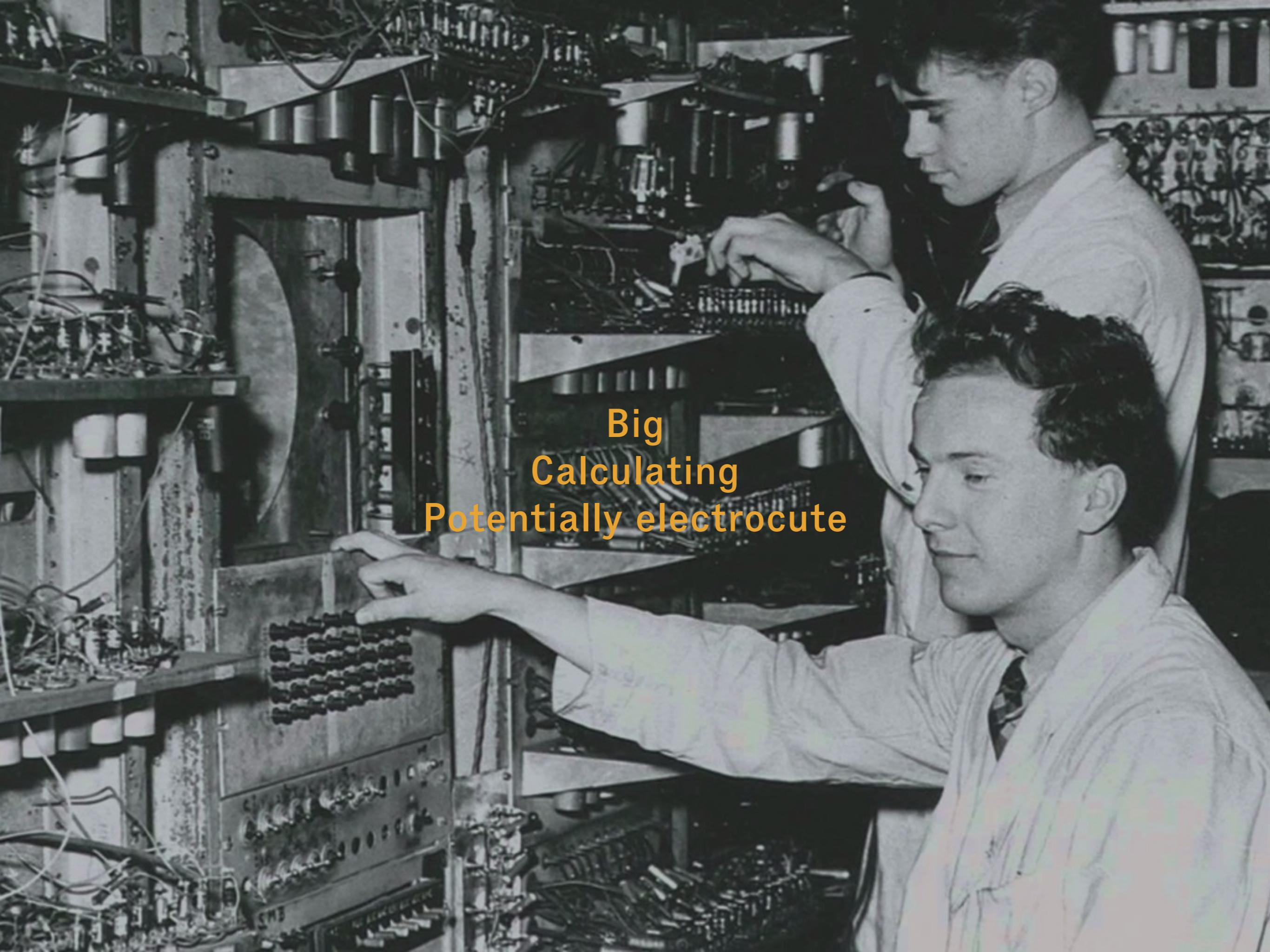




Big
Hunt
Attack

A close-up photograph of a small, brown puppy with dark brown ears and a tan-colored muzzle. The puppy is wearing a red collar with white polka dots. It is looking directly at the camera with a curious expression. The background is slightly blurred, showing an indoor setting with a wooden cabinet and some household items.

