Designing for Naturally Engaging Experiences

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Abstract. This full day workshop explores how insights from artefacts, created during data collecting and analysis, are translated into prototypes. It is particularly concerned with getting closer to people's experience of shaping a design space. The workshop draws inspiration from data-products resulting from interactions in natural, unbuilt places with the intention of supporting both those with work integrating understandings of such experiences into design and those interested in the way material provokes ideas and inspiration for design.

Keywords: Interaction Design, Place, Representation

1   Introduction

This workshop explores translating understandings, arising from products created by collecting data about people's experience of places, into prototypes; and, in particular, ways to enable getting close to 'what it feels like' to shape a design space that conveys a sense of 'being there'.

Experience-centred design and designing for affective computing often includes video or photographic records of interactions, data that can 'extend' or deepen our time in the field. Our interactions during interpretation of such data form a bricolage that illuminates the underlying logics of the social practice under review. What we see, as designers, is reflexive, grounded in a cultural perspective from which we describe our interpretation of practices, and the cultural perspective of our audience. Watching a video of a participant's visit to a natural place might cue reflection on the interaction as a 'view from somewhere', but it also has the potential as a 'view from somewhere else'. So, the recorded data itself is a site of continued interaction. Importantly, this interaction adds to the original material and inspires design.

Consider the example of drawing upon recordings of a visitor's familiar experience of a local beauty spot to inspire designing a technology to mediate others' experiences of that or another special places. We have found that Egocentric POV video of a wilderness park in the north Australian tropics depicts some of the memories and meanings visitors associate with it and the ways in which people recreate and augment these meanings in subsequent visits. Whilst digital technology might never transfer the sense of embodiment in a place to those who have no in situ

experience, it can be used to considerably augment the otherwise often flat and sterile depictions of place, that are found, for example, in tourist guides.

2 Aims & Objectives

The workshop will explore how designers get from the products of data collection (artefacts, recollections and ideas) to a prototype, focusing on reflexive, ongoing questioning of the values and preconceptions brought into play when understanding the design space. We will invite participants to present their own material and potential design metaphors that will feed into collaborative group design exercises

2.1 Specific goals/outcomes

To discuss using new media to depict sensory data of place, particularly in natural places and the impact on experience-centred design; To consider the challenges in informing design with these insights; To explore the remediation produced by practical interaction with participants' materials; To evolve and paper prototype new interaction designs that portray or mediate experiences of places and afford the addition of new experiences; To share insights about data collection in natural places.

2.2 Workshop Program (full day)

Prior to the workshop (i) researchers are asked to submit a short (3 pages) paper, describing their use of video and/or photographs and/or audio; and (ii) practitioners to detail their interest and processes (1 page). Please include media examples.

We start with all participants presenting brief examples of their own data. A collaborative review of design methods using situated media will explore using reflective inquiry to illuminate values participants draw upon when understanding design spaces. Hands-on work begins by collectively exercising our design muscles to encourage flexible thinking and inspiration. Group work starts when participants interact with media material and produce initial design responses. In the afternoon, groups will evolve new artefacts and paper prototypes. Lastly, we will reconvene to discuss prototypes and facilitate reflection on the processes unfolding in design and the role of the media in getting close to 'what it feels like' to shape a design space.

3 Organisers

David Browning – natural places interaction researcher working in Australia
Marlyn van Erp – Rotterdam design studio practioner with the Dutch Government amongst her
Mads Bødker – Associate Professor at the Center for Applied ICT, CBS, Copenhagen.
nicola bidwell – Senior Research Fellow in interaction design working in South Africa
truna – games and interaction design researcher and practioner in Australia