

E1 Designing for Home

Monday - Wednesday
1:30 - 3:20 PM
MM121.
Office hours
by appointment

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Brief

We are in an era where every surface has a potential to be a digital display, whether projected on or self-powered. These technologies allow designers to use not only the flat but also curved and flexible surfaces. We want to explore applications of these new display technologies, linking them to the communication experience in the contexts of people being at/going towards/coming from home.

Home functions as a natural hub for our communication means, we inform, share, announce, celebrate, greet, collaborate, initiate through these means. Communication sometimes happens for its own sake, and sometimes to facilitate other activities. Some of them are done in a routine way, some marks a special occasion, i.e., a ritual. But even though people's communication needs and motivations rarely change, the means of communication do, such as the transformation in the last decades of using SMS or emails rather than writing letters.

In this 5-week project, you will design and create a demonstrational prototype of a *communication platform* with new display technologies for people in the contexts of *being at/going towards/coming from home*. Particularly, focus on the transitions in the communication means from the perspectives of routines and rituals, and consider also how people shift between those two. You can challenge the conventional communication means by suggesting new form factors and novel interaction techniques for your interface. In your designs, you should focus on the needs of home inhabitants, and how those needs differ according to age, gender, role in the family. You will design visual and gestural displays, demonstrating the following tasks:

- Sending and receiving message to a single person and for a group of people.
- Creating rich media content in the messages.
- Browsing previous messages by specific subject or information.
- Archiving (file, label, clean) messages.
- Browse through a thread of messages.

Goals of the project

- We will get used to working together, making critiques.
- We will gain an understanding of home research.
- We will be proficient in conceptualization and development of GUI interfaces.
- We will learn the basics of drama techniques that will help us to grasp the nature of experiences in context of routine and rituals.

Deliverables

Items to hand in are as follows:

- Research summary
- Scenario of use (what the product could do, should do, will do)
- Pencil, computer, physical sketches, or experience prototypes videos showing the thinking and design process
- Form designs and demonstrational prototype of the product interface, done in your manner of choice.(i.e. video sketch, flash movie)
- Product specification (can be included in presentation)

Timeline**1st Week**

Monday, 01/14/08

Introduction to the class and to E1 project

Wednesday, 01/16/08

Ritual Workshop

2nd Week

Monday, 01/21/08

No class

Wednesday, 01/23/08

Ritual Workshop

3rd Week

Monday, 01/28/08

Ritual Workshop

Wednesday, 01/30/08

Work session

4th Week

Monday, 02/04/08

Interim critique

Wednesday, 02/06/08

Work session

5th Week

Monday, 02/11/08

Work session

Wednesday, 02/13/08

E1 due | final critique

Required Readings *(Sent as Pdf)*

- Crabtree, A. and Rodden, T. (2004).
“Domestic Routines and Design for the Home”
CSCW v7. Dordrecht, the Netherlands: Kluwer Academic Press, 191-200.
- Edwards, W., Keith, E., and Griner, R. (2001).
“At Home with Ubiquitous Computing: Seven Challenges”
Proceedings of Ubicomp. Heidelberg, Germany: Springer-Verlag, 256-272.
- Fiese, B.H., Hooker, K.A., Kotary, L., and Schwagler, J. (1993).
“Family Rituals in the Early Stages of Parenthood”
Journal of Marriage and the Family, v55n3, 633-642.
- Taylor, A. S., Harper, R., Swan, L., Izadi, S., Sellen, A., and Perry, M. (2007).
“Homes that make us smart”
Personal and Ubiquitous Computing, 11, 383-393.

(Online)

- Bell, G., Blythe, M., and Sengers, P. (2005).
“Making by Making Strange: Defamiliarization and the Design of Domestic Technologies”
ACM Transactions on Computer-Human Interaction, v12 n2, 149-173.
[<http://doi.acm.org/10.1145/1067860.1067862>]
- Sellen, A., Eardley, R., Izadi, S., and Harper, R. (2006).
“The Whereabouts Clock: Early testing of a Situated Awareness Device”
Proceedings of CHI. New York: ACM Press, 1307-1312.
[<http://doi.acm.org/10.1145/1125451.1125694>]

Resources

- <http://www.billbuxton.com/multitouchOverview.html>
- http://www.digitalsignageuniverse.com/displays_3.html