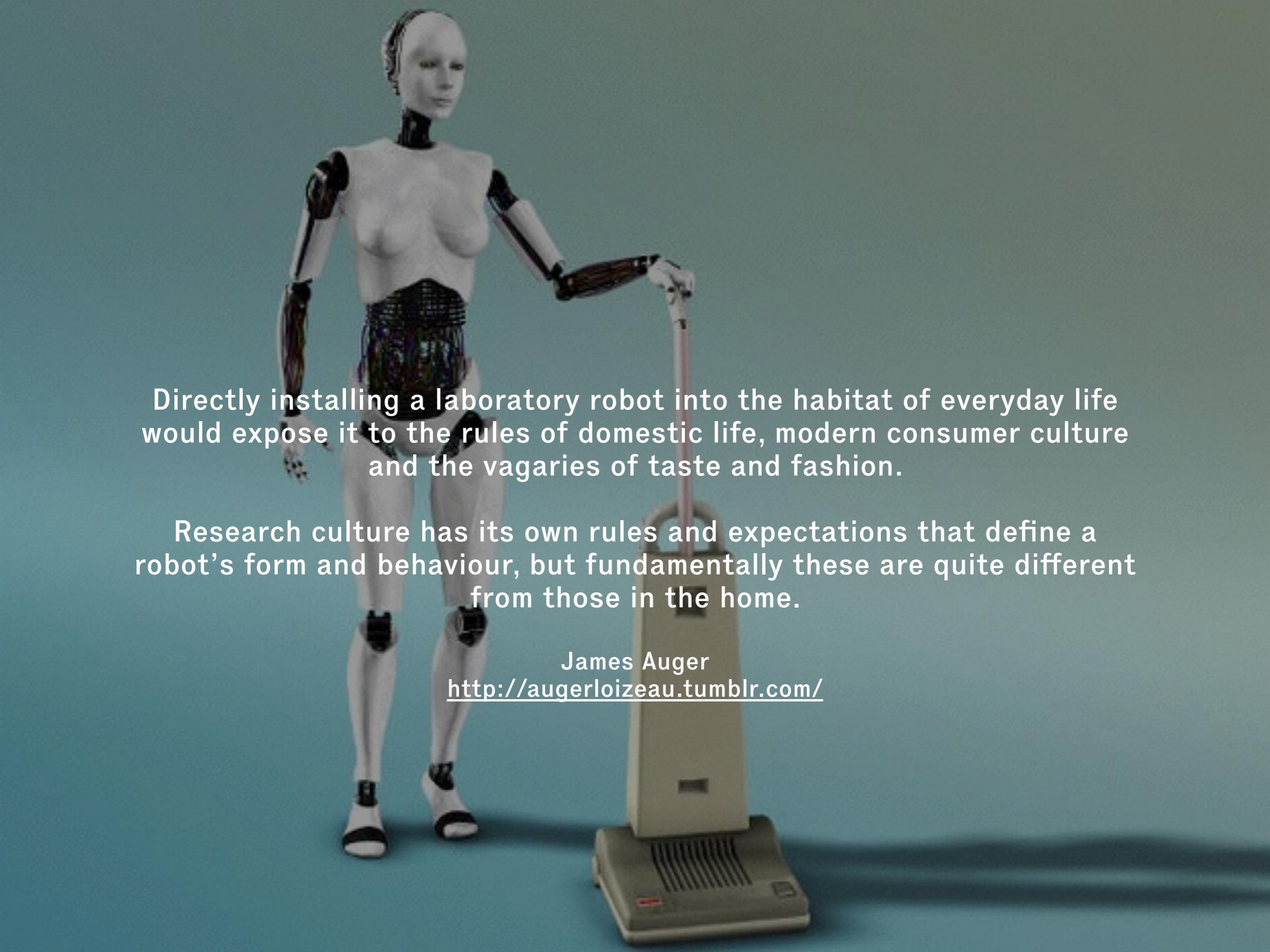
Tofu!



Big
Calculating
Potentially electrocute

A photograph showing two people from behind, looking at a tablet device. The person on the left has blonde hair and is wearing a grey hoodie. The person on the right has blonde hair tied back and is wearing a blue shirt. They are both looking at a tablet screen which is displaying a light blue interface.

Ooooooooo

A white humanoid robot stands next to a vintage computer terminal. The robot has a white torso, black arms and legs, and a head with a neutral expression. It wears colorful, patterned shorts. The vintage computer terminal is a light-colored wooden cabinet with a screen and keyboard on top, supported by a base with a fan.

Directly installing a laboratory robot into the habitat of everyday life would expose it to the rules of domestic life, modern consumer culture and the vagaries of taste and fashion.

Research culture has its own rules and expectations that define a robot's form and behaviour, but fundamentally these are quite different from those in the home.

James Auger
<http://augerloizeau.tumblr.com/>



“Domestication, in the traditional sense, refers to the taming of a wild animal. At a metaphorical level we can observe a domestication process when users, in a variety of environments, are confronted with new technologies.

These ‘strange’ and ‘wild’ technologies have to be ‘house-trained’; they have to be integrated into the structures, daily routines and values of users and their environments.”

Domestication of Media and Technology, Berker et al

Form Adaptation

Form follows familiarity...
Fictional representation dictates
the form, not the real function

Functional Adaptation

Base the function
on what the underlying technology
excels at, not to simply replicate
existing occupants.

