User Interaction:

How does human-object interaction change with technoculture

Associate Professor Donald J. Patterson
INF 133 Fall 2013

Shaping Things

- Ch 1: It Ought to Concern
  - audience, purpose
- Ch 2: Tomorrow Composts Today
  - epochs, boundary lines, spikes
- Ch 3: Old wine in New Bottles
  - wine as an example of technosocial transformation
  - designers and designing

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- Ch 4: The Personal is Historical
  - the impact of technosocial epochs on Sterling
- Ch 5: Metahistory
  - epochs, boundary lines, spikes
- Ch 6: Synchronic Society
  - persuasive argument that more time is good

"A SPIME, understood properly, is not merely the jazzed-up descendent of today's barcodes and ID chips. SPIMEs are the intersection of two vectors of technosocial development. They have the capacity to change the human relationship to time and material processes, by making those processes blatant and archive able. Every SPIME is a little metahitory generator."

"A society that can't sustain itself may have strong ideas about its metahistory but objectively speaking it has no future"

"A SYNCHRONIC society generates trillions of catalogable, searchable, trackable trajectories: patterns of design, manufacturing, distribution and recycling that are maintained in fine-grained detail. These are the the micro histories of people with objects: they are the records of made things in their transition from raw material, through usability, to evanescence, and back again to raw material. These informational micro histories are subject to well nigh endless exploitation."

"The values of a synchronic society are temporalistic:

Do we gain more time by doing this or less time?"

"Consuming irreplaceable resources no matter how sophisticated the method cannot mean 'progress' judged by a SYNCHRONIC perspective. Because to do so is erasing many future possibilities: it is restricting the range of future experiences"

"We human beings are time bound entities. So are all our creations. We cannot think, analyze, measure, approve, disapprove, hypothesize, argue - love, suffer, exult, despair, or experience a wordless rapture of mystical faith - without a flow of time through our flesh. So we are not objects, but processes. Our names are not nouns, but verbs."

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"Temporalistic thinking is a moral worldview"

If we accept this then there are implications:

A society with declining life expectancy is bad.

High infant mortality is bad

Being riddled with diseases is bad

Being plagued by environmental illnesses is bad

"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"

The Rubbish Makers 7

"Animals can't design. Apes will fling objects, but humans will throw objects, practice throwing them and refine the grain of the material so that the thrown object throws better.... Humans get far better at interacting with objects than any animal can ever manage; and since humans are also capable of abstract analysis; they are also better at getting better. Humans have technosociety."

"If we were to judge ourselves by the efforts of ours that survive the passage of time, we'd be best described as Man the Rubbish Maker."

“Entropy requires no maintenance”

“Pollution is not subject to consumption”

“Pollution tends to persist while the useful tends to wear out”

“Trash is always our premier cultural export to the future”

“We don’t consume waste”

