User Interaction: How does human-object interaction change with technoculture

Asst. Professor Donald J. Patterson
INF 133 Fall 2011
“The quest for a sustainable world may succeed, or it may fail. If it fails, the world will become unthinkable. If it works, the worlds will become unimaginable”
“Effective intervention takes place not in the human, not in the object but in the realm of the techno-social”
OBJECT TECHNO SOCIAL EPoCHS PRODUCT

LINE OF EMPIRE
ARTIFACT

LINE OF NO-RETURN
MACHINE

PRODUCT
GIZMOS

WRANGLERS
BIOT

HUNTERS AND FARMERS

CUSTOMERS

CONSUMERS

END-USER
“It is important to explicitly acknowledge the downsides of any technological transformation”
“Tomorrow composts Today”
“Cognitive load and opportunity costs”
Spime designers design for these
“Metrics make things visible”
“Spimes begin and end as data”
“We are in trouble as a culture, because we lack firm ideas of where we are in time and what we might do to ensure ourselves a future. We’re also in trouble for technical and practical reasons: because we design, build and use dysfunctional hardware”