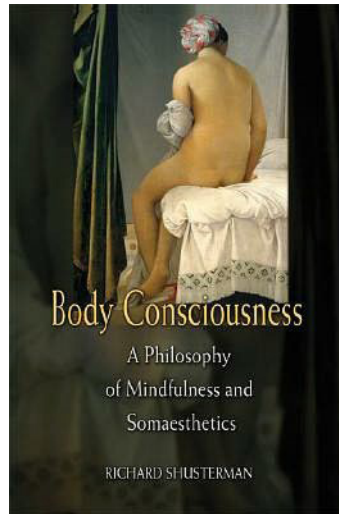# ÆSTETISK INTERAKTION 2

MIE NØRGAARD, SAINT 2013

I dag

3 artikler + rundbordsdiskussion + kritik af jeres eksperimenter med Magisk og Japansk interaktionsdesign + lancering af nyt undersøgelsesord (eksperimentet til næste uge).

Fra sidst: Analytisk vs pragmatisk æstetik

Petersen et al.s framework: 3 kategorier for æstetisk interaktion + 3 begreber som kan bruges til at artikulere dem…

Nyt begreb: Somaesthetics (Shusterman)

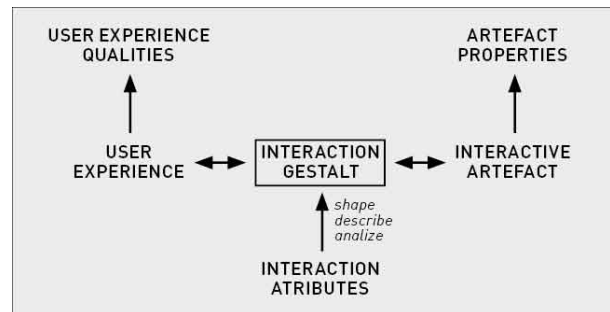Aflægger af den pragmatiske æstetik

Soma = krop

Nyt begreb/framework: Interaction Gastalt (Lim et al.)

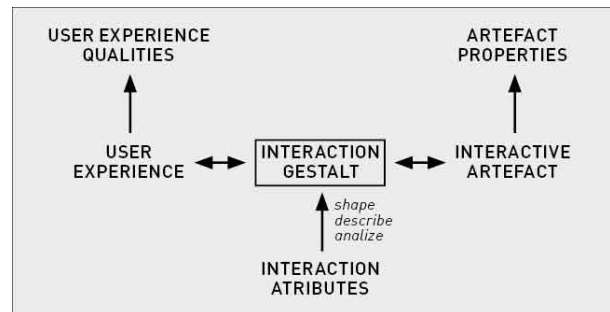Hvad er målet med interaktionen?

Hvilke attributter kan manipuleres for at nå målet?

På hvilken måde manipuleres attributterne?

Interaction gestalt placerer sig mellem UX og artefakten

…men kan ikke beskrives med UX-ord eller med artefaktord

USER EXPERIENCE QUALITIES   ARTEFACT PROPERTIES

USER EXPERIENCE ↔ INTERACTION GESTALT ↔ INTERACTIVE ARTEFACT

shape
describe
analize

INTERACTION ATRIBUTES

3 temaer for Interaction Gestalt

Time – Space – Information

Alle attributter retter sig mod disse hovedtemaer
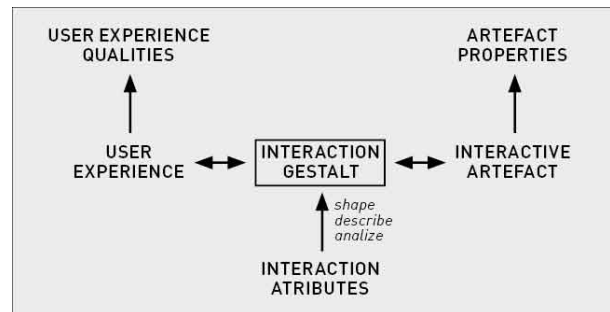
**Summen af designaspekterne = Interaction Gestalt**

Attributes	Definition	Examples	
Connectivity (independent-to-networked)	The level of connectivity among various information elements accessible through interactive artifacts or those artifacts themselves.	AskOxford.com [5] (independent)	Visual Thesaurus [44] (networked)

Attribut: Connectivity

Independent - networked

Movement
(static-to-dynamic)

The level of movement dynamics for both users' manipulating interface elements and artifacts' showing information elements.

AIGA Des. Archive [1]
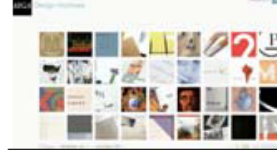
(static)

BBDO [6]

(dynamic)

Attribut: Movement

Stativ - dynamic

Continuity
(discrete-to-
continuous)

The level of continuity of users' manipulation toward interface elements.