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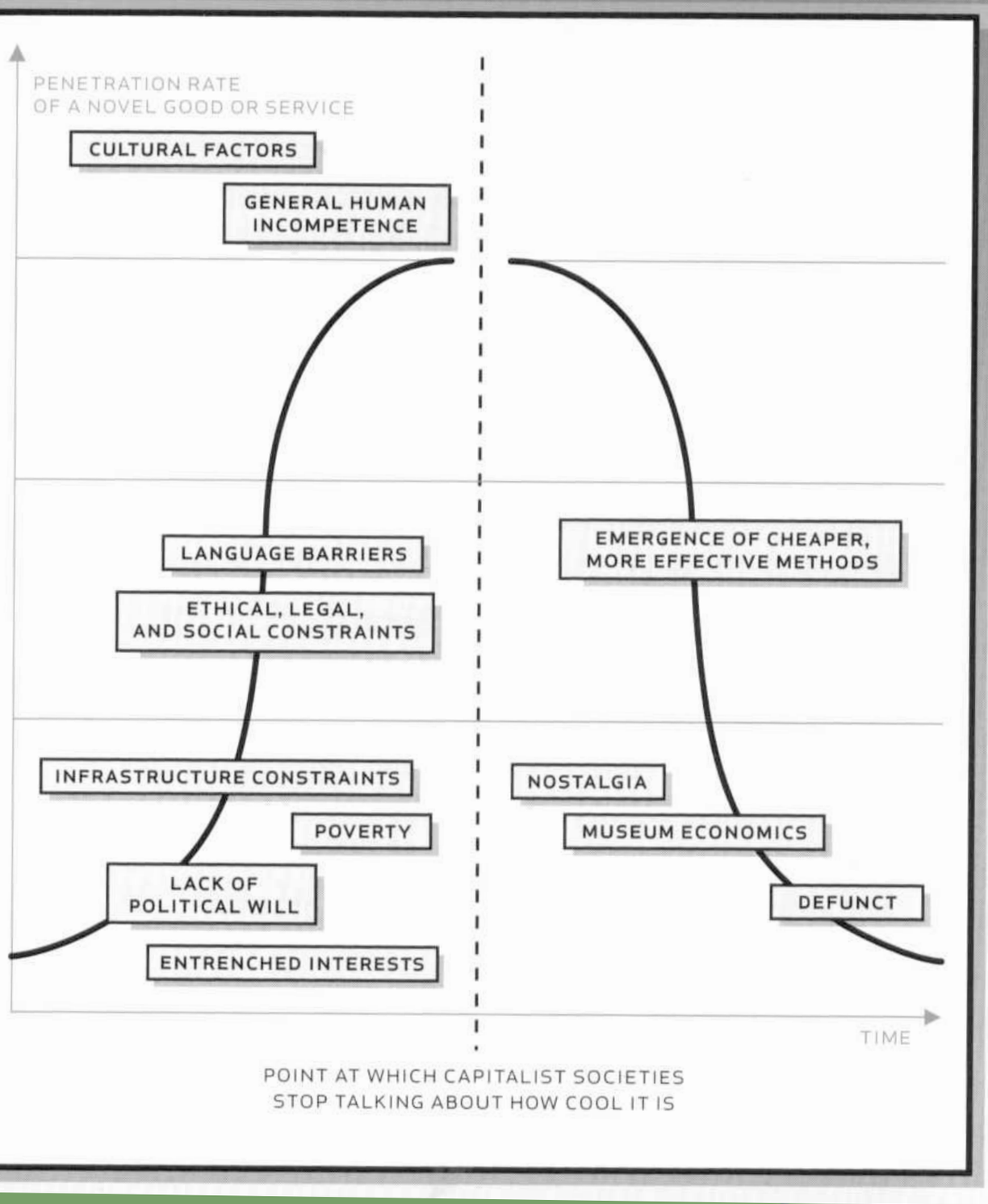
Nokia Remade: http://www.youtube.com/watch?v=w0uG-BaZ7Tk

OBSOLESENCE IS INNOVATION IN REVERSE

"The Mirrored S-Curve of Technological Adaption"



How do thing move along this curve?

"It isn't magic. People do it. Some people are better at it than others"

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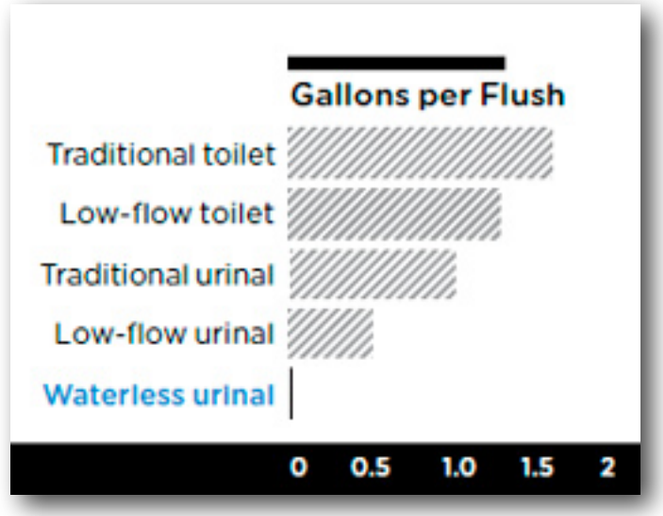

