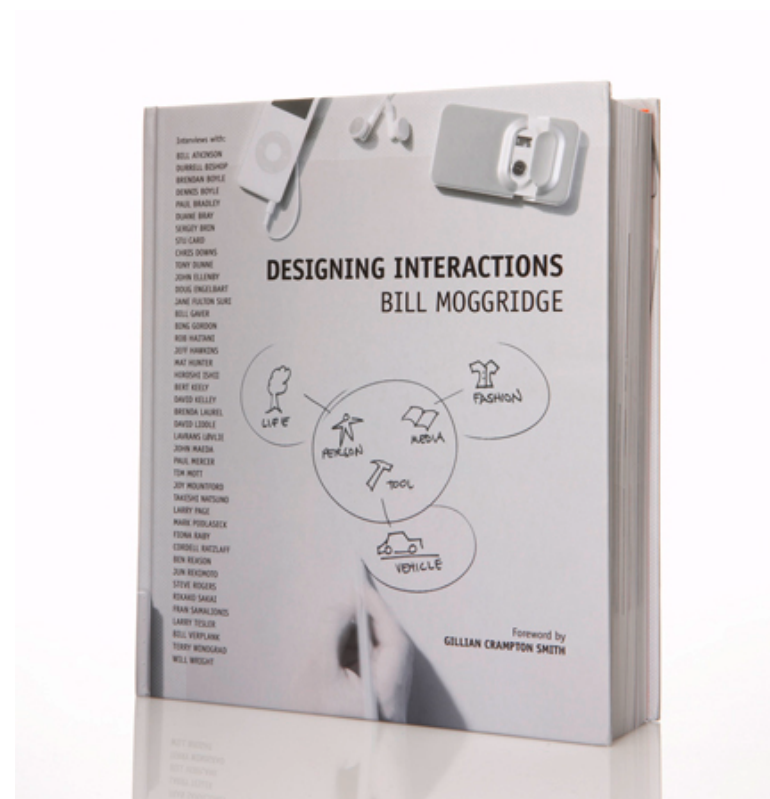


# Principles of Interaction

ARCH 11193

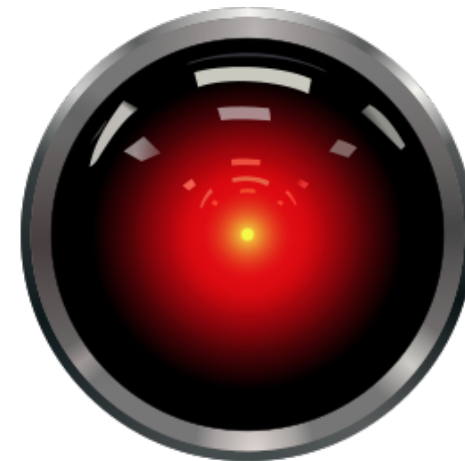




‘Who would choose to point, steer and draw with a blob as big and clumsy as a bar of soap?’ (Moggridge, 2007 p17)

# Context

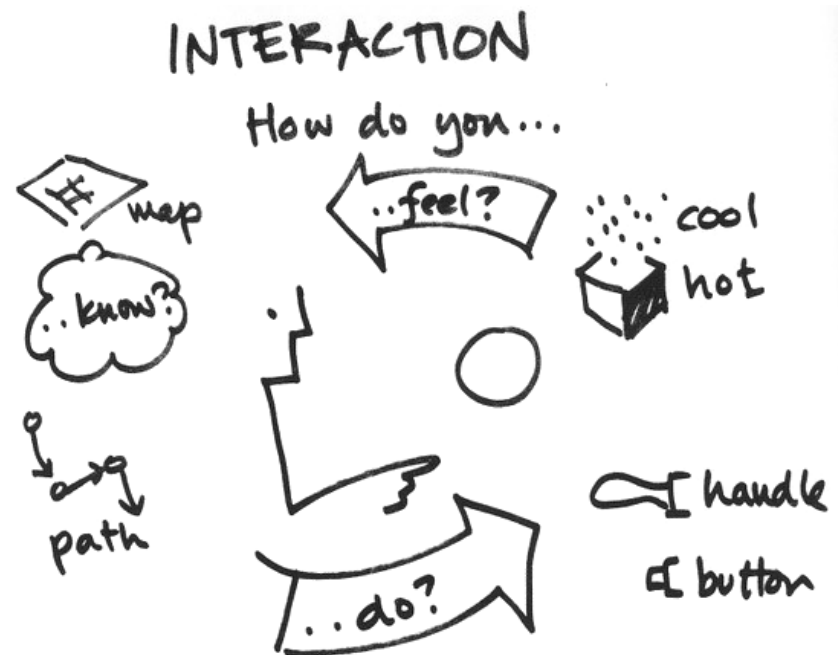
- Action, response, reaction and interaction
- Agency and authorship
- Engagement and experience
- Multimodal intermedia
- Interface and data
- Form and code



