3.1 Digital Ground
Chapter 2

Design of Interactive Devices
CS 5984

Steve Harrison
Learning is a lifelong, mostly unconscious process based on body and environment (what can we do with what we find?)

Spatial literacy drives social configuration and cultural disposition (language, social distance, territoriality, religion)

Current technology should make use of previously known skills and avoid deskilling
"As societal forces become higher dimensional and less directly visible, three-dimensional spaces of experience seldom remain coherent." (page 42)
Bring ‘Design of information Technology’ to us, an everyday situation.

Understanding ourselves, and the environment around us then making technology a part of it.
“if only more people could make the connection between bodily schemas, domestic patterns, city form, and regional identity, the world would be in better shape.”
3.1 Digital Ground: **Embodied Predispositions**

- Leo Waugh:
  - Do we learn primarily through spatial relationships?
  - What do you think of deskilling?
  - What can we do to design interaction to take advantage of environmental predispositions?

- Al Park:
  - P 28, ‘they may never replace face-to-face meeting’, what else? (what are better off without technology) Even in the future when technology can support everything (reading body language, smell, and etc) Why (not)
  - What are the important elements in designing information? What do we have to consider?
  - How should we design the information around us?
Planning Ahead

- For Wednesday: list of team members due
- For Friday: second sketch problem due