4.1 Digital Ground
Chapter 3

Design of Interactive Devices
CS 5984

Steve Harrison
Comparing the advent of digital technology to industrialization, electrification, transportation et al.

These have made changes in the environment in which humans live, and so even for digital technology, the form must provide the “periphery” for the use of this technology.

Humans shape their environment and the environment defines and shapes the humans. Architecture and interaction design both address how contexts shape actions.

Periphery is background that is outside focal attention but which can quickly be given attention when necessary.
“Even an age in which distance has been annihilated, location still matters.” Page 47.
4.1 Digital Ground: **Habitual Contexts**

Christine Lee

- Flow of information needs meaningful context
- Skills and knowledge build from accumulated knowledge of persistent architectures
- Habitual consciousness of scale and its importance
- Type defines a place
- Technological change and resiliency of types
“The life of a house, or of a town, is not given to it, directly, by the shape of its buildings, or by the ornament and plan—it is given to them by the quality of the events and situations we encounter there.”
3.1 Digital Ground: Embodied Predispositions

○ Pradyut Bafna:
  ○ The design values have shifted from objects to experiences, performance to appropriateness, procedure to situation, and from behavior to intent. Do you agree?
  ○ Architecture surpasses most other technological productions at institutionalizing spatial arrangements to the extent that they shape cognition. Does architecture shape cognition?
  ○ In contrast to earlier stages of interface design aimed at building attention saturating virtual worlds, the new paradigm in IT turns to building physical backgrounds. Any examples to support this claim?

○ Christine Lee:
  ○ The author stresses a need to shift focus to the periphery and background; what does he mean by this?
  ○ Stewart Brand says “Aspiring to art means aspiring to a building that almost certainly cannot work, because the good old solutions are thrown away.” Do you agree or disagree? Why or why not?
  ○ If architectures are an extension of the inner landscapes of human beings, why is there a need to change current building practices?
Thinking about building systems...

*Stewart Brand, How Buildings Learn*
Calibration question...

- Are you familiar with:
  - structuralism
  - phenomenology
  - post-modernism

- Have you read:
  - Barthes, Derrida, Foucault, Baudrillard, deBord
  - Merleau-Ponty
  - Eagleton, McLuhan, Ong, Murray
Planning Ahead

- For Wednesday: third sketch problem due
- For Wednesday: on-line readings