SanDisk Sansa [36]
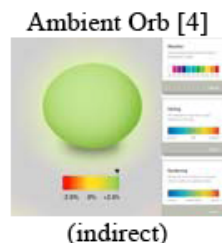
(discrete)

Apple iPod [3]

(continuous)

Attribut: Continuity

Discrete - continuous

Directness
(indirect-to-direct)

The level of directness of what is shown through an interactive artifact or its information elements.

Ambient Orb [4]

(indirect)

Weather.com [28]

51°F

(direct)

Attribut: Directness

Indirect - direct

Orderliness
(random-to-orderly)

The level of orderliness of either artifacts' showing information, or users' searching or manipulating information through an interactive artifact.

Scattr [40]

(random)

Flickr Slideshow [46]

(orderly)

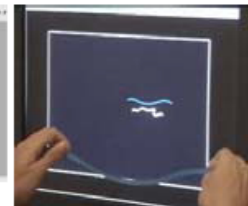## Attribut: Orderliness

Random - orderly

Resolution
(scarce-to-dense)

The level of resolution of either users' manipulating information or artifacts' representing information.

Autodesk AliasStudio [16]

3D curving tool [17]

(scarce)

(dense)

Attribut: Resolution

Scarse - dense

Proximity
(precise-to-
proximate)

The level of proximity of controlling information.

Adobe Photoshop

H: 0 °   L: 42
S: 46 %   a: 29
B: 58 %   b: 13
R: 148   C: 33 %
G: 80   M: 74 %
B: 80   Y: 61 %
945050   K: 20 %

(precise)

Adobe Photoshop
Select foreground color:

(proximate)

Attribut: Proximity

Precise - proximate

Speed
(delaying-to-rapid)

The speed of either users' behaviors or artifacts' responses.

typical loading pages
[38]

(delaying)

typical speedy games
[31]

(rapid)

Attribut: Speed

Delaying - rapid

Pace[3]
(slow-to-fast)

The rate of moving or the relative speed of change. Tempo. A combination of different rates of paces may create some kinds of rhythms.

RPA (*using keyboard for browsing*) [38]

(slow)

RPA (*using the time-line for browsing*) [38]

(fast)

Attribut: Pace

Slow - fast

State
(fixed vs. changing)

The case of state, it has only two variables: fixed vs. changing. When elements stayed in a same state, it is in a fixed state. When elements change to different states, it is in a changing state.

Philips USA [21]

(fixed)

Samsung Australia [39]

(changing)

Attribut: State

Fixed - changing

Time-depth
(concurrent-to-sequential)

The time-based depth of events occurring during interactions—simultaneous and concurrent events, or multiple elements with a few steps of depth, or every individual element shown through a larger number of steps of depth.

Mac OS X Exposé

Mac OS X Switcher

(concurrent)

(sequential)

Attribut: Time-depth

Concurrent - sequential

Nyt framework: Aesthetic qualities of interactive products (Löwgren)

Begreber: Pliability - Rhytm – Dramaturgical structure - Fluency

Lasse Ivarsson | LA2I

By The People   Process Improvements

Project Management   USE Network   BA08   3D   Product Management Lifecycle   'Ekonomibl

flash

Pliability

at oplevelsen fremstår flydende og modellerbar. Den kan tilpasses min situation.

Rhythm

at interaktionen har en rytme der skaber genkendelighed og forudsigelighed
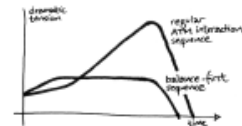
FIGURE 5: The dramaturgical structures of ATM interaction using two different interaction designs.

Dramaturgical structure

at interaktionen er tænkt narrativt og for eksempel opbygger spænding og benytter closure

Fluency

at systemet kobler til andre teknologier og hverdagens sociale normer/
praksis. At man ikke bliver afbrudt.

Nyt framework: Æstetiske idealer (Lundgren)

Begreber/metoder fra andre discipliner

6 idealer

coherency, emotion, sensing, critisism, efficiency og playfulness

Ideal: Coherency

Konsistens - et ideal for det meste design

Ideal: Coherency

brugeren kan drage konklusioner og ting som man endnu ikke har erfaring med baseret på hvad man allerede ved om systemet.

Coherency skal ses i forhold til noget, f.eks. playfulness

Ideal: Coherency - Relationer udenfor IxD

Vigtig del af den klassisk græske forståelse af skønhed som symmetri og harmoni.

