9.1 Grounding Places

Chapter 8

Design of Interactive Devices
CS 5984

Steve Harrison
Grounding Places

Pardha Pyla

- Place vs. spaces – differences and transformations
- Philosophy of embodiment, situatedness, community, and ecologies
- Agendas for interaction design
“Meeting the design challenge of pervasive computing has to involve some larger, unquantifiable pictures of place and community”

“When experience flows we get into place. Flow is [...] an essential goal of interaction design, and fixity is an essential goal of architecture. Now the two join. To complement the spaces of information with the contexts for getting into place, it helps to think in terms of ground”
McCullough argues that design practices that set life in effective contexts are necessary. Because people value places and their experiences in them so much, designers should use this information to more adequately fill places with technology. Although there is no formula for accomplishing this, the problem should still be looked at because it’s an important one in that interaction design shapes the way we live in the world. McCullough then attempts to ground some ideas for effectively designing interactions by comparing place with space, community, and placelessness in the world. The chapter ends with a description of how designers must combine flow, which is key in interactions, with fixity, which is needed in architecture, to properly apply interactive design to places.
“Whatever our desire for a ‘sense of place,’ we seem destined to get ‘places with sense.’”

–Digital Ground Page 172
9.1 Digital Ground: **Grounding Places**

- **Pardha Pyla**
  - What does this new perspective mean to us designers?
    - New techniques?
    - New design practices?
    - Or just new outlook?
  - How can we create UIs that afford the creation of places and not just spaces?
- **Justin Gawrilow**
  - Is it really possible to ‘ground life in effective contexts’ with such a wide difference in perceptions of places?
  - Do you believe that ‘electronic connections have eroded our ability to play different roles onstage and backstage in our lives’?
  - How is technology used today to help us live more effectively within environmental limitations?
Planning Ahead

- due Friday: photomontage sketch problem