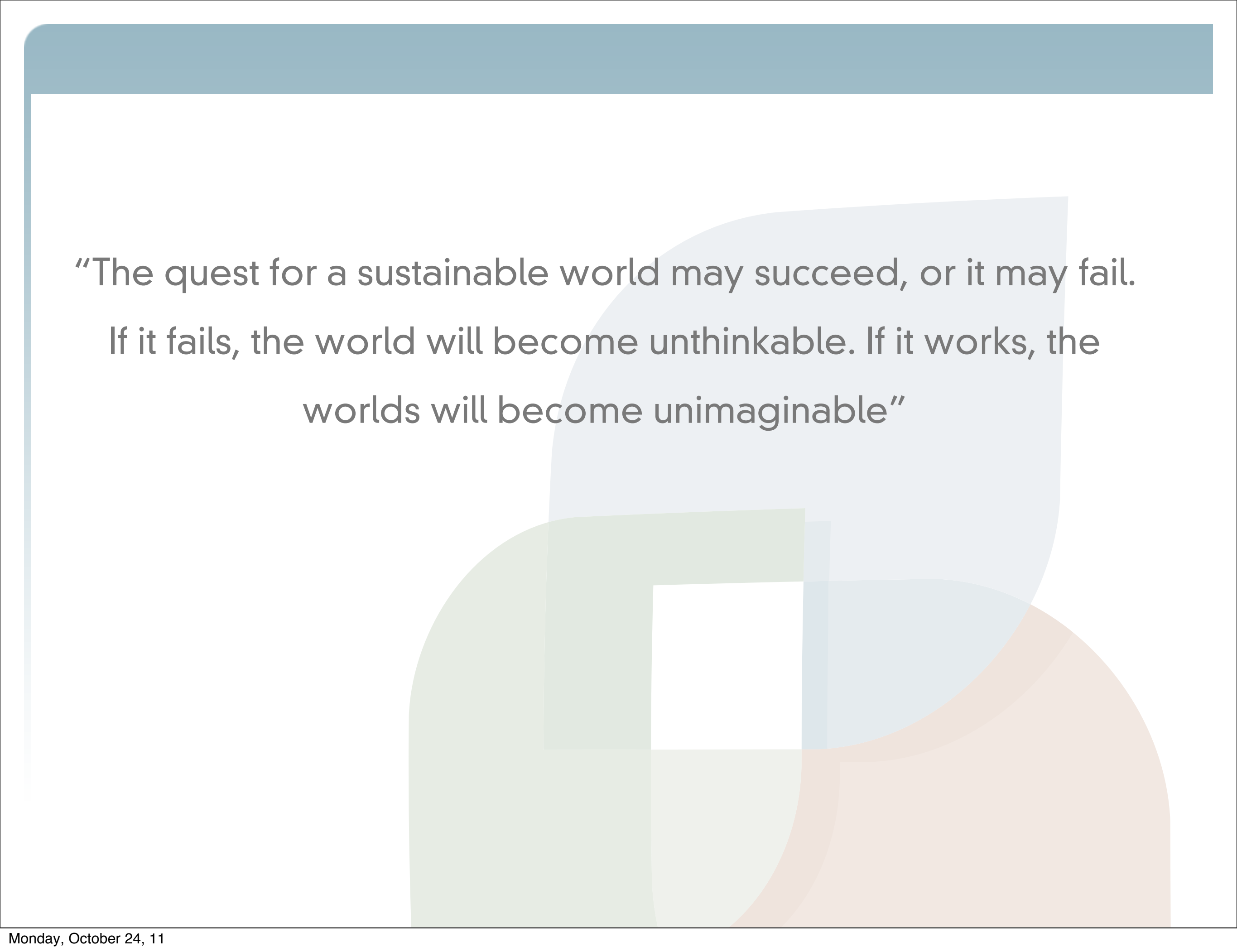


# User Interaction: How does human-object interaction change with technoculture

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”