Interactive Adaptation

There is no real precedence beside
controlled labs

Practical Electrics

20 Cents

Over
100
Illustrations

Sept. 1923

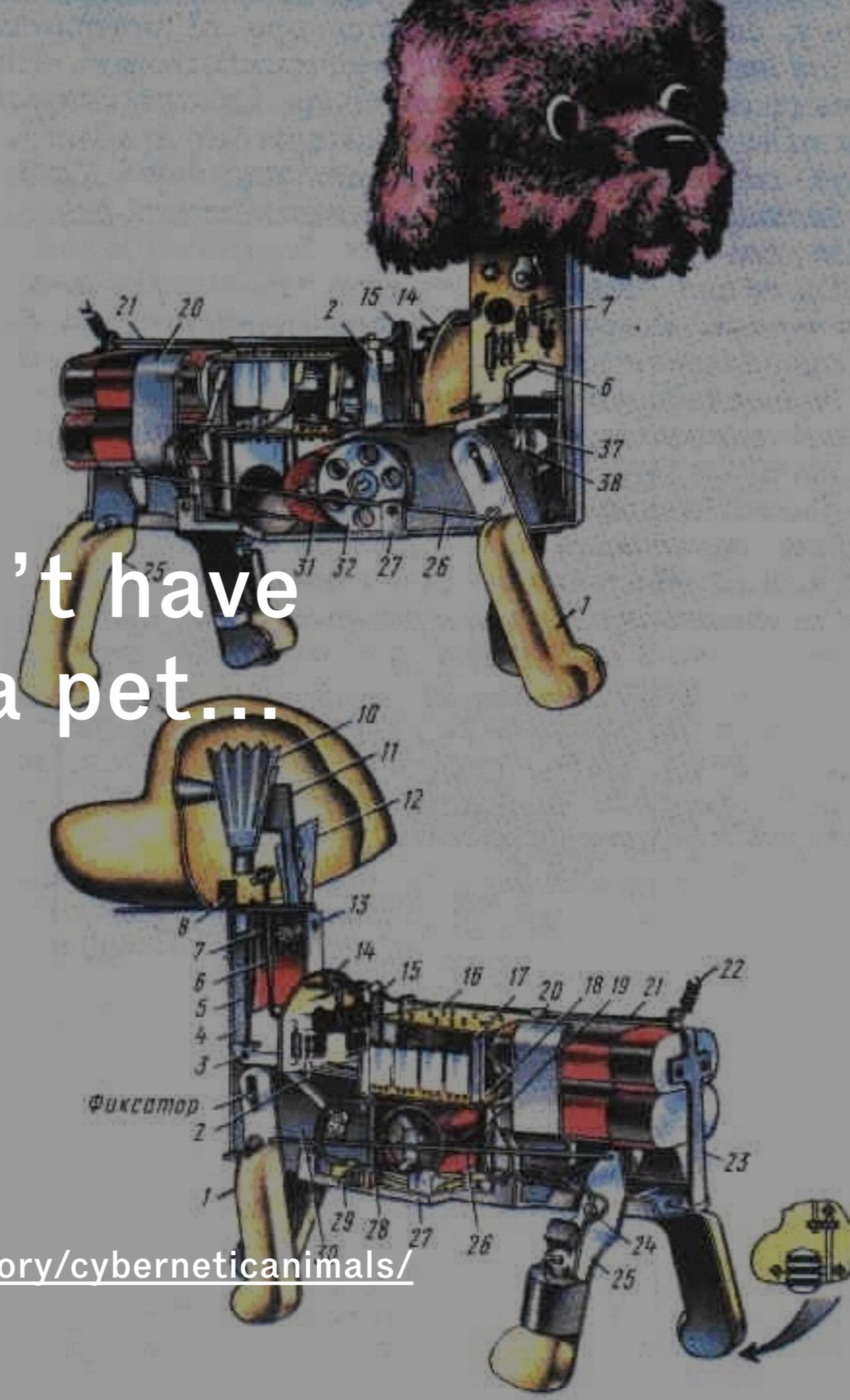
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THE ELECTRIC DOG

See Page 496



so it doesn't have
to be like a pet...