http://www.wired.com/magazine/2010/06/ff_waterless_urinal/all/1

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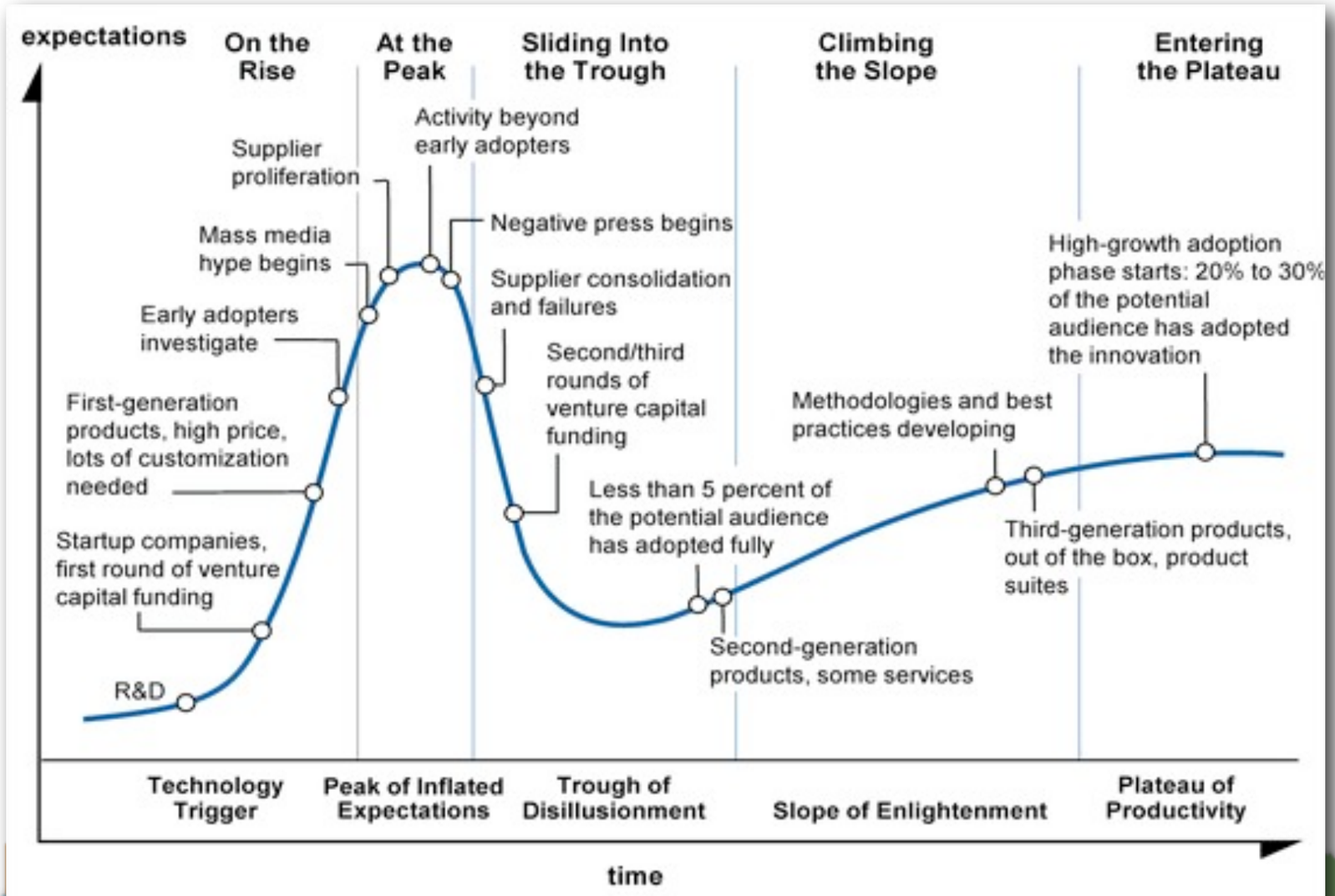
"Gartner's Hype Cycle characterizes the typical progression of an emerging technology, from over-enthusiasm through a period of disillusionment to an eventual understanding of the technology's relevance and role in a market or domain. Each phase is characterized by distinct indicators of market, investment and adoption activities."



Source: Gartner (August 2010)

