2.1 Digital Ground

Introduction, Chapter 1

Design of Interactive Devices
CS 5984

Steve Harrison
Nothing ages faster than our visions of the future. (Where are the Flying Cars? Cyberspace?)

Information technology has become the ambient social infrastructure.

ubiquity, changing roles, accursed computing, cultural challenges
2.1 Digital Ground: Interactive Futures

“the real significance of computing has become its capacity to let us take part in shared representations of action.” - Brenda Laurel
2.1 Digital Ground: Interactive Futures

- What do we mean by “interaction”?
- What really happened to cyberspace?
- Why are visions of the future so compelling?
Planning Ahead

○ *For Wednesday: read assignment on line*
  ○ *will be posted soon...*

○ *For Friday: first sketch problem*
  ○ *focus on communicating the experience*

○ *Start talking about teams*