







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







interviews



Signe 91 year:

"When I go to bed I often listen to the Radio. You get some company in silient night in this way."



Inga 82 year:

"I like music but I dont have any CD player. They are that modern and differcult to understand."



Olle 84 years:

"I listen often to music. And I prefere classical music."



Clay mock-ups











Design model





Frustration-analysis

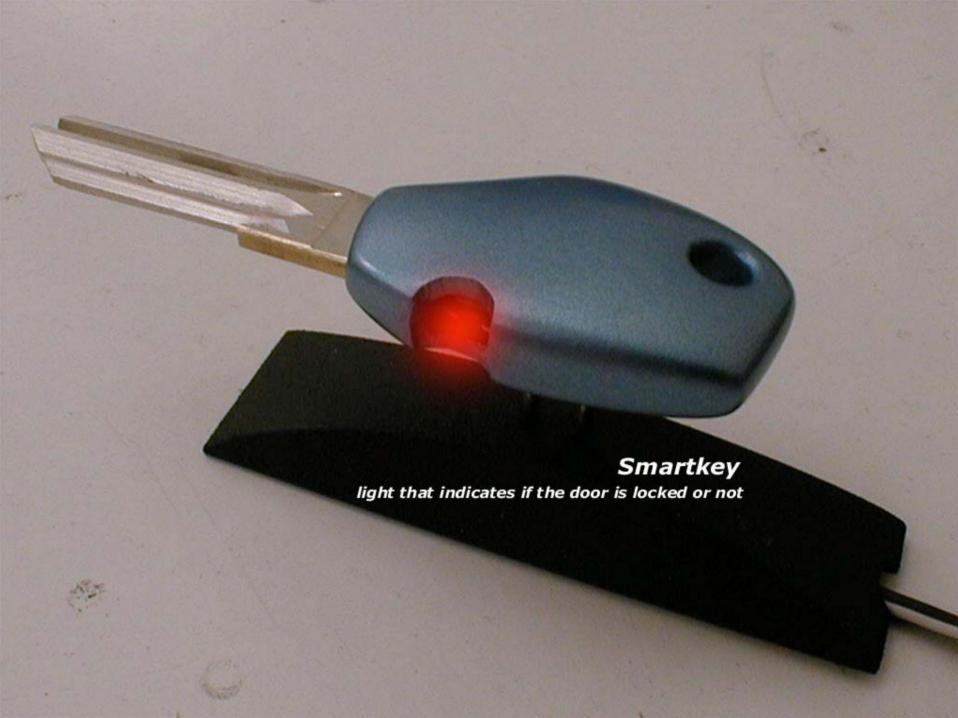
Diary for two-days
Discussion on the notes
Two visits per family











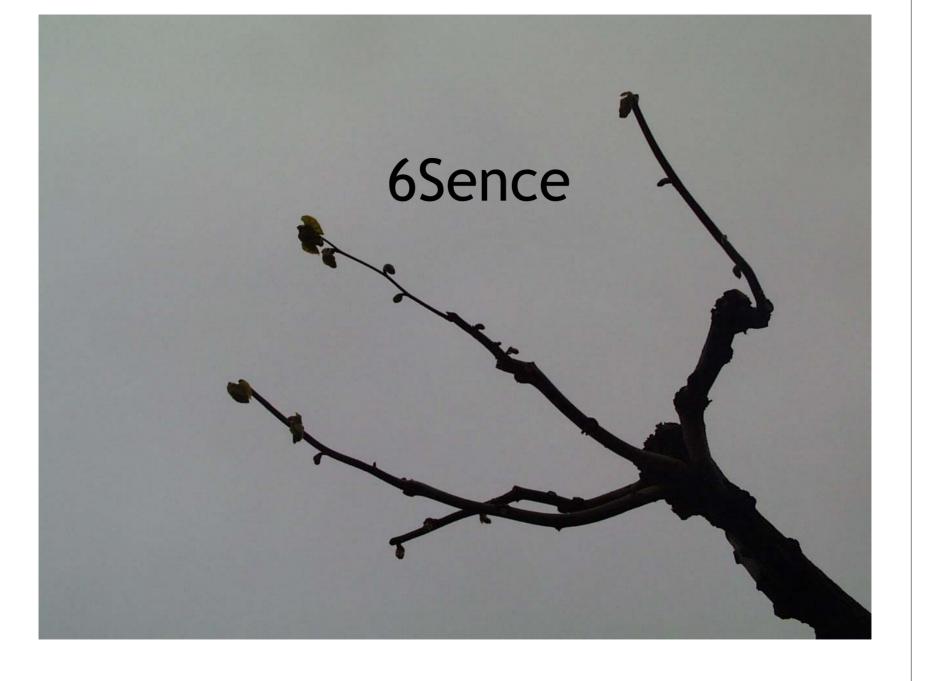
Community Happiness Fulfillment Time - Space Connectivity Holism **Ethics** Subjectivity









