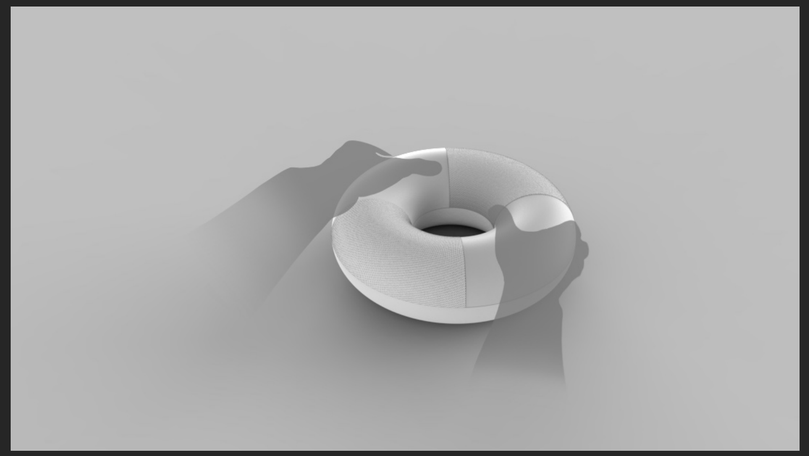
Investigation 1 Documentation

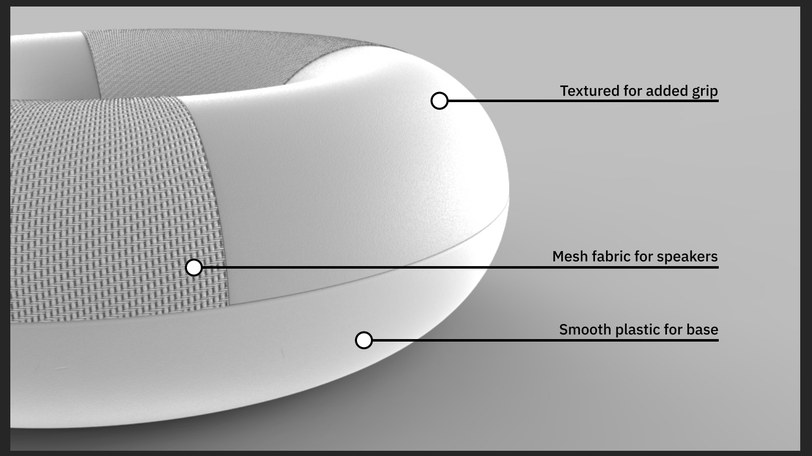
Ian Lippincott

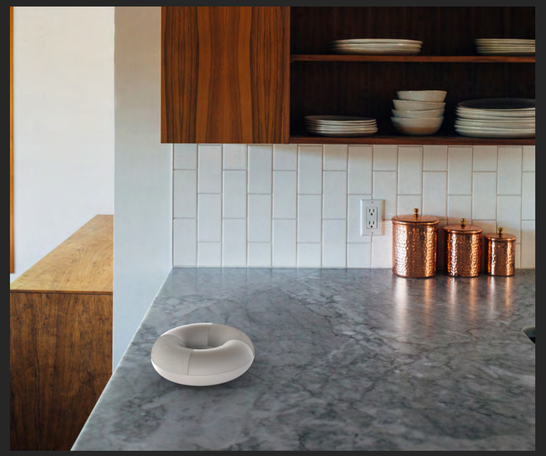
Intention

For this project I wanted to create a device that embodied the missing link found in many of today’s smart products. There is often a sudden exchange of information that lacks a greater connection, distancing ourselves from our devices. To understand the weight of trust and the necessary two way street of human-computer interaction, I wanted to explore the area surrounding the gaining of trust and how a steady and continued connection can lead to the expectation, rather than the fear, of certain tasks being performed. On occasion, our devices will output information or perform a task that can be viewed unnervingly due to the black boxed nature of the current paradigm of interaction. By mirroring the slow sharing of information found in an in-person relationship, more trust can be gained and connected devices can be used under safer circumstances.