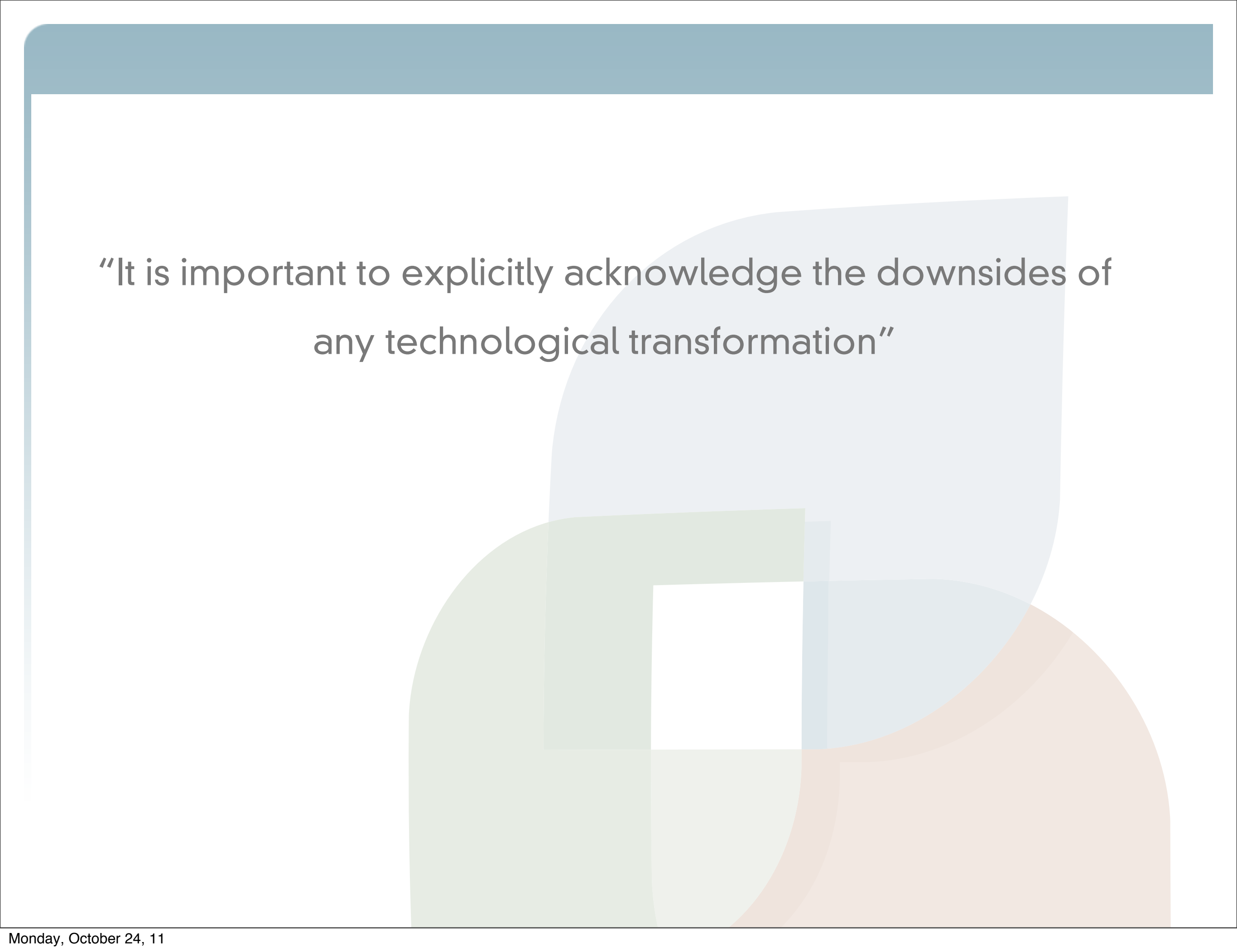


“Effective intervention takes place not in the human, not in the object but in the realm of the techno-social”



	OBJECT	TECHNOSOCIAL EPOCHS	PEOPLE
LINE OF EMPIRE	ARTIFACT		HUNTERS AND FARMERS
LINE OF NO-RETURN	MACHINE		CUSTOMERS
	PRODUCT		CONSUMERS
BOX OF GMO CORN MONSANTO WHEAT	GIZMOS		END-USER
WORDAGE CLOUD COMPUTING? DIGITAL MUSIC MEDICAL HISTORY PRINT-OUT	SPINE [WINE]		WRANGERS
DOWNED FROM 3D → BUILT → 2D MODEL DATA → OBJECT → DIFFERENCES	BIOT		





“It is important to explicitly acknowledge the downsides of  
any technological transformation”



“Tomorrow composts Today”