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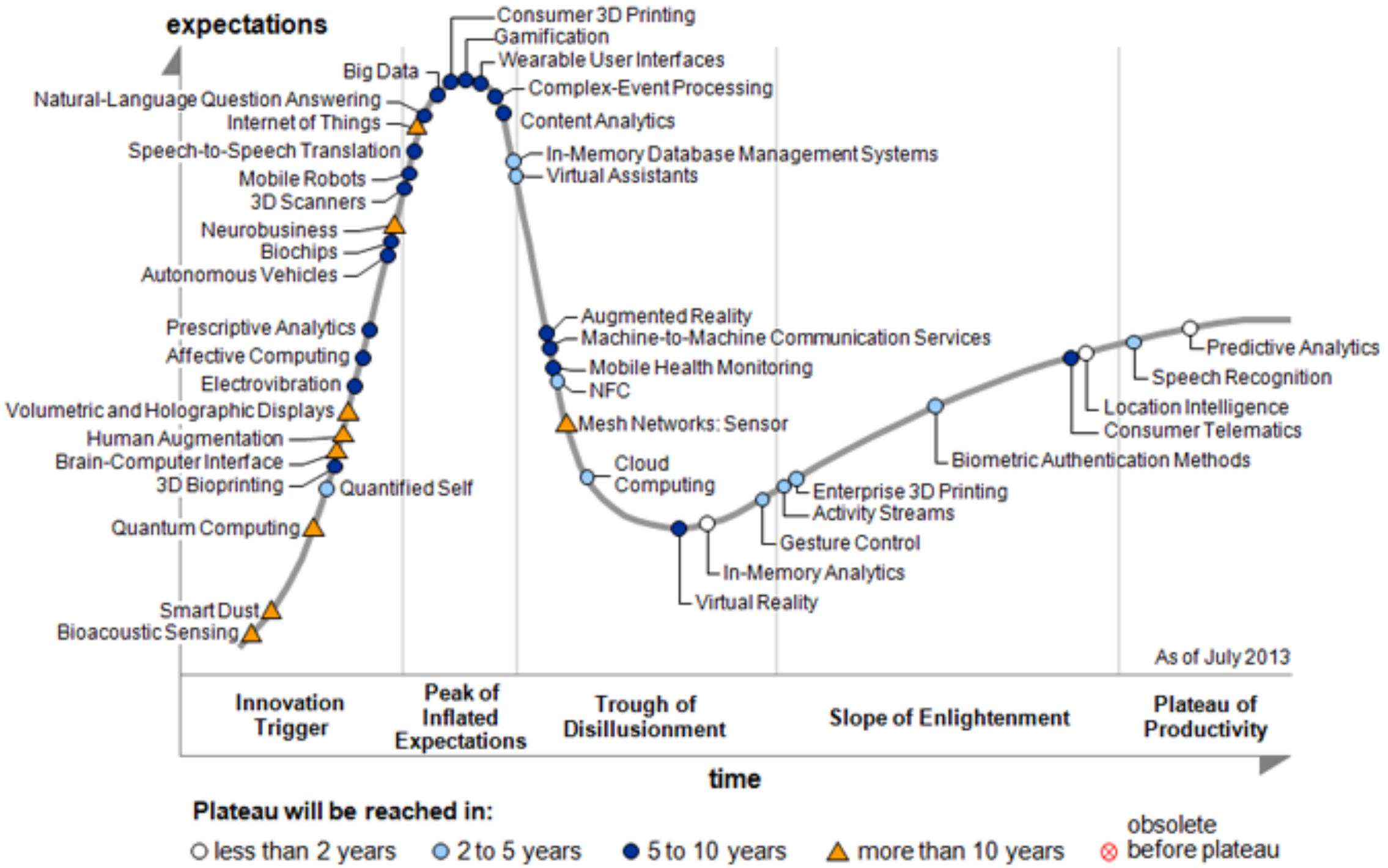

http://www.gartner.com/it/page.jsp?id=1447613

The Stark Necessity of Glamour

Raymond Loewy

The Father of Industrial Design

1893-1986

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"Most Advanced, Yet Acceptable"

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"Designers act as gatekeepers between status quo objects and objects from the time to come"