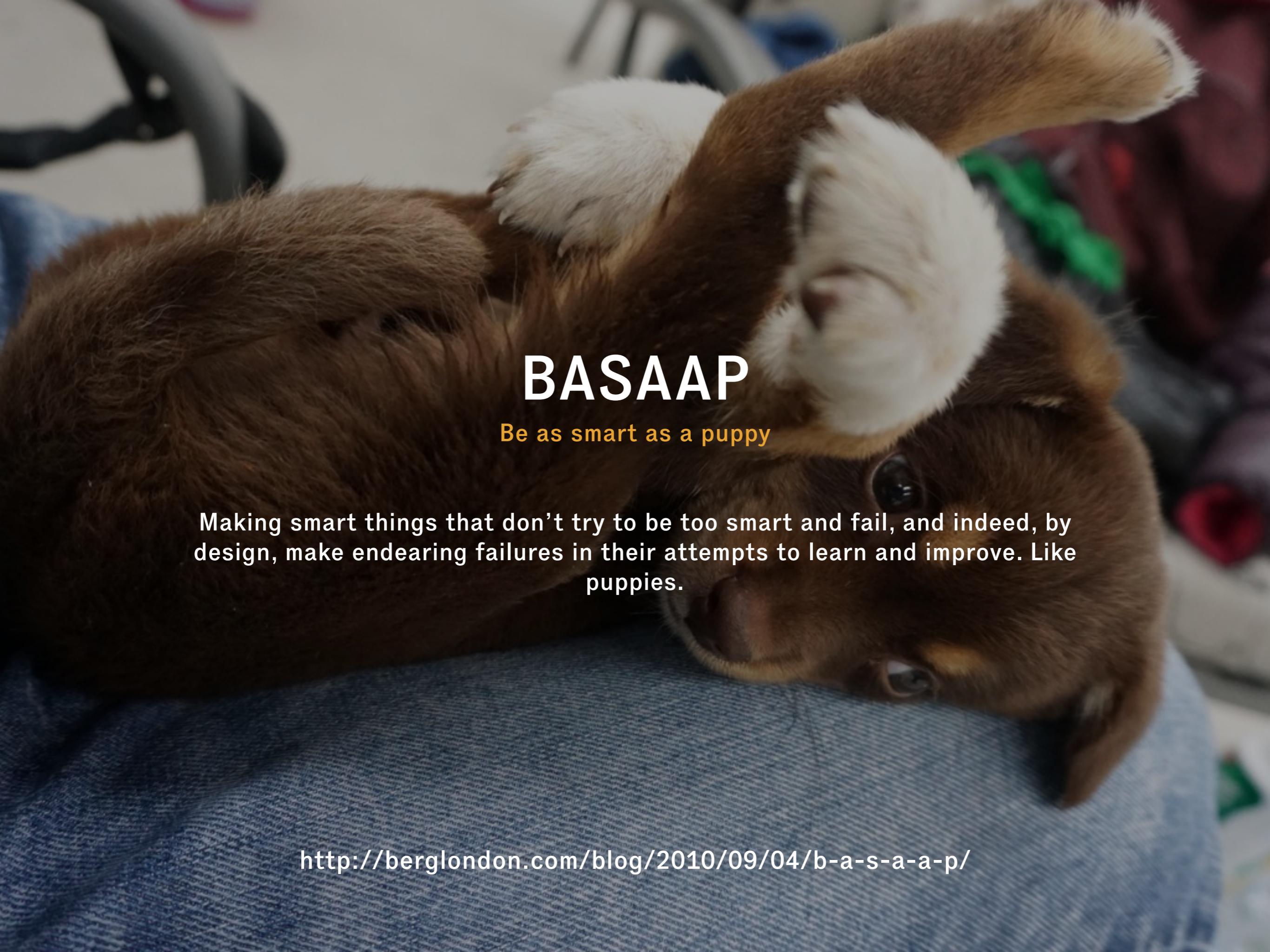


<http://cyberneticzoo.com/category/cyberneticanimals/>



maybe is the house
itself that will change

<http://www.trujillodiego.com/work/withrobots.html>



BASAAP

Be as smart as a puppy

Making smart things that don't try to be too smart and fail, and indeed, by design, make endearing failures in their attempts to learn and improve. Like puppies.