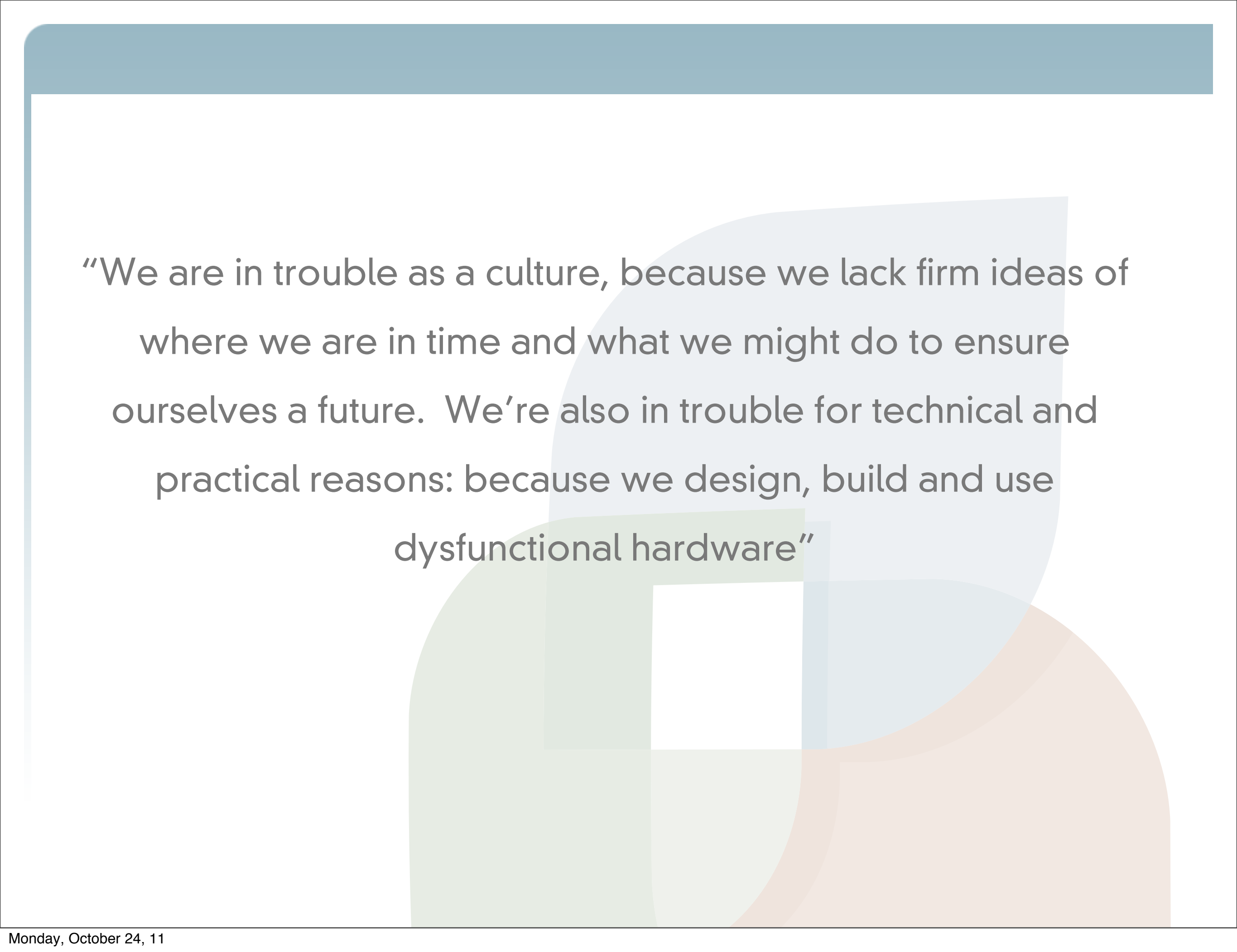


“Cognitive load and opportunity costs”  
Spime designers design for these

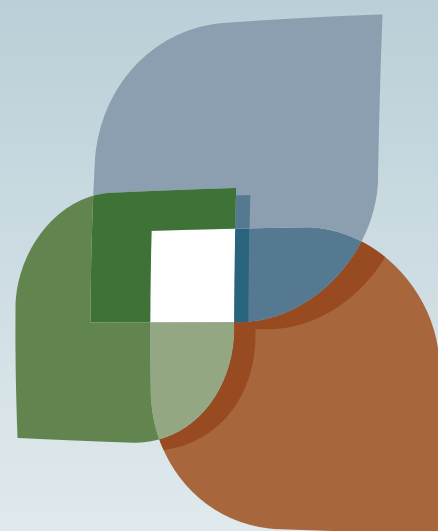


“Metrics make things visible”  
“Spimes begin and end as data”





“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”



L U C I