<http://en.wikipedia.org/wiki/File:HAL9000.svg>

# Bill Verplank - How do you...

- 'How do you do?'
- 'How do you feel?'
- 'How do you know?'



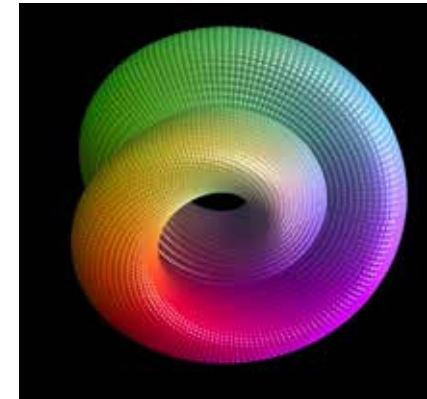
# Design(ing) (in) Context

- Function, usability and usefulness
- Meaning
- ‘What does it say to us?’
- Aesthetic character
- Sociability

(Gillian Crampton-Smith)



# Dimensions of Design



- 1d - Words and poetry (tone)
- 2d - Painting, typography, diagrams, icons
- 3d - Physical and sculptural, haptics
- 4d - Time

(Gillian Crampton-Smith)

# Augmenting Capability

- Artifacts (Objects to manipulate things, materials, symbols)
- Language (“thinking”, Semiotics)
- Methodology (Procedures and strategies for achieving goals)
- Training (deep integration of first three points)

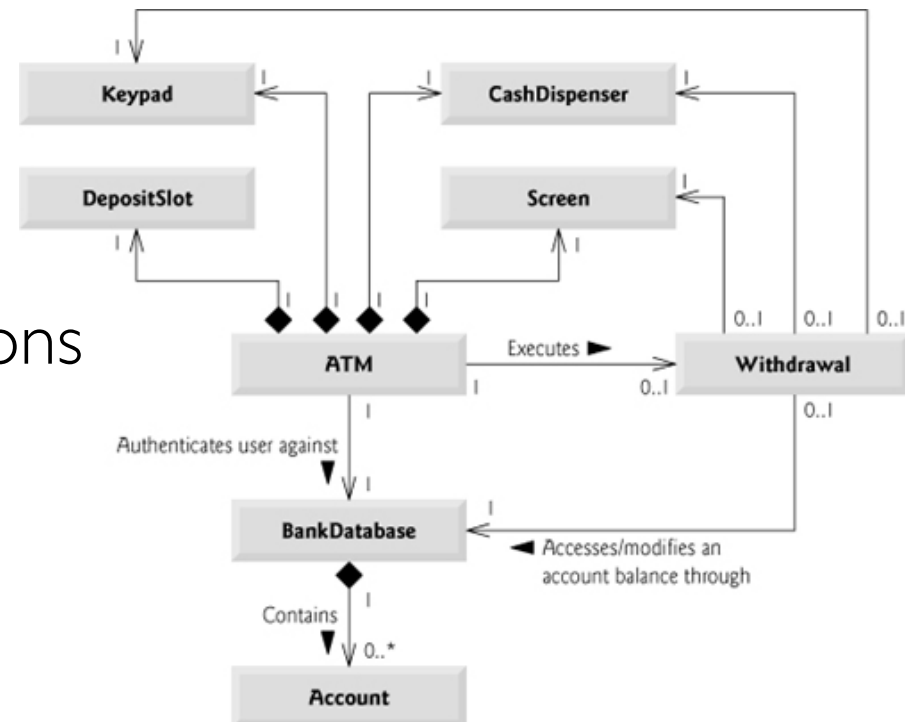
(Doug Englebart)

<http://westkarana.com/index.php/2009/04/09/and-then-i-tried-bumptop/>



# Interaction Design

- Clear mental model
- Reassuring feedback
- Navigability
- Consistency
- Intuitive interactions
- Behaviours
- Qualit(y)(ies)





## Identifying iPod models

### Summary

This document will help you determine the model of iPod you have.