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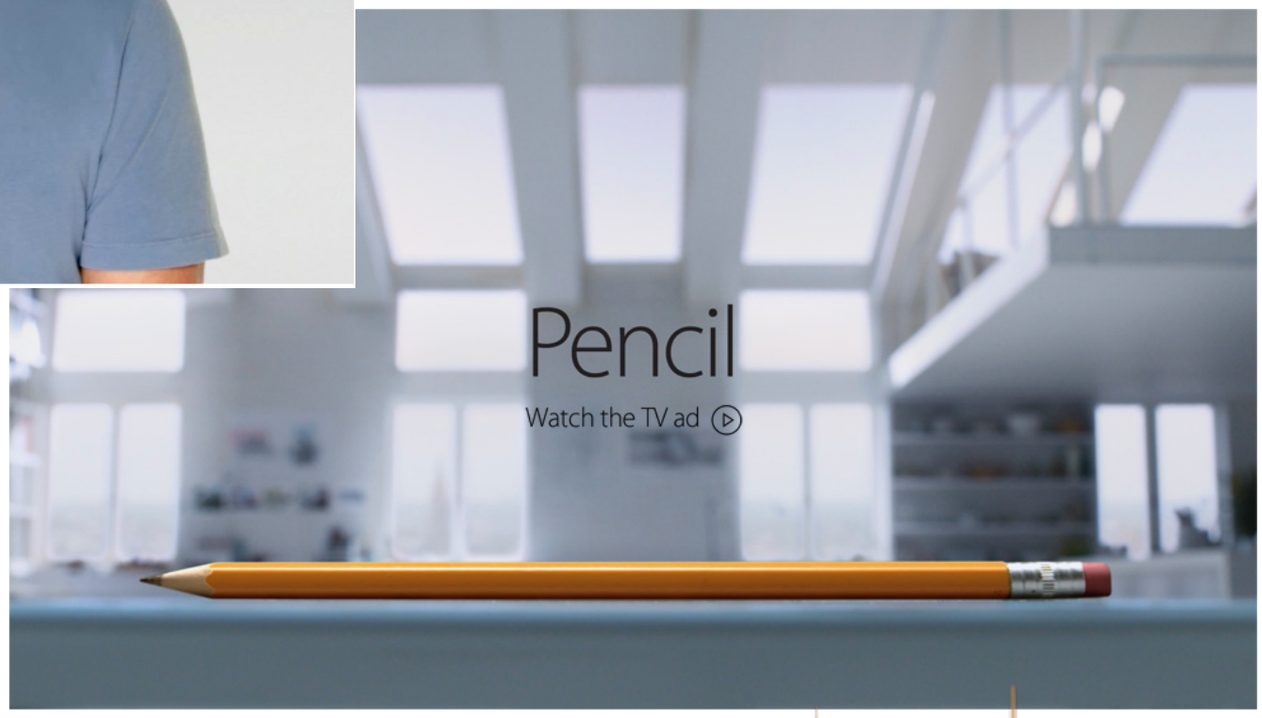
"being designery"



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"an absolutely acceptable object would be invisible"

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"a thing is not merely a material object, but a frozen techno-social relationship."

“Most Advanced Yet Acceptable”

" On eBay [and Amazon] it's now common to find objects for auction for a penny. I can have that object for a penny, because the point was to inveigle me into the auction process and a relationship with the auctioneer. If i'm given something for free, in a GIZMO-End User situation, then I need to be warily aware that this is almost certainly a loss leader of some kind meant to lure me into some tangled production chain."

" I'm not supposed to worry my pretty little head about any of that, but you know something? I know that I am paying for it somehow. Those phenomena do impinge on me: legal, social, ethical, environmental, all of them... They should inform my decision about whether I buy that bottle and integrate its contents into my body."

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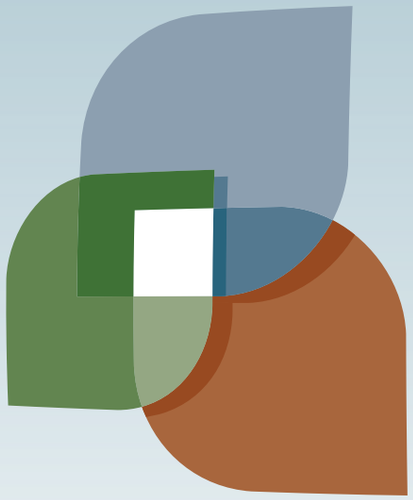
"My relationship to this bottle of wine is a parable of my human relationship to all objects."

Who is able to expose all these externalities in a way that is Most Advanced Yet Acceptable?

Designers



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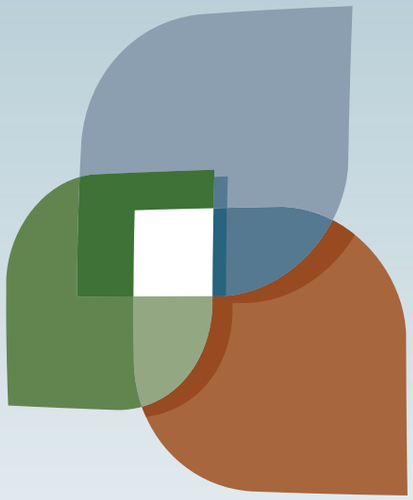

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