

InteractionDesignSymposium

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Background



Interface Design @ FH Potsdam



Interface Design @ FH Potsdam



[Daniela Djokic, Frank Heidmann, Matthias Ljungström, Boris Müller, Reto Wettach]

Let's get physical

How Computers see Humans!



[Drawing by T. Igoe & D. O'Sullivan, 2004]

Examples

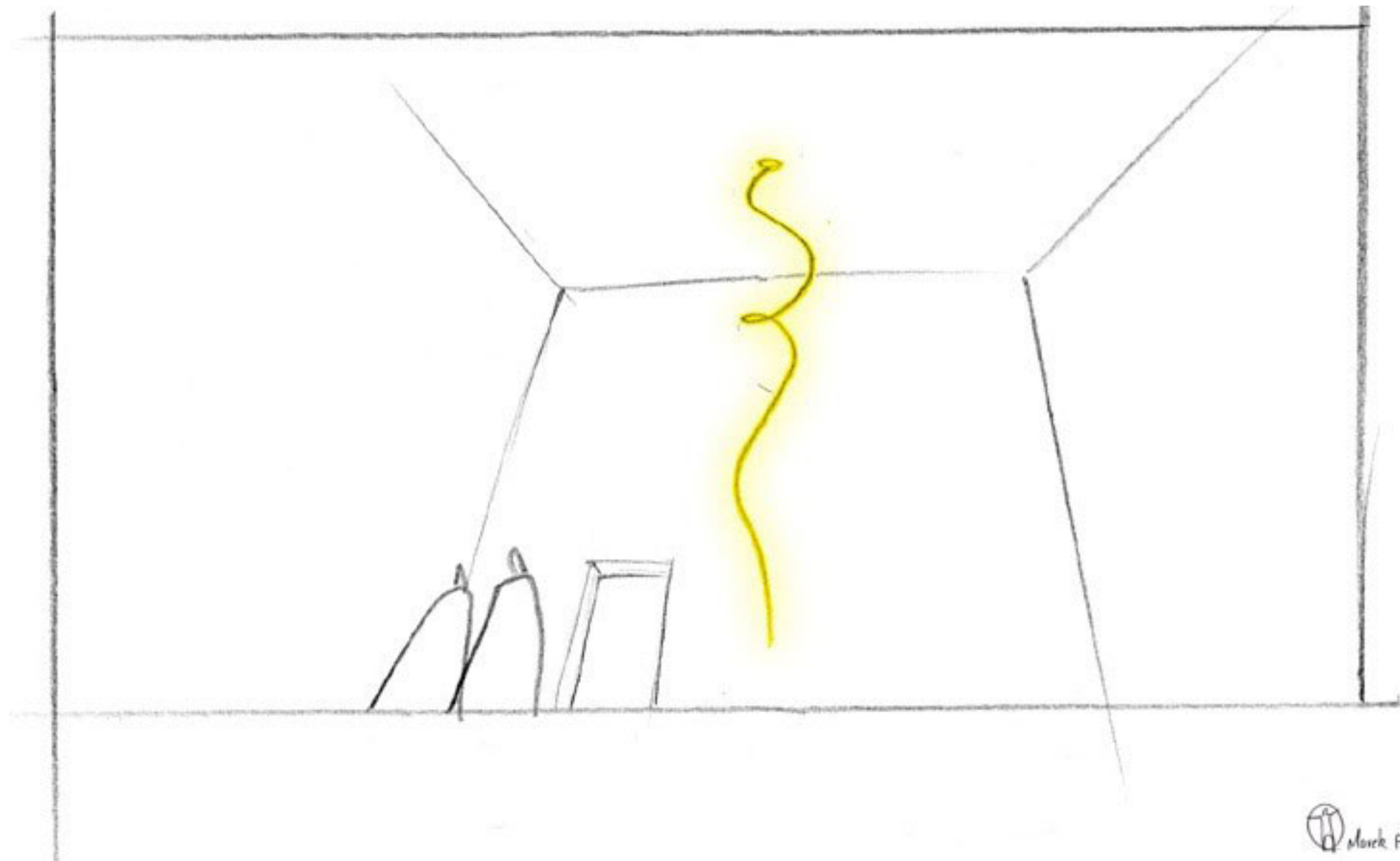
The Classics

Marble Answering Machine



 Marek Plichta

Live Wire



 Mark Plichta

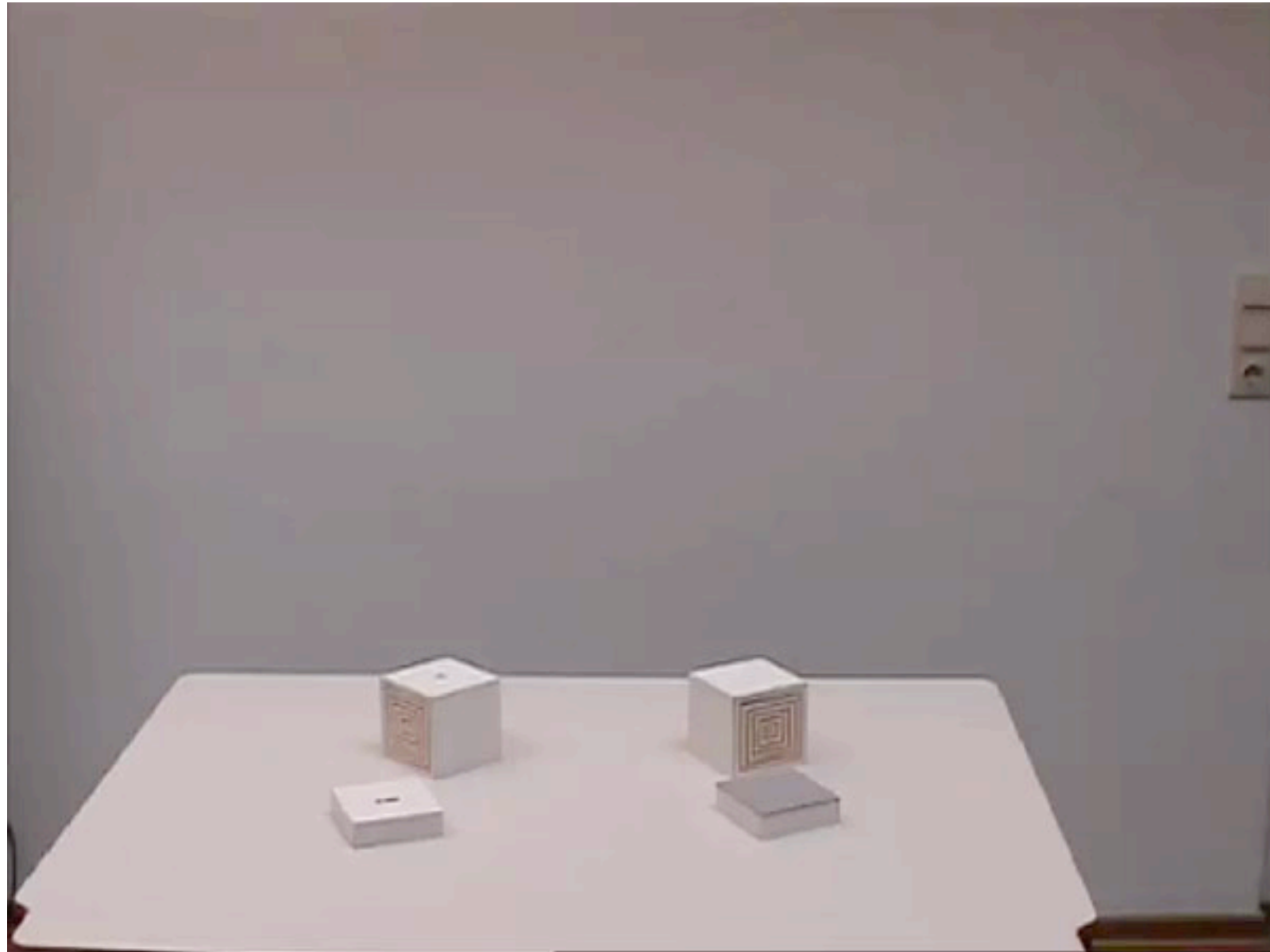
Examples

Investigations

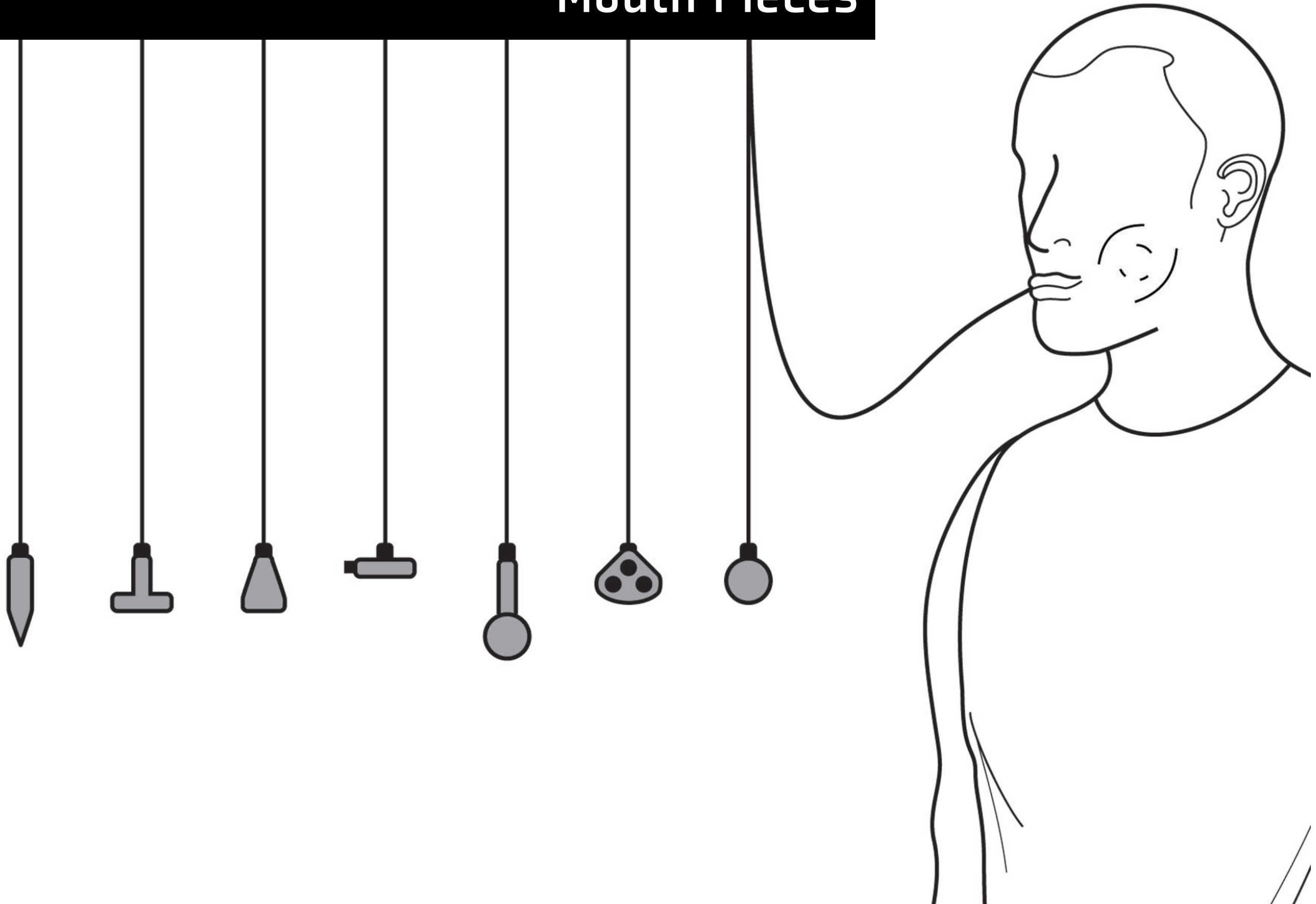
Fox-In-The-Box



Fox-In-The-Box



Mouth Pieces



United Pulse

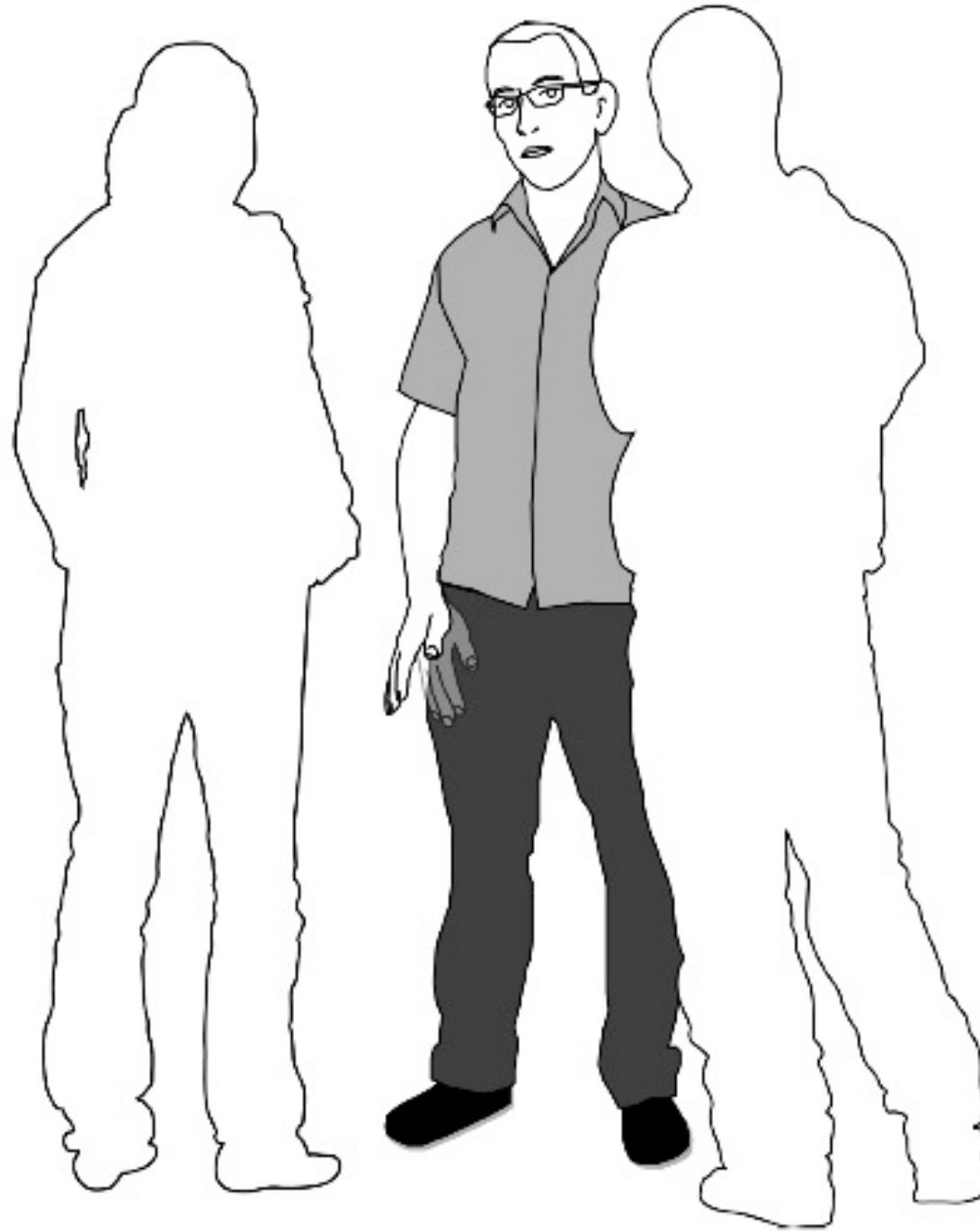


Figure 2: prototype “united-pulse”