### Products Affected

iPod, iPod mini, iPod nano, iPod shuffle, iPod touch



Last Modified: April 06, 2012

Article: HT1353

Views: 22624537

Rating: ★ ★ ★ ★  
(21932 Responses)

### Languages

English

### Related Discussions

- Why can't I update my iPod to iOS 5?...

[More discussions](#)

### Related Articles

- Some special characters will r

To ensure that your Mac or PC is compatible with your iPod, check the [system requirements](#) for your particular iPod.

You can always download the latest iTunes software at <http://www.apple.com/itunes/download/>. When you have the latest version, use the iTunes menus to check for updates. On the Mac choose **iTunes > Check for Updates**. On Windows choose **Help > Check for Updates**.

You can tell which iPod model you have by checking:

- Whether it navigates using a Multi-Touch display, Control Pad, Click Wheel, Touch wheel, Scroll wheel, or Apple Earphones with Remote.
- The amount of storage capacity.
- If it has a color or monochrome screen.
- If it has a dock connector.
- If it has a clip.
- If it has a camera.

Icon	Model	Year-Month introduced	Navigation Controls	Capacity
	<a href="#">iPod touch (4th generation)</a>	2011-10	Multi-Touch display	8 GB, 32 GB or 64 GB

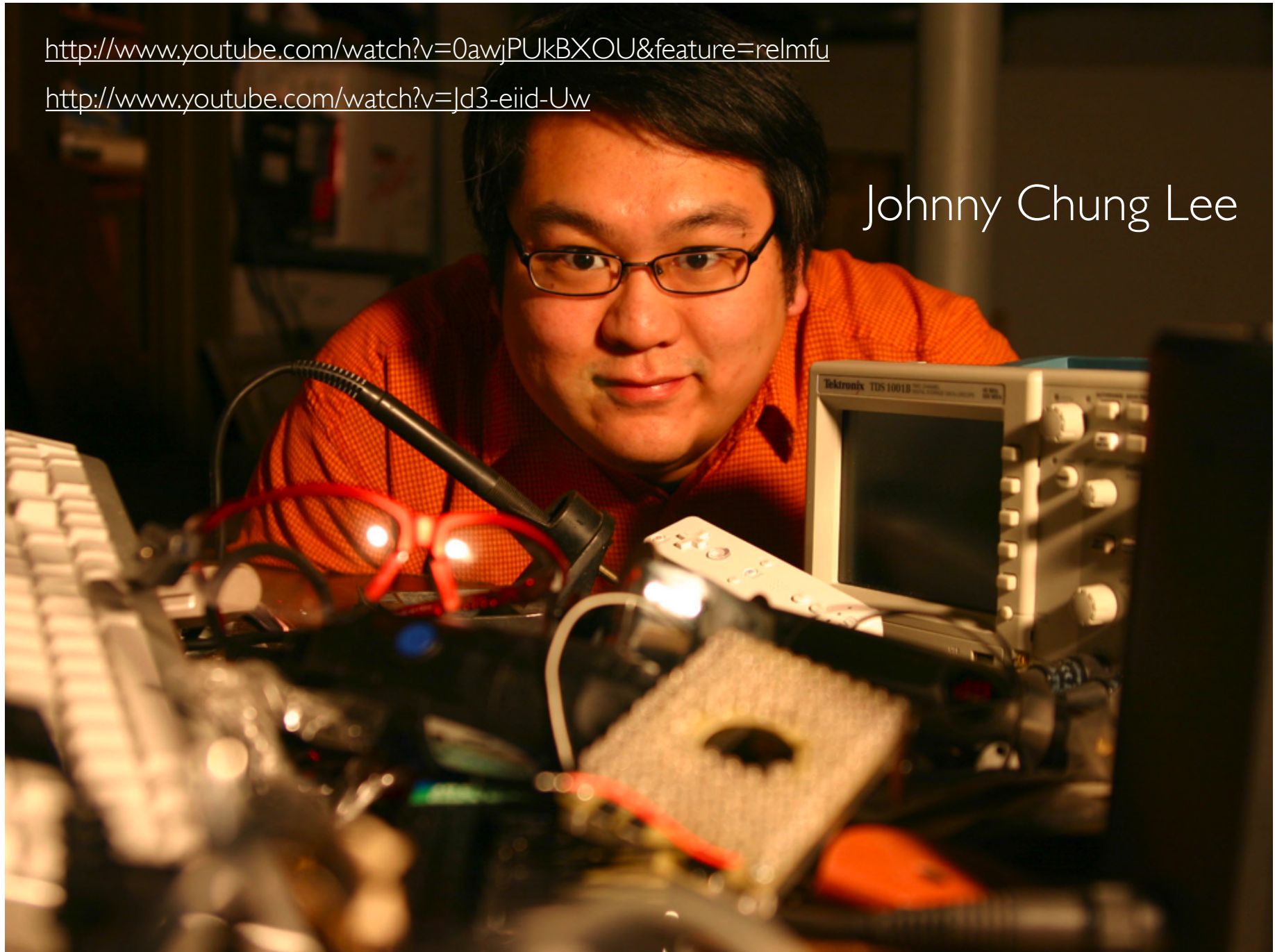




<http://www.youtube.com/watch?v=0awjPUkBXOU&feature=relmfu>

<http://www.youtube.com/watch?v=Jd3-eiid-Uw>

Johnny Chung Lee



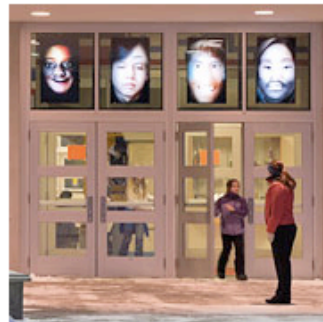
## Golan Levin and Collaborators

This is the web site of [Golan Levin](#), an artist and educator living in Pittsburgh. I [teach at Carnegie Mellon University](#), where I also direct the [STUDIO for Creative Inquiry](#), an interdisciplinary arts-research center.

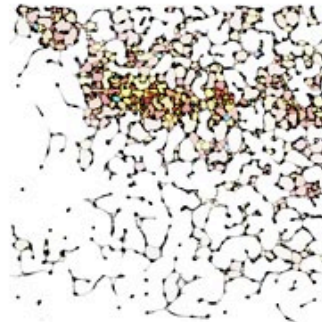
I create interactive [artifacts and experiences](#) with a variety of collaborators. I also [blog](#), [tweet](#), and publish [writings](#). Feel free to [contact me](#), or join my low-traffic [mailing list](#).



[QR Codes for Digital Nomads](#)  
Jul | 2011



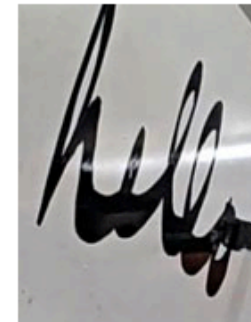
[Re:FACE, Anchorage Version](#)  
Dec | 2010



[Self-Adherence \(for Written Images\)](#)  
Jul | 2010



[Rectified Flowers](#)  
Jun | 2010



[GML Experiments](#)  
Jan | 2010











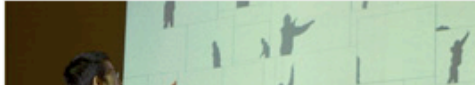
# SCOTT SONA SNIBBE

Snibbe Studio App

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<http://www.snibbe.com/projects/>