"the aesthetic effects of design can be seen as the effect of product gestalt on human sensations"

Rune Monö, Design for Product

Ideal: Coherency - Relationer udenfor IxD

Gestalt betyder "an arrangement of parts which appears and functions as a whole that is more than the sum of its parts"
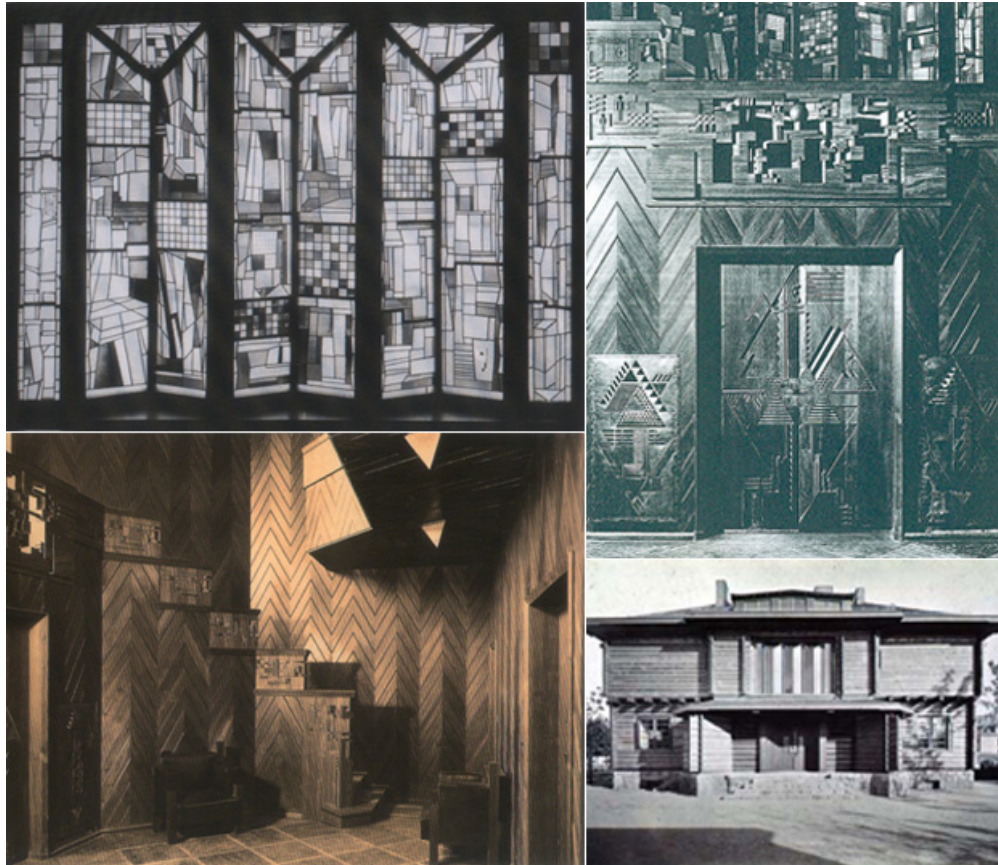
Ideal: Coherency - Relationer udenfor IxD

Gesamtkunstwerk – et værk, der bevidst gør brug af alle kunstformerne
for at opnå et hele

Ideal: Efficiency

"efficiency is to adapt something perfectly to the task it should filfill, so that this task can be carried out quickly and smoothly without any fuss or further ado"

Ideal: Critisism

"Here the main aim is to draw attention to or comment upon something special – often an aspect of society. The designer wants to evoke thought and reflection, or perhaps insigt. In order to achieve this, critical designs are often provocative"

Ideal: Playfulness

"Here the aim is to invite to play, or intrigue the user with a somehow clever or chalenging design"

soft(n) explores intimacy and experience through physical interaction with 10-12 networked soft objects that exhibit emerging behavior when touched or moved within a space. The network recognizes the quality of tactile and kinesthetic interaction, responding to how objects are touched or moved. Interaction with the soft objects elicits behaviors such as humming, shaking, sighing, singing and shared moving luminous patterns. Each soft object is hand constructed and contains a specially designed, hand-sewn and custom-engineered soft-intelligent-tactile input surface, motion detectors, and an ability to respond through vibration, light, and sound.

Ideal: Sensing

"Here the aim is rich physical interaction, often coupled to a mental experience. Thus *sensing* has triple meanings; sensing as in feeling, experiencing, but also as in making sense of"

Ideal: Emotion

"Here, the aim is to evoke certain emotions in the users. Typically it's a positive emotion, e.g. pleasure, but emotions can also be used to create a rich experience which is not per definition pleasing, e.g. some designs deliberately want to scare or trouble users"

Categories and articulations for aesthetic interaction (Petersen et al):
body-mind (senses),
socio-cultural (style) and
instrumentality (clues of use)

Attributes of interaction Gestalt (Lim et al):
connectivity,
continuity,
directness,
movement,
orderliness,
proximity,
pace,
resolution,
speed,
state,
time-depth

Articulations (Löwgren):
Piability,
rhythm,
dramaturgical structure,
fluency

4 pleasures (Tiger.):
socio-pleasure,
ideo-pleasure,
physio-pleasure and
psycho-pleasure

Aesthetic ideals (Lundgren):
playfulness,
coherency,
efficiency,
critisism,
sensing,
emotion

Artikulering af æstetisk interaktion

Begrebsapparat so far...