Video + Outcome

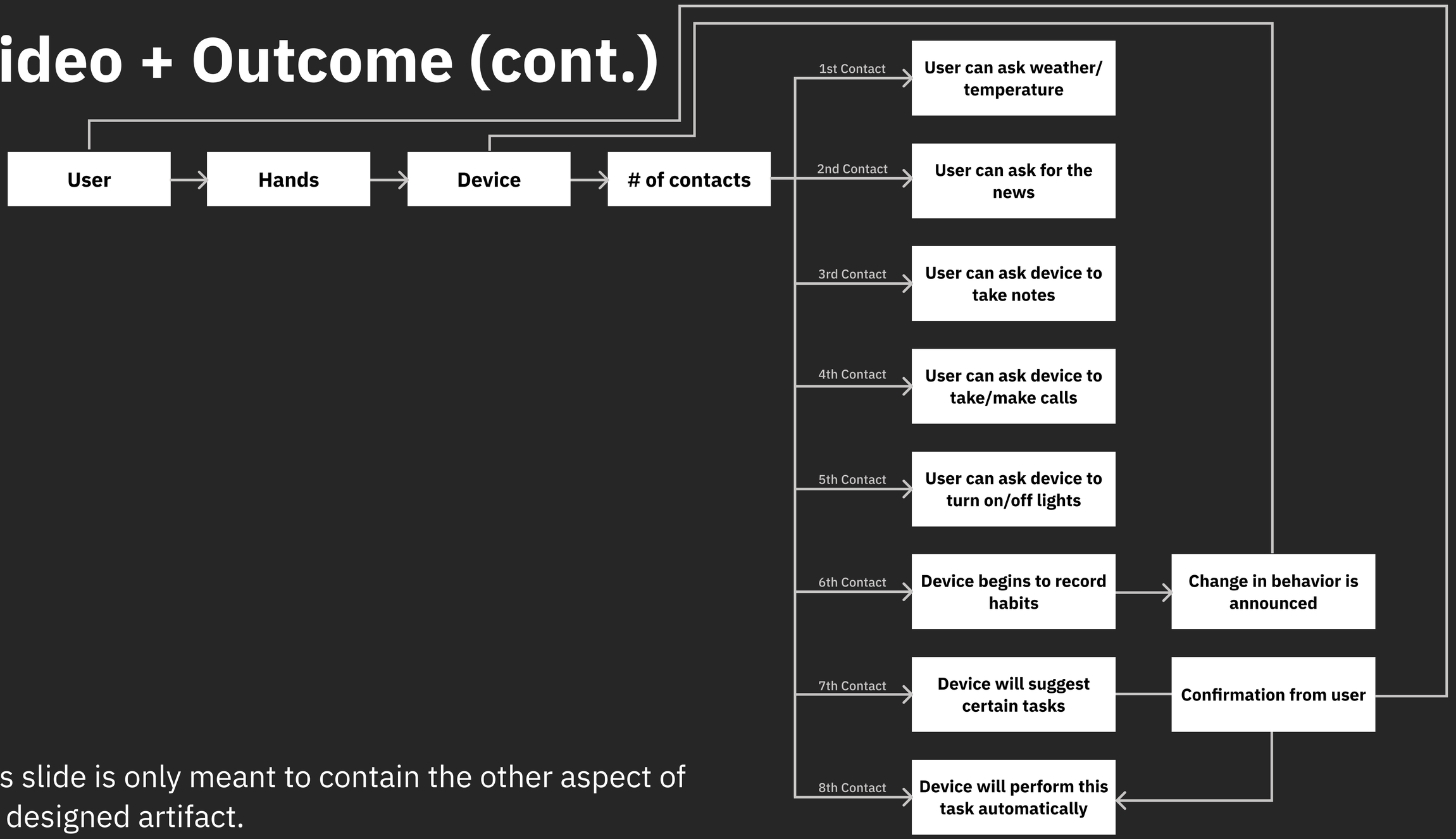






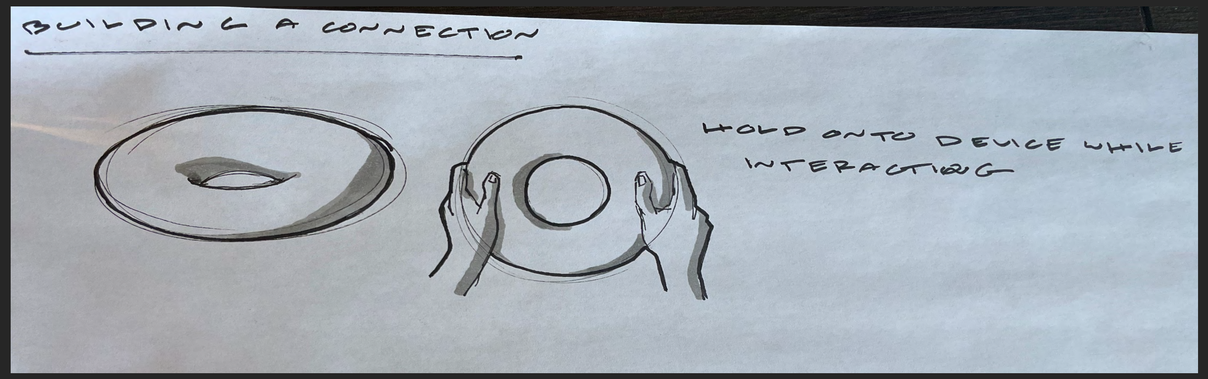
My video was meant to provide context into the line of spooky inquiry I explored and share the current system of information exchange in human-computer interaction. Since the primary artifact of my project was a digital model of a product, still frame views of text and interaction seemed appropiate for the communication of my design. Material and texture choices mimicked that of existing trends found in smart devices for effective communication of the artifact’s purpose - over-designing had the possibility to create confusion within the interaction. A toroidal form was chosen for an intimate connection with the device and to relay the designed affordances of holding the object close to the user.

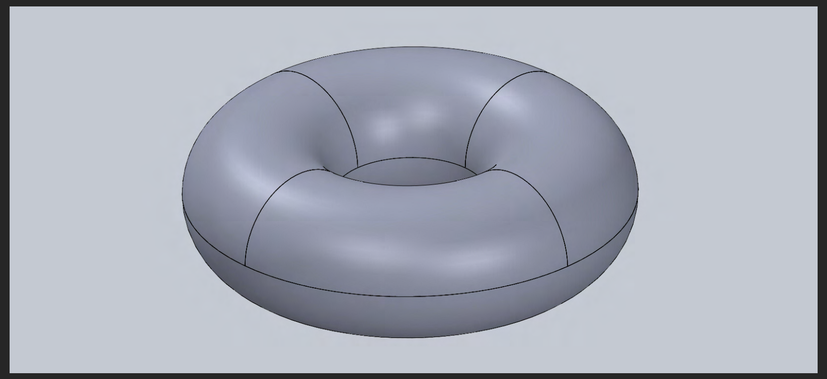
Video + Outcome (cont.)



This slide is only meant to contain the other aspect of my designed artifact.

Process





Due to the short nature of the project, minimal form consideration went into the design of my artifact, so a simple form that allowed for successful communication of the desired interaction was chosen. Quick sketches were used to understand form and size, and Solidworks CAD modeling program was used for the digital creation. The model was then imported into Keyshot for rendering of material and context. This process was fairly simple as this was a snapshot of my background in Industrial Design.

Reflection

My appreciation of this project comes from its open-ended nature and the tolerance provided for breadth in the final artifact creation. I found success in exploring a topic of technology using my existing skills as a designer, and feel as though I appropriately utilized my tools at hand. If I were to complete this assignment again, I can find myself spending more time concerned with the responses from the device and how more verbal/tactile feedback can create an ever deeper connection. What is interesting to me as a downside of my designed experience is that if taken too far we can accidentally create a situation where our relationships with devices become too powerful and misplaced emotions develop into unforseen experiences too far removed from reality (a prime example of this is the movie Her (2013).