## Interactive Art

<p><b>Falling Girl</b> 2008</p> <p>Interactive story of a girl falling from a skyscraper</p> 	<p><b>Make Like a Tree</b> 2006</p> <p>The viewer recedes into the mist</p> 	<p><b>Outward Mosaic</b></p> <p>Sorts shadows into left and right movements</p> 
<p><b>Blow Up</b> 2005</p> <p>Amplifies breath into a room-sized field of wind</p> 	<p><b>Cabspotting</b> 2005</p> <p>Traces cabs to reveal cultural patterns</p> 	<p><b>Central Mosaic</b></p> <p>Fractal shadow cinema</p> 
<p><b>Shadow Bag</b> 2005</p> <p>Shadows unpredictably chase, follow and collapse</p> 	<p><b>Visceral Cinema: Chien</b> 2005</p> <p>Interactive reinterpretation of surrealist film</p> 	<p><b>Cause and Effect</b></p> <p>The illusion of control in action and reaction</p> 

# Interjections

- ‘How do you want to do that?’ (Tim Mott, p50)
- ‘No Modes’ (Larry Tesler, p57)

```
File Edit Options Buffers Tools Help
Welcome to GNU Emacs, one component of the GNU/Linux operating system.

Get help          C-h (Hold down CTRL and press h)
Emacs manual      C-h r
Emacs tutorial    C-h t          Undo changes      C-x u
Buy manuals       C-h C-m        Exit Emacs        C-x C-c
Browse manuals    C-h i
Activate menubar  F10 or ESC ` or M-`
(`C-' means use the CTRL key. `M-' means use the Meta (or Alt) key.
If you have no Meta key, you may instead type ESC followed by the character.)

GNU Emacs 23.0.0.2 (i686-pc-linux-gnu, X toolkit, Xaw3d scroll bars)
of 2005-03-25 on slackware
Copyright (C) 2004 Free Software Foundation, Inc.




GNU Emacs comes with ABSOLUTELY NO WARRANTY; type C-h C-w for full details.
Emacs is Free Software--Free as in Freedom--so you can redistribute copies
of Emacs and modify it; type C-h C-c to see the conditions.
Type C-h C-d for information on getting the latest version.

If an Emacs session crashed recently, type M-x recover-session RET
to recover the files you were editing.
```



TOPPOBRILLO  
SPORT MODULATOR  
Unofficial Manual  
navsmodularlab.blogspot.com

if you haven't pressed **this**,  
**this** comes out of **here**, slewed by **this**

stick something in here

if you press **this**, and stick  
**this** here, **this** will either  
be  or   
depending on **this** which  
makes it 

the bottom section does  
the same, so you could  
put **this** here, having hit  
**this** and messed with **this**

if you press **these** with nothing **here**  
this  comes out of **here**, unless  
you put **this** here. then you get 



**this** goes high when  
**this** is done. if you  
press **this**, you could  
try sticking it **here**

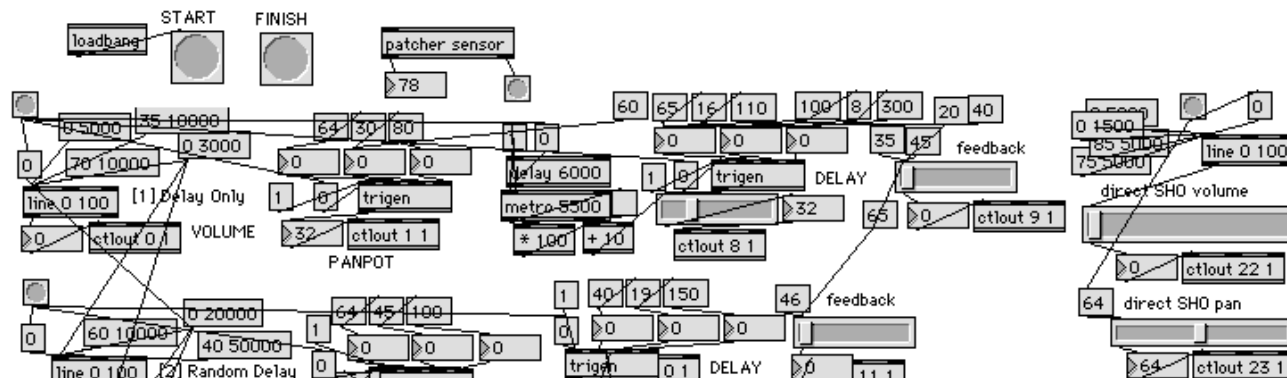
**this** goes high when **this**  
is greater than **this**. unlike  
**this**, it's bipolar