<http://berglondon.com/blog/2010/09/04/b-a-s-a-a-p/>

OOHome

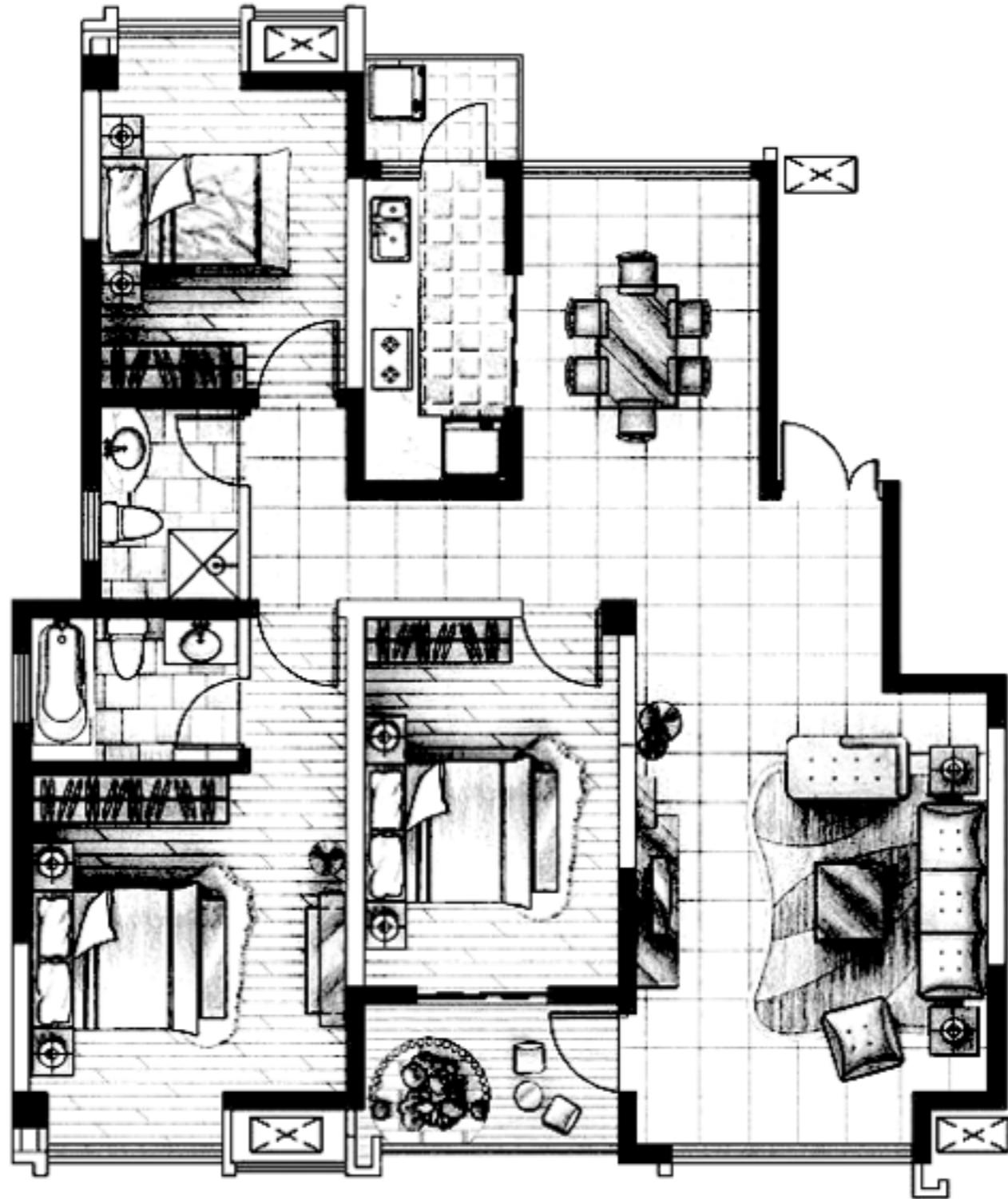
Object Oriented Home

In OOHomes "nothing has special status, but that everything exists equally—plumbers, cotton, bonobos, DVD players, and sandstone, for example". The house is built for us as much that it is for objects.

Lets imagine to sit in a house where objects are “agents” or “domesticated robots”.

They do stuff for us, they influence us to towards our and their goals. They can do the right thing, they can fail, they can do it subtly or also very directly, they can have utilitarian or only emotional value.

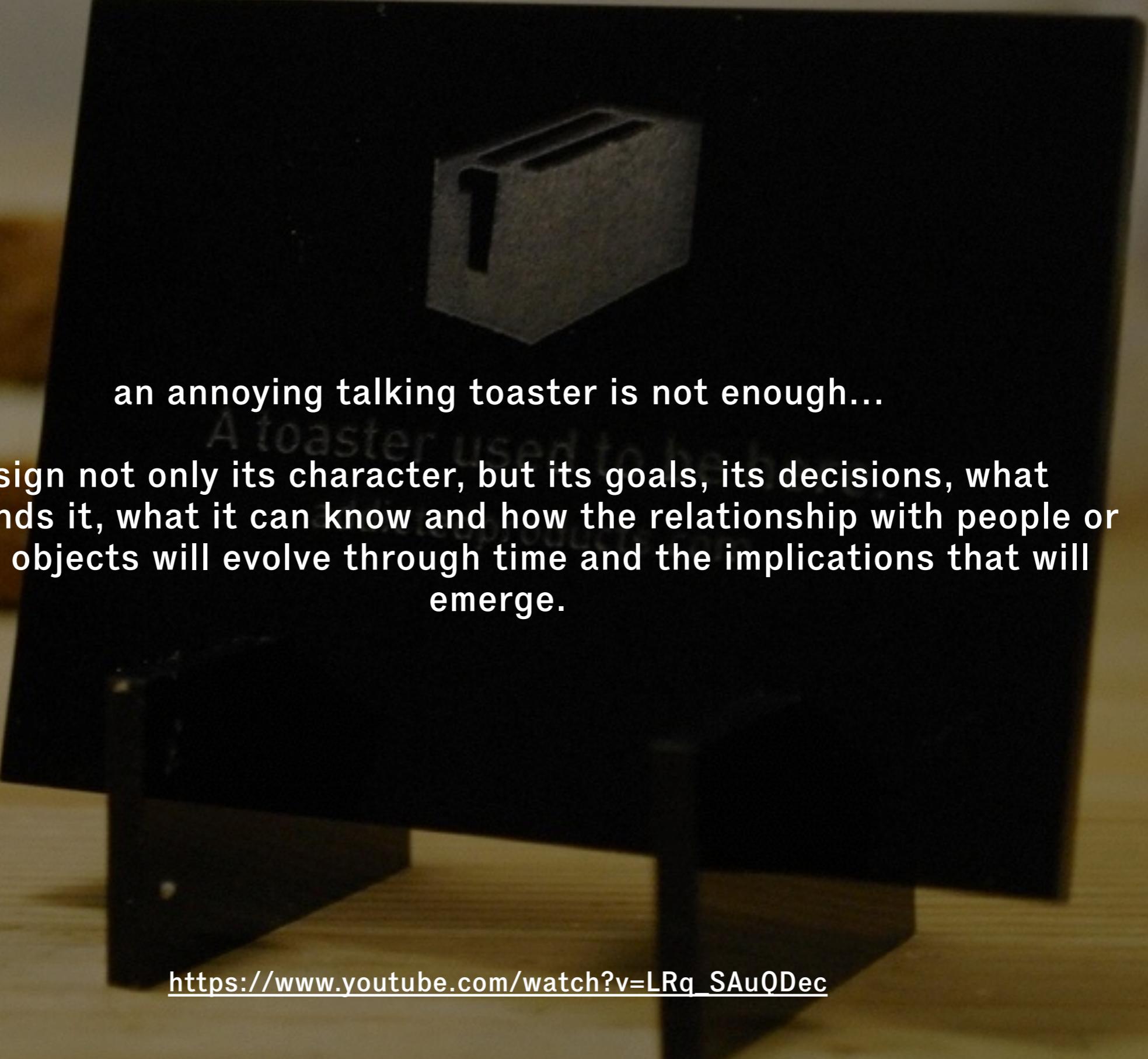
We can be their main users or objects can be their users.



