User Interaction: Shaping Things 11 - 14

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RFID

- Review the Technology

- Pets and RFID

  - pets who don't have RFID

- "Tomorrow composts Today"

- Passive vs. Active

- WISPs

  - http://wisp.wikispaces.com/WISPHardware

- Skimming

- an "Internet of Things"

IoT

- GPS enabled monitors

- Global Network

- What does the design of a system that is aware of most things at all times look like?

  - Wranglers

  - Inventories

  - The lifestyle magazine as a dynamic socio-technical infrastructure

Spime

- What happens when "The model is more detailed than the physical object it models."

- De novo

- Reverse Engineered

- Interaction effects

- SPIME monitors++

- Intellectual property

"It may not seem that I "need" all that information, but that's an old-fashioned way to think.
I don't "need" every web page on the internet, either.
It's not a question of designing an internet of things to meet my so-called "needs."
It's vastly cheaper and simpler just to enable automatic information-generating devices and processes, then search them mechanically and cybernetically, to figure out what I "need."

Fabbing

- fabricators will disintermediate the product and gizmo worlds

Money

- Gold
- Paper money backed by gold
- Paper money not backed
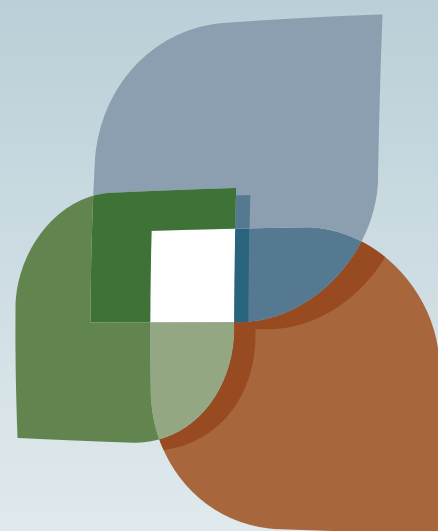- Electronic money
- Credit History

Pulling it all together

- Problem

"The only sane way out of a technosociety is through it, into a newer one that knows everything the older one knew and knows enough new things to dazzle and dominate the denizens of the older order. That means revolutionizing the interplay of human and object. It means bringing more attention and analysis to bear on objects than they have undergone. It also means engaging with the human body and it's affordances, with our health and our ease and our comfort, with our working environment, with our lungs and our skin and our bones."