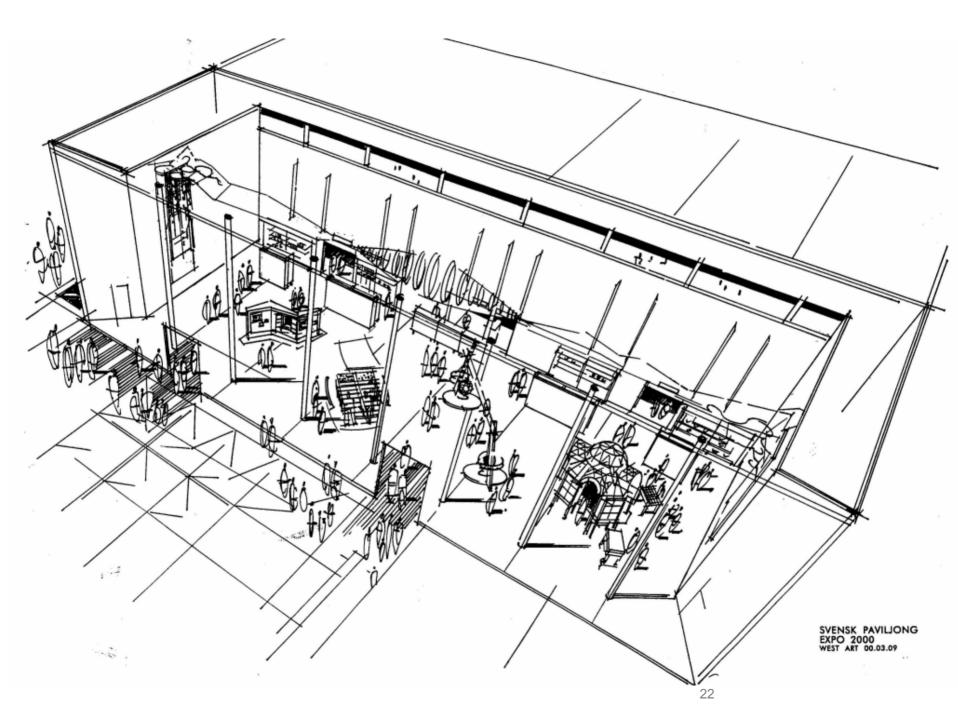




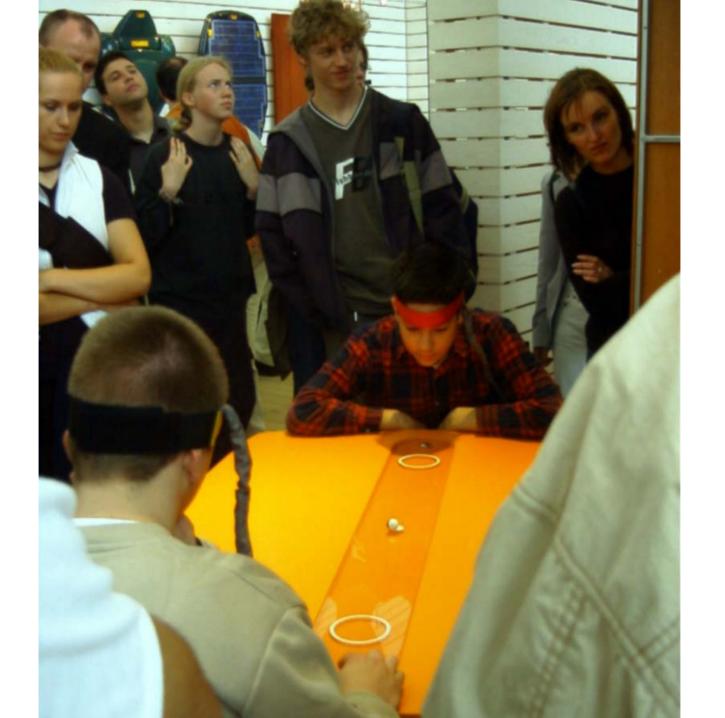




Expo 2000













Stupid Things



Visiting toys 'R us











Interaction Design Essentials

- o Finding a human need
- o Focus on the user experience
- o The usefulness and usability equation

Challenges

Conclusions

- o The smart stuff is the useful stuff!
- o Iteraction design is dedicated to defining the behavior of artifacts, environments, and systems!
- o Let playfullness and usefulness be applied AI drivers!



Aknowledgement

who

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what

Artists
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Engineers
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Architects
Cultural Scientists