Pick a room, Pick a function, it could be the one of an existing object or one that will emerge in a near future.



**information?
entertainment?
feeding?
keeping time?**



an annoying talking toaster is not enough...

Design not only its character, but its goals, its decisions, what surrounds it, what it can know and how the relationship with people or other objects will evolve through time and the implications that will emerge.

https://www.youtube.com/watch?v=LRq_SAqQDec

Fully Controlled

wearables

Fully Automated

robots

Form

Function

Interaction

Controlled

Automated

interaction

Visible

Invisible

interaction

Calm

In your face

interaction

Familiar

Alien

form

Anthropomorphic

Not

form

Natural

Artificial

form

Utilitarian

Emotive

function

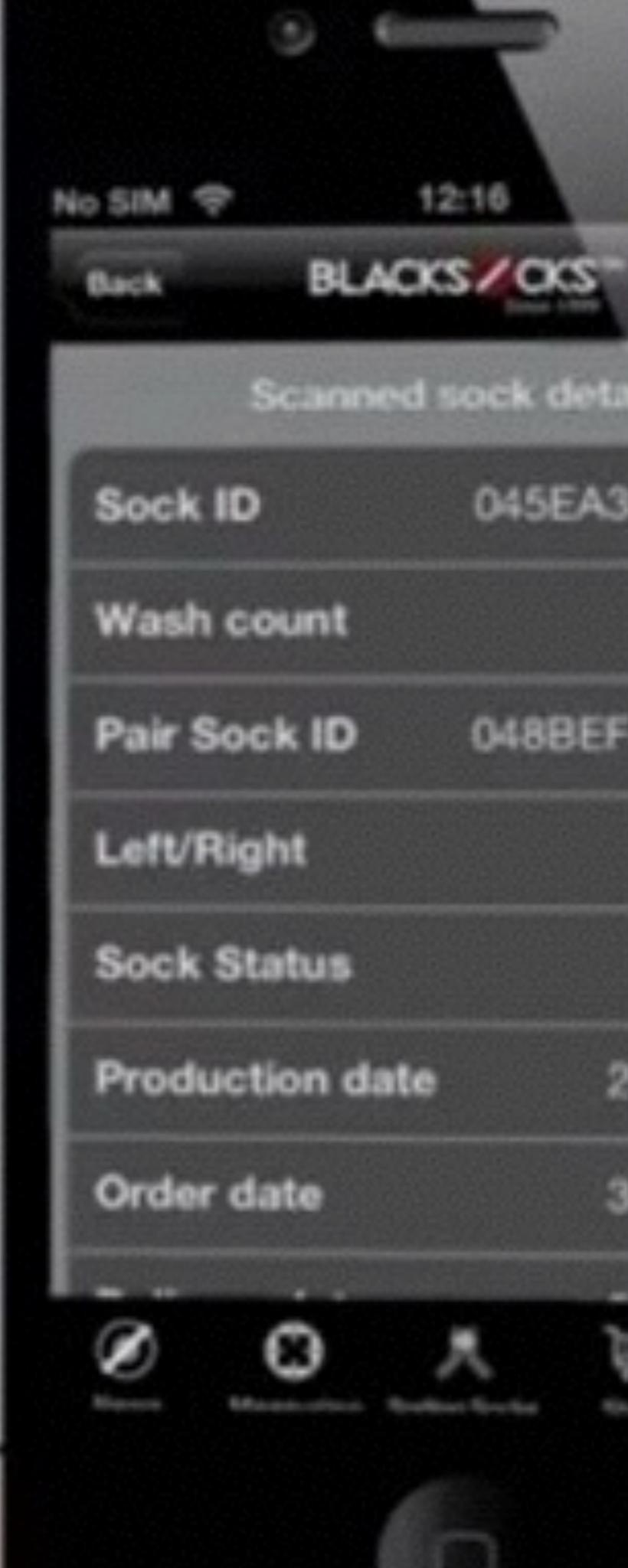
Relieving

Empowering

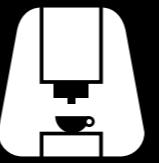
function



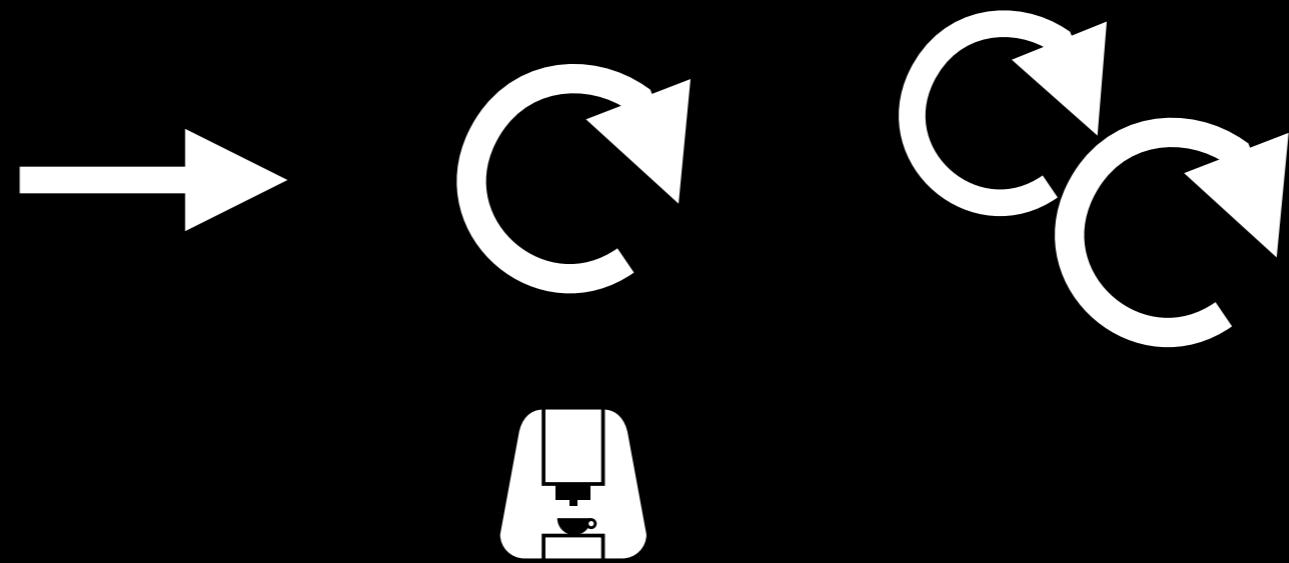
THE WORD SMART IS BANNED...



Need
Heritage
Function
Goal



What function, evolution, need?



What logic will it follow?