don't forget **these**. you can  
stick them **here** or **here**

**these** can be used to  
control **these**

# 4M Design Process

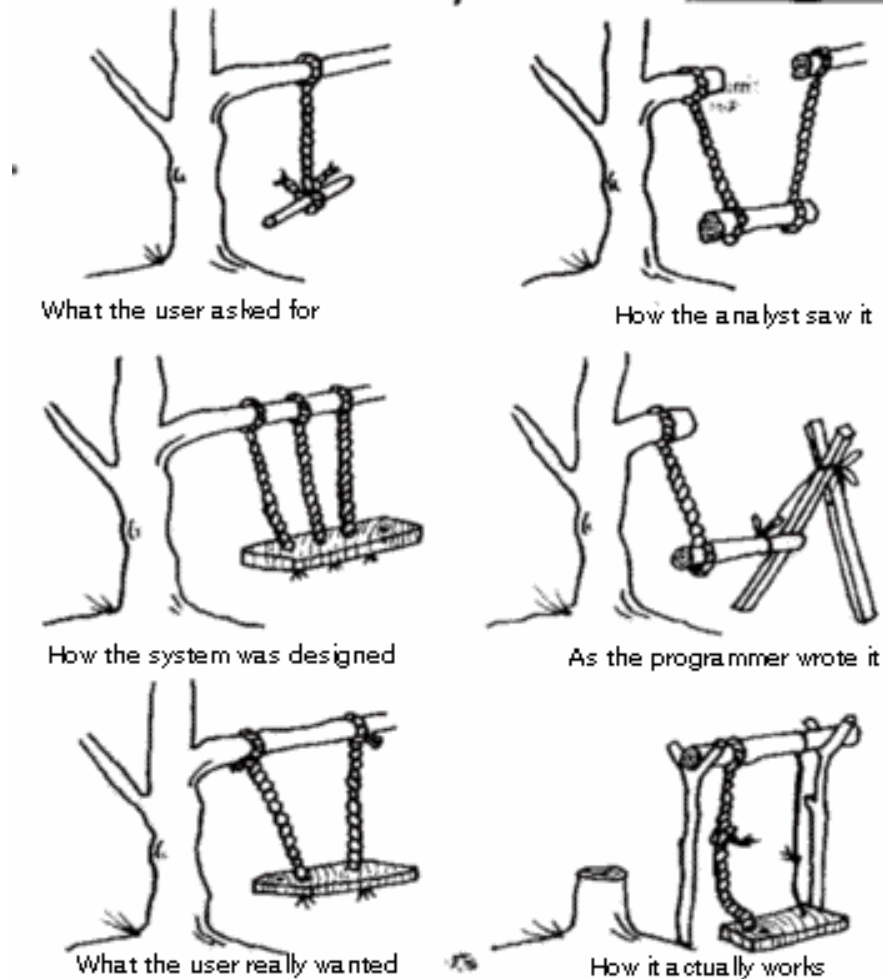
- Motivation - errors or ideas
- Meanings - metaphors and scenarios
- Modes - models and tasks
- Mappings - displays and controls



# Design(ing) Process

729

- Constraints
- Synthesis
- Framing
- Ideation
- Envisioning
- Uncertainty
- Selection
- Visualisation
- Prototyping
- Evaluation



# 'People & Prototypes'

- Analyse (Learn) - Flow, Cognitive Tasks, History, Affinities
- Ethnographies (Look) - Fly on the wall, A day in the life, Shadowing, Personal Inventory
- Question (Ask) - Conceptual Landscape, Collage, Cultural, Card Sort
- Experiment (Try) - Empathy, Scenarios, Next Years Headlines, Informance
- How, Why, Example

[http://www.designinginteractions.com/downloads/DesigningInteractions\\_10.pdf](http://www.designinginteractions.com/downloads/DesigningInteractions_10.pdf)

DESIGNING INTERACTIONS

THE BOOK

CHAPTERS

INTERVIEWS

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# Intersections

- Immersion
- Input devices



Collabolla  
Interaction Design Institute, Ivria 2004