Team X

Start time: 1:31
End Time: 1:46
P.B.T.C.: 4 minutes
Time penalty: 1 minutes $\rightarrow$ 0.3 points

CONCEPT PRESENTED: **Tangible Data**

Create a binding of object and information to create a unit of data that can be used in different situations.

Concept Feedback:
I am reminded of short stories by Borges – in one a library is so complete that it is the size of the universe it describes and in another a map is so detailed it is the size of the country it maps; tangible data has this problem if it literalizes its constituent information. Please look at the work of Dr. Dr. Norbert Strietz (“I-Land”) and in more detail at Hiroshi Ishii (Tangible Bits/Media Lab.MIT). Please make the idea specific to one or two sites and situations.

Focus on the social interaction possibilities. Look at the Clive Dilnot article in The Idea of Design (our “other” textbook). It mentions design for gift cultures.

PRESENTATION FEEDBACK:

Structure:
The structure of the presentation was not tight (although it was in part due to the technical problems with the presentation materials.) The audience needed a better road map to stay oriented.

Visual Material:
PowerPoint/Keynote slides were clear and easy to follow. Nicely thought-out graphic conventions. As with all the presentations, sketches of situations and ideas about the data object would have helped us understand and believe in the concept.

Presenters:
The quality of presentation varied and some seemed nervous. More rehearsal next time, please.

Overall:
The basic idea is very good and needs to be made specific to your site. Had I not been predisposed to tangible data, I am not sure that your presentation would have convinced me to think this is a good idea. References to Paul Dourish’s book, Where the Action Is helped me, but probably were of little value to the rest of the class; next time summarize content from reference material, possibly supported with an image or two.
Team Y
Start time: 1:58
End Time: 2:12

CONCEPT PRESENTED: Parking System
Make finding a parking space at VT a joy. (If not joyful, then at least not painful.)
Possible implementation elements: RFID to tag cars in lot, info website, OLED display (in car and/or hand-held), car radio display.

Concept Feedback:
There are too many pieces to do all well. (But I am willing to support “probes” to explore how to design and implement all the pieces; I will assume that one or two elements will emerge as the major focus.) Resist veering towards the engineering fix as the central idea.

Try to keep the fun in the system. Turning the pain of the sometimes-desperate hunt for a parking space into a positive experience is the genius of design. Focus on that.

Also consider the use of low-power FM radio. Radio is probably the most ubiquitous communications system for cars. This suggests that there might be varying levels of buy-in to the system for users. Consider load leveling information. That is, not each person is told the same thing so that some are re-directed.

PRESENTATION FEEDBACK:

Structure:
Well connected to Site/Problem presentation. Formal concept presentation followed by a skit using sock puppets set good tone and balance between issues addressed and anticipated experience of use.

Visual Material:
PowerPoint slides and sock puppets. The slides needed more illustrations and photos. Please use next time.

Presenters:
Moderately well-rehearsed. Puppet show got attention, but needed to be louder and use more props.

Overall:
Nice presentation. The problem sells itself; the presentation of the solution seemed to flow from the problem space. Convincing. The puppet show suggested that this will be more than an engineering solution.
Team Z
Start time: 1:47
End Time: 1:54

CONCEPT PRESENTED: Work of Art About the World
Outside of Torgersen Study Area
Create a display of weather, bus arrivals/departures, student movement through the space, social currency, etc.

Concept Feedback:
This looks like an extension of the sort of work that Bill Gaver did and is now being marketed by Ambient Devices. Please focus on the things that are special to Torgersen and try to make use of the space (e.g. the glass block communications tower).

As you might gather, I was not entirely convinced by the “box”. Since I am running the CyberArts class, was director of the PARC Artist-in-Residence Program and created works seen in museums, I have some experience with creating a convincing work of art. Why a “work of art”? What are different media that could be employed in the work of art? Also, your skit showed social “triangulation”—that is, students who did not know each other and otherwise would have no reason to interact spontaneously talk about the work of art. This is a hard thing to do but powerful when it works. You will need to think about the balance between literal and poetic in the semantics of your work of art.

PRESENTATION FEEDBACK:

Structure:
Skit and formal presentation. Discussed problems such as lack of information and limited/awkward social interaction.

Visual Material:
One student simulated an ever-changing object by drawing/erasing chalkboard image.

Presenters:
Appeared well rehearsed.

Overall:
Nice presentation. Not clear about “work of art” since no example shown other than box. Next time, more illustrations, please.