Context

Society
Issues



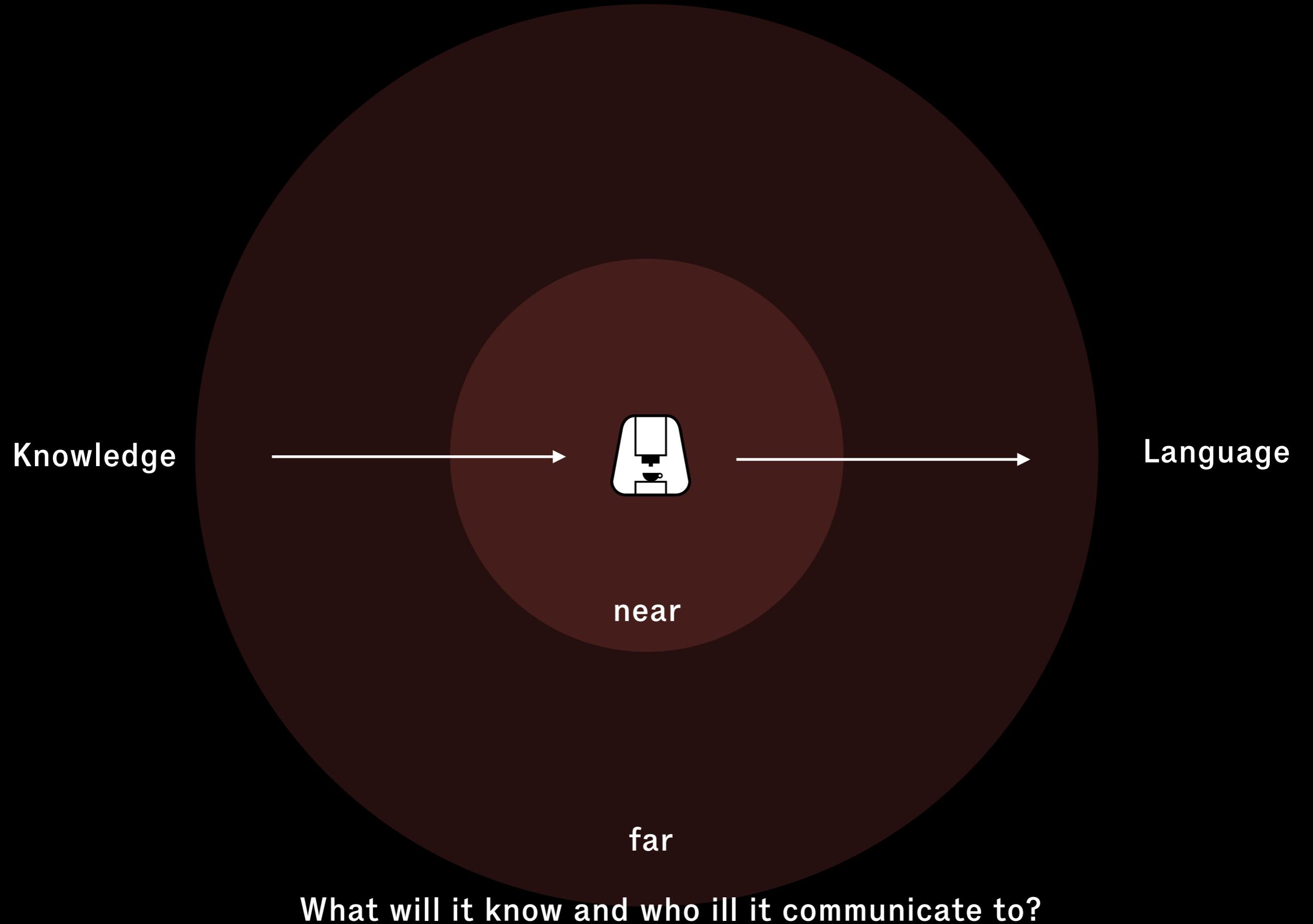
Knowledge

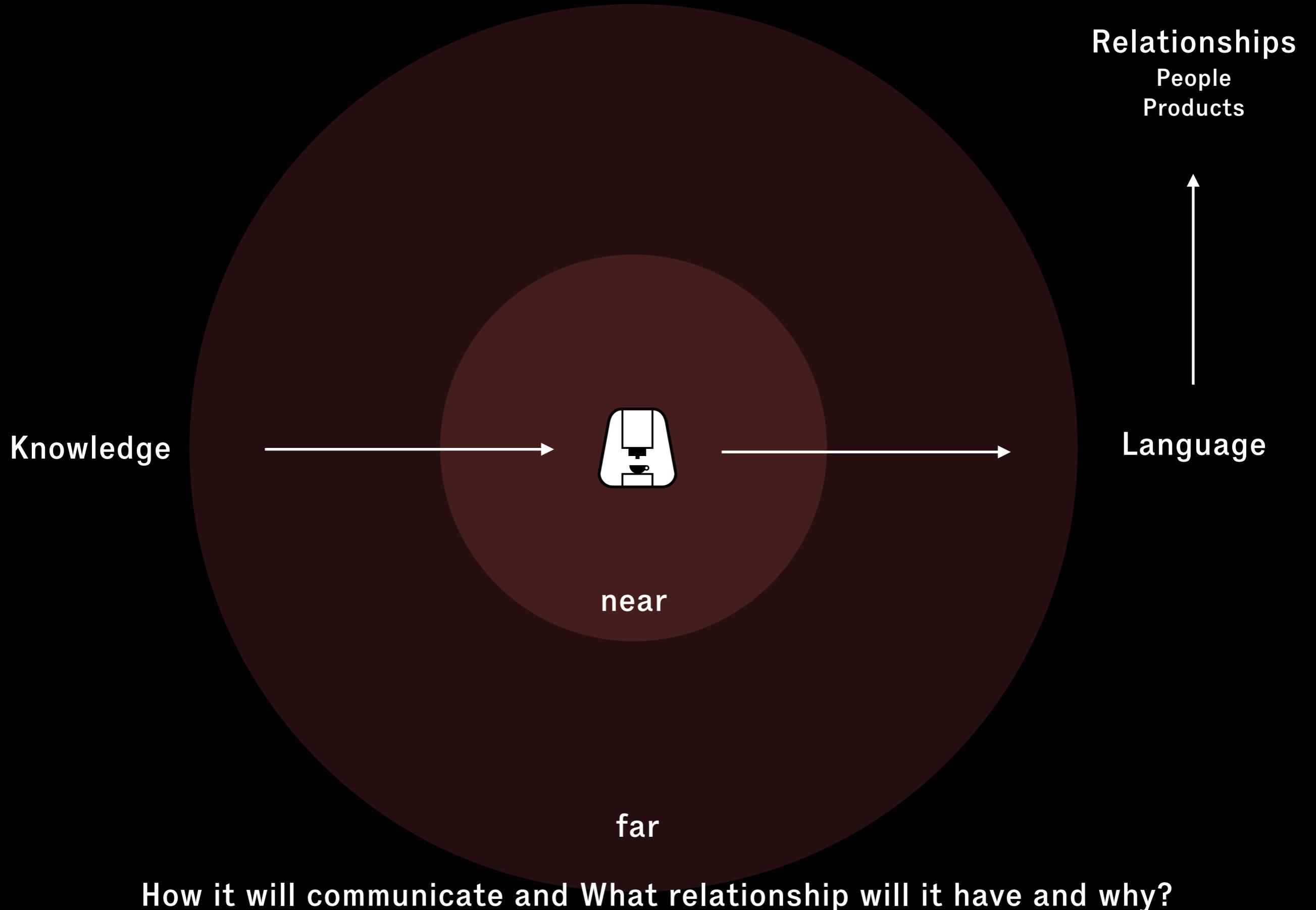


near

far

What context will it live in?







day
today
bought



night
a year
sold

How will it evolve through time?

How are we going to do this?

Is it a new objects or an evolution of one?

What functions will it have? Is it necessary/utilitarian?

What context will it live in?

Who will it communicate to and why?

How will it do it?

What logic will it follow?

What relationship will it have?

How will it evolve?

What do we expect

Conceptual Rigor

Conceptual Clarity

Thematic Interpretation

Clear and Coherent Scenario (a video?)

One or more elements of your story that can be experienced

Well-documented Process

week 1

Intro am	Check + Lecture	Check + Lecture	Check + Lecture	Check Making things learn and evolve
.....
pm	Profile a behaviour	Making things behave with colour and movements	Making things communicate with each others	Making things Perceive
				Brief Let's start the project

week 2

Concept crits am	run	run	run	Prepare the exhibit
.....
pm	Scenarios development and storymaking	run	run	Expo+ beers!