Looking for Smart things
Interaction Design

Study use of technology in natural context
Experiments with various interaction forms
Design with users rather than for
Focus on the experience
Alice
residential retirement homes
Signe 91 year:
"When I go to bed I often listen to the Radio. You get some company in silent night in this way."

Olle 84 years:
"I listen often to music. And I prefer classical music."

Inga 82 year:
"I like music but I don't have any CD player. They are that modern and difficult to understand."
Clay mock-ups
Design model
Frustration-analysis

Diary for two-days
Discussion on the notes
Two visits per family
Smartkey
light that indicates if the door is locked or not
Peace of Mind
Community
Happiness
Fulfillment
Time - Space
Connectivity
Holism
Ethics
Subjectivity
Sociability
6Sence
Expo 2000
Stupid Things
Visiting toys ‘R us
Remote bugs
Dystopic campfire
Unidentified object, ca. 1910
Looking for a home
Interaction Design Essentials
- Finding a human need
- Focus on the user experience
- The usefulness and usability equation

Conclusions
- The smart stuff is the useful stuff!
- Interaction design is dedicated to defining the behavior of artifacts, environments, and systems!
- Let playfulness and usefulness be applied AI drivers!
Aknowledgement

who

Olof Bendt
Aurelian Bria
Thomas Broomé
Carolina Browall
Annsofie Börjesson
Annika Hansson
Agneta Hill
Sara Ilstedt Hjelm
Stefan Junestrand
Magnus Jonsson
Arijana Kajfes
Jakob Lindström
Fredrik Petersson
Joakim Persson
Ingvar Sjöberg
Roland Söderberg
Tobi Schneidler
Lotten Wiklund
Viktor Brattström
Anita Ylipää
Anna Westholm

what

Artists
Industrial Designers
Engineers
Behavioral Scientist
Architects
Cultural Scientists