

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

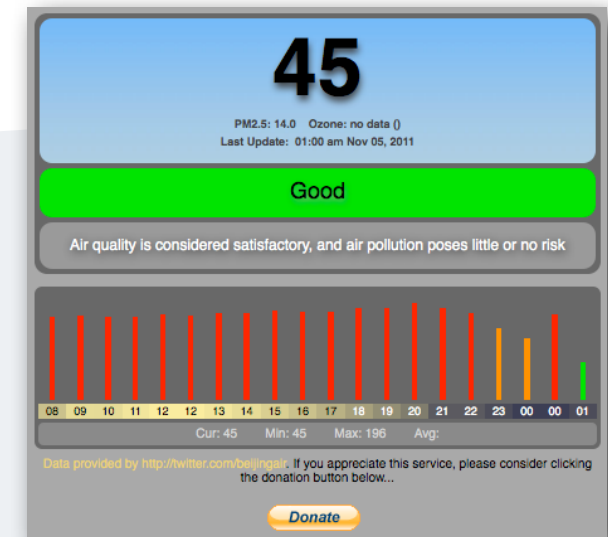
Asst. Professor Donald J. Patterson
INF 133 Fall 2011

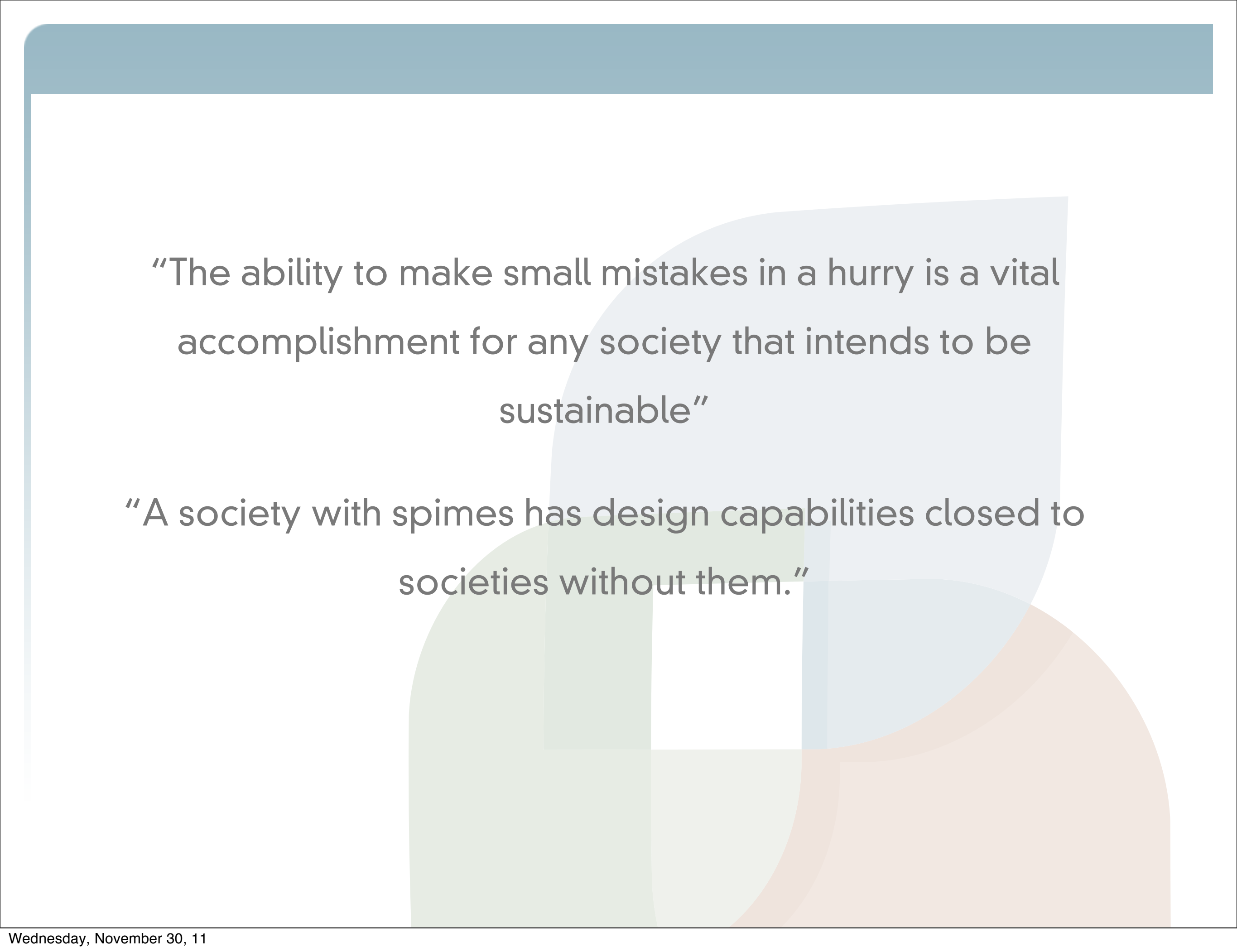


New stuff

Air Emergency: Beijing

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“The ability to make small mistakes in a hurry is a vital accomplishment for any society that intends to be sustainable”

“A society with spimes has design capabilities closed to societies without them.”

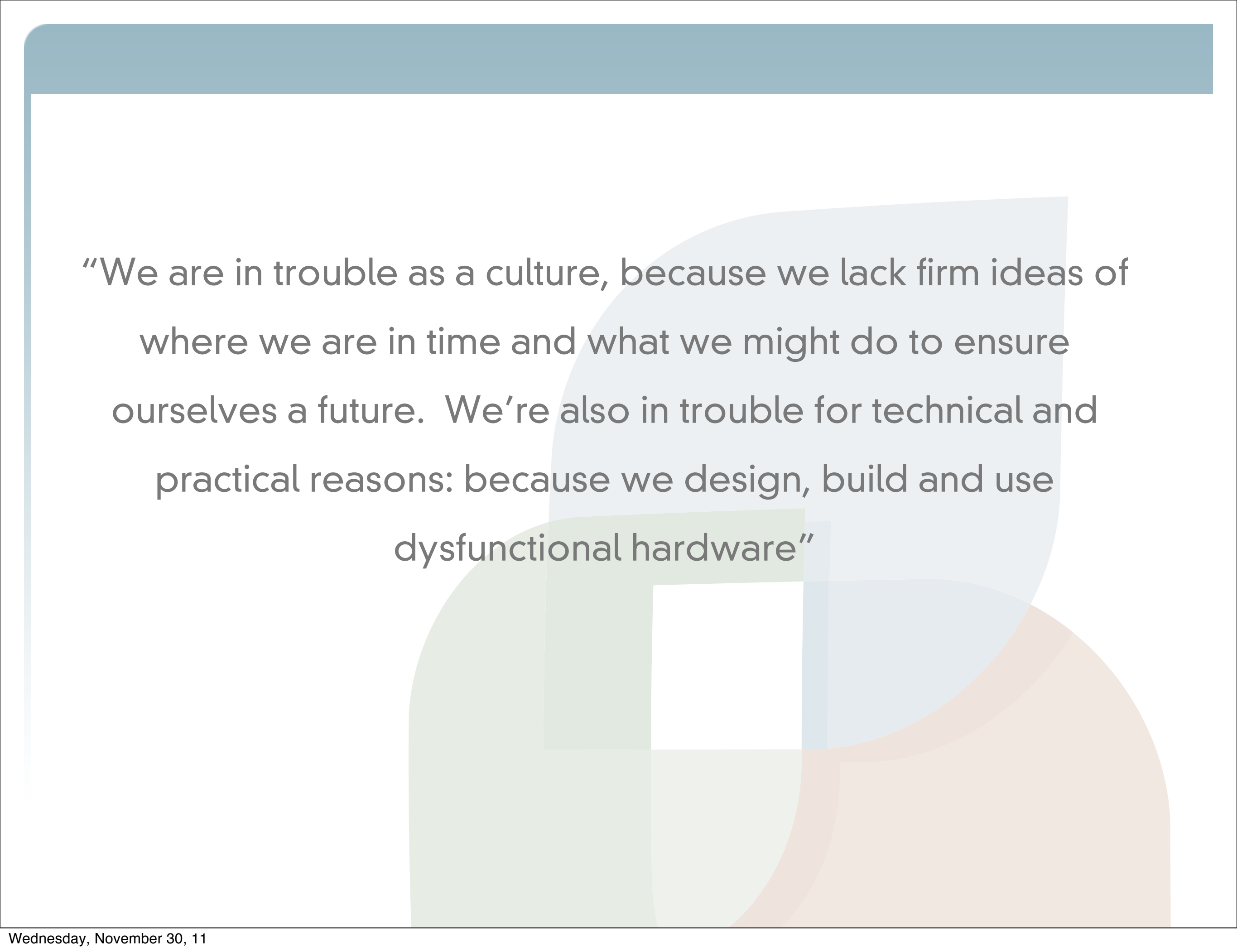


“The values of a synchronic society are temporalistic:
Do we gain more time by doing this or less time?”



“Temporalistic thinking is a moral worldview”

“A society with declining life expectancy is clearly retrogressive. A society with a high infant mortality rate is maladjusted. A society riddled by plagues, diseases, resistant and emergent microbes and environmental illness is decadent.”



“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



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.”





“Entropy requires no maintenance”



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“Pollution is not subject to consumption”



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



“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”

Shaping Things

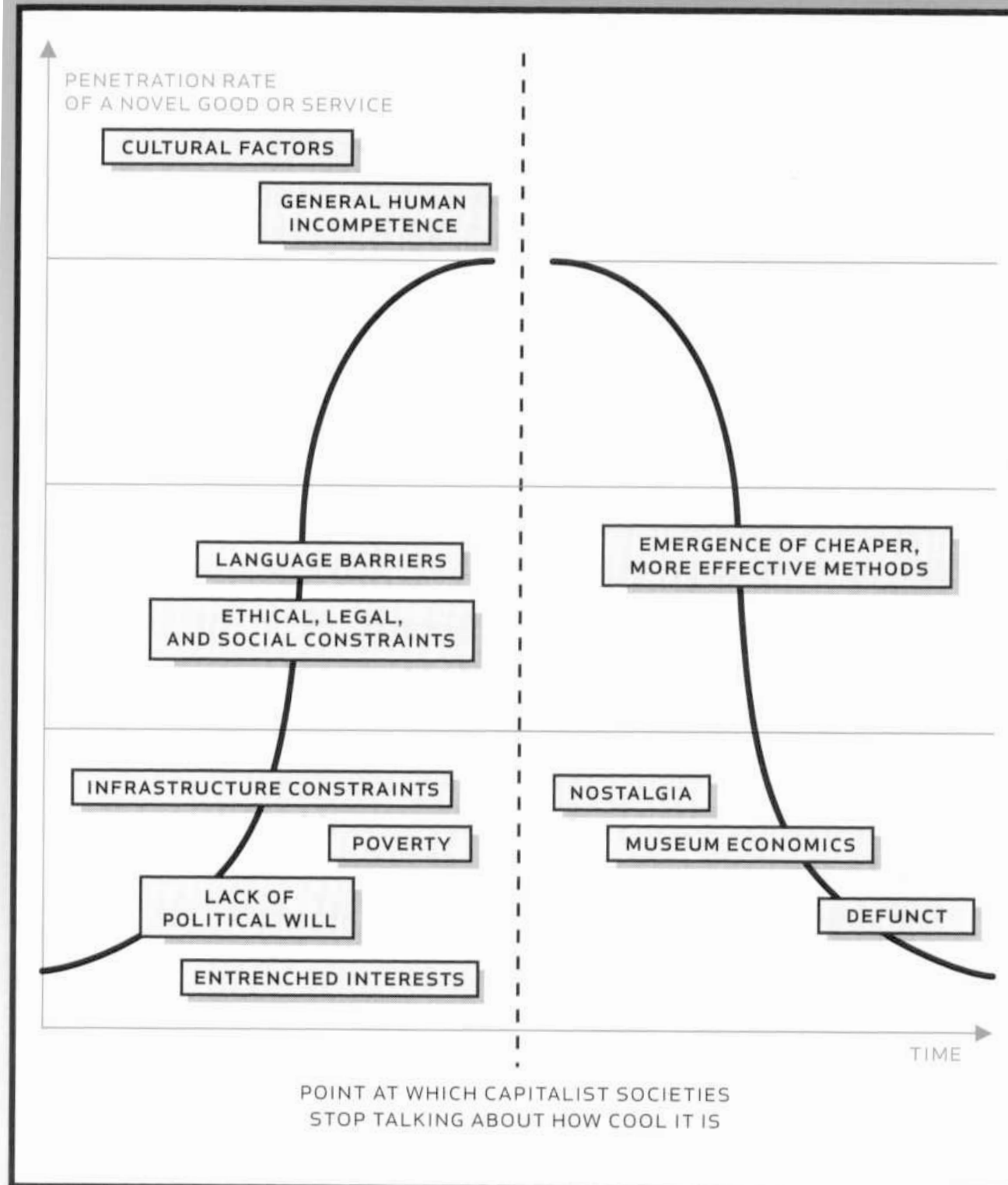


<http://share.ovi.com/media/Conversations.public/Conversations.10012>



OBSOLESCENCE IS INNOVATION IN REVERSE

"The Mirrored S-Curve of Technological Adaption"

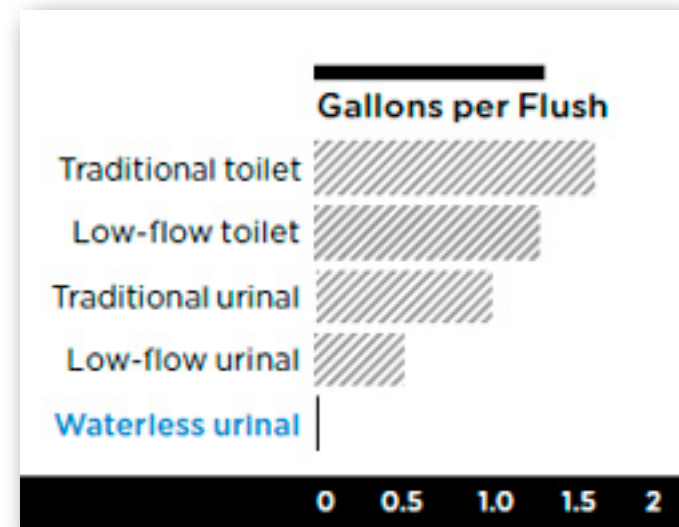




How do thing move along this curve?

“It isn’t magic. People do it. Some people are better at it than others”

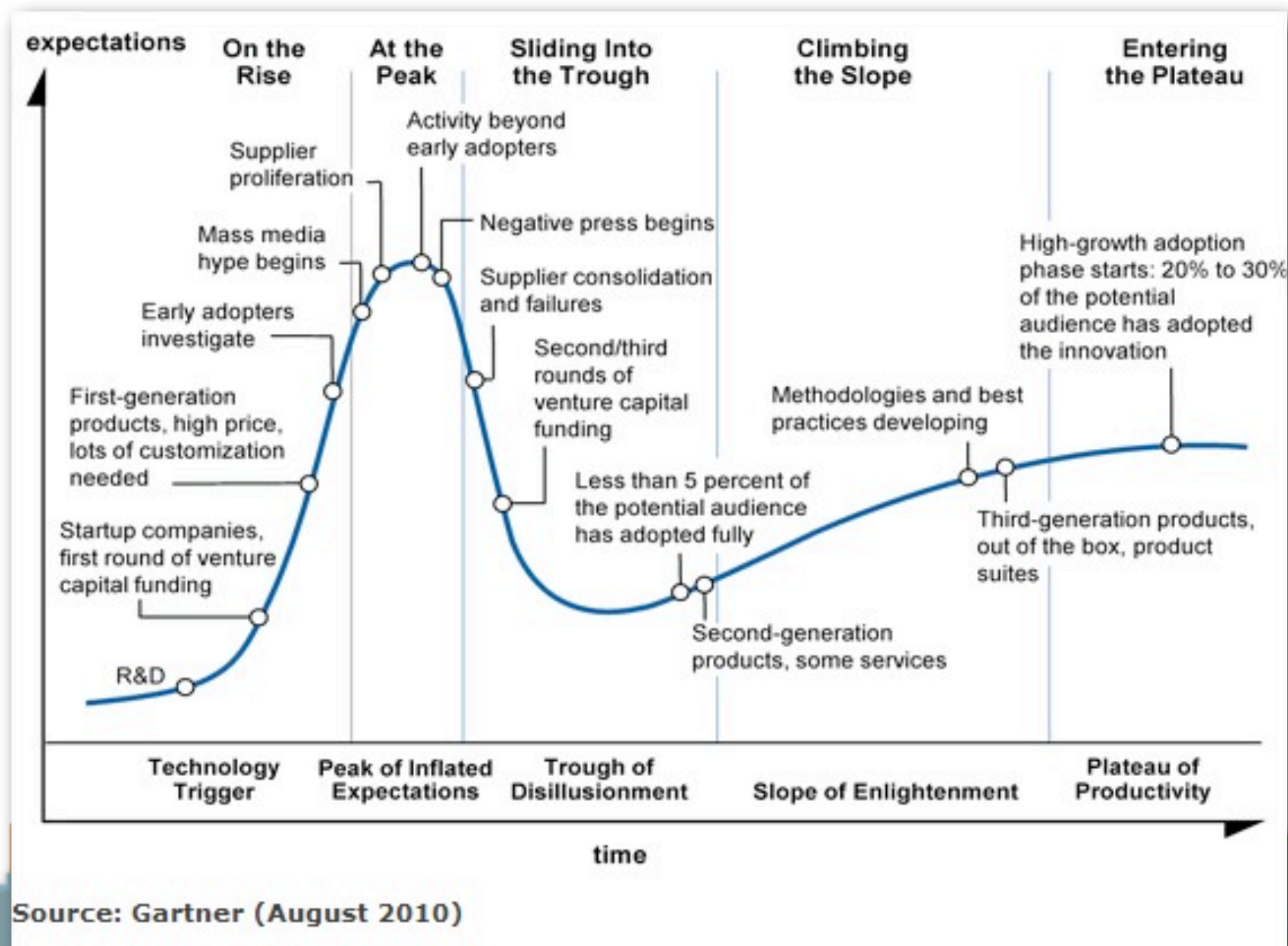
Shaping Things



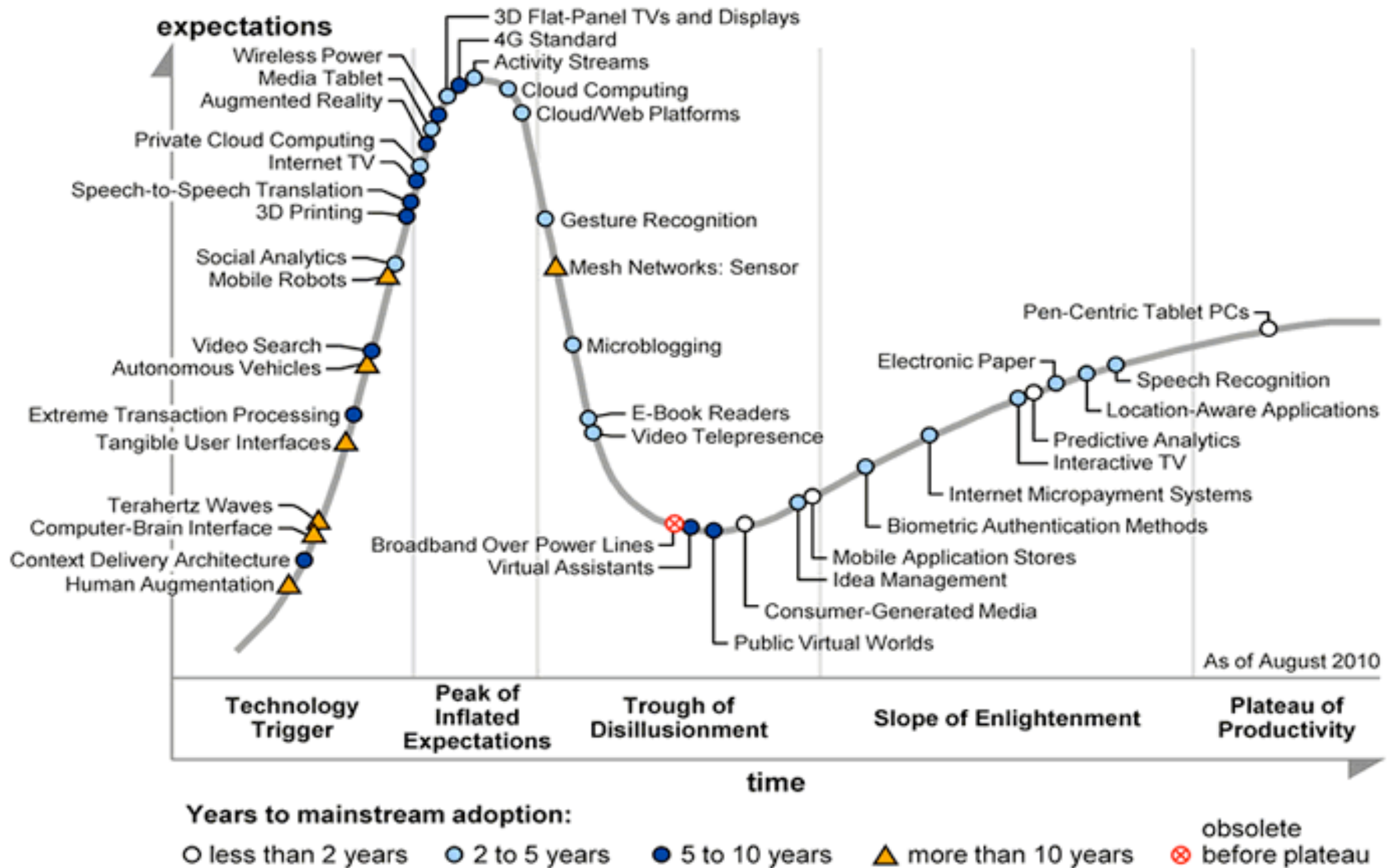
http://www.wired.com/magazine/2010/06/ff_waterless_urinal/all/1

Shaping Things

“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.”

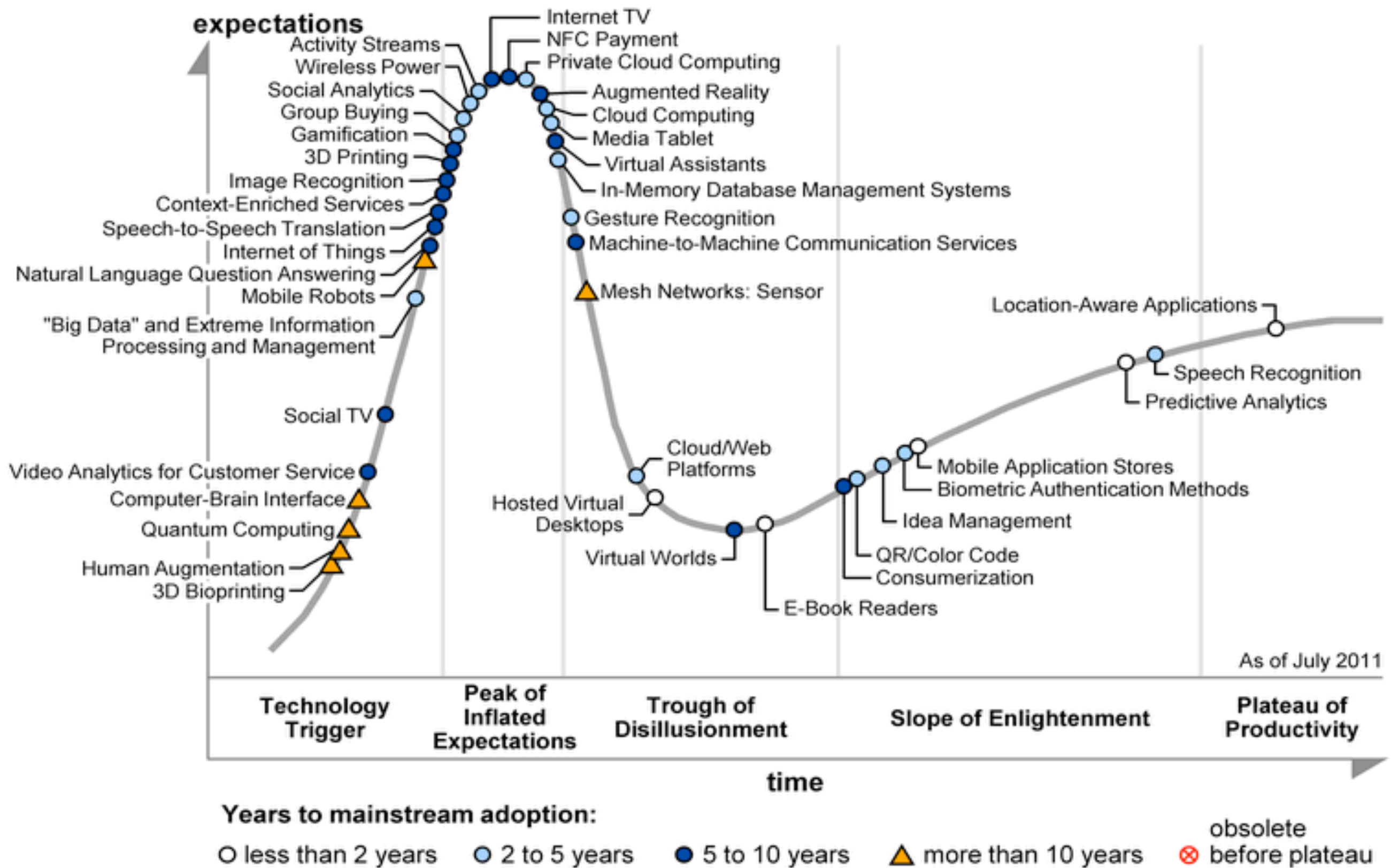


Shaping Things



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

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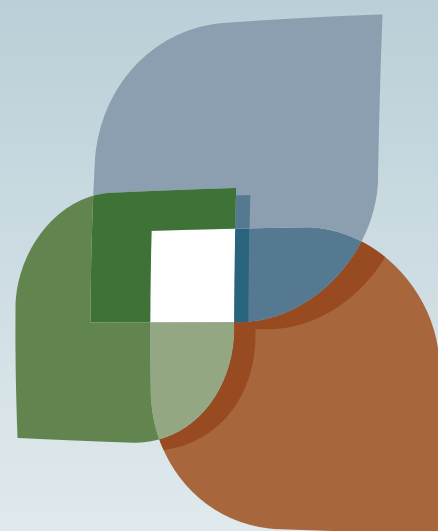


Shaping Things



“Most Advanced, Yet Acceptable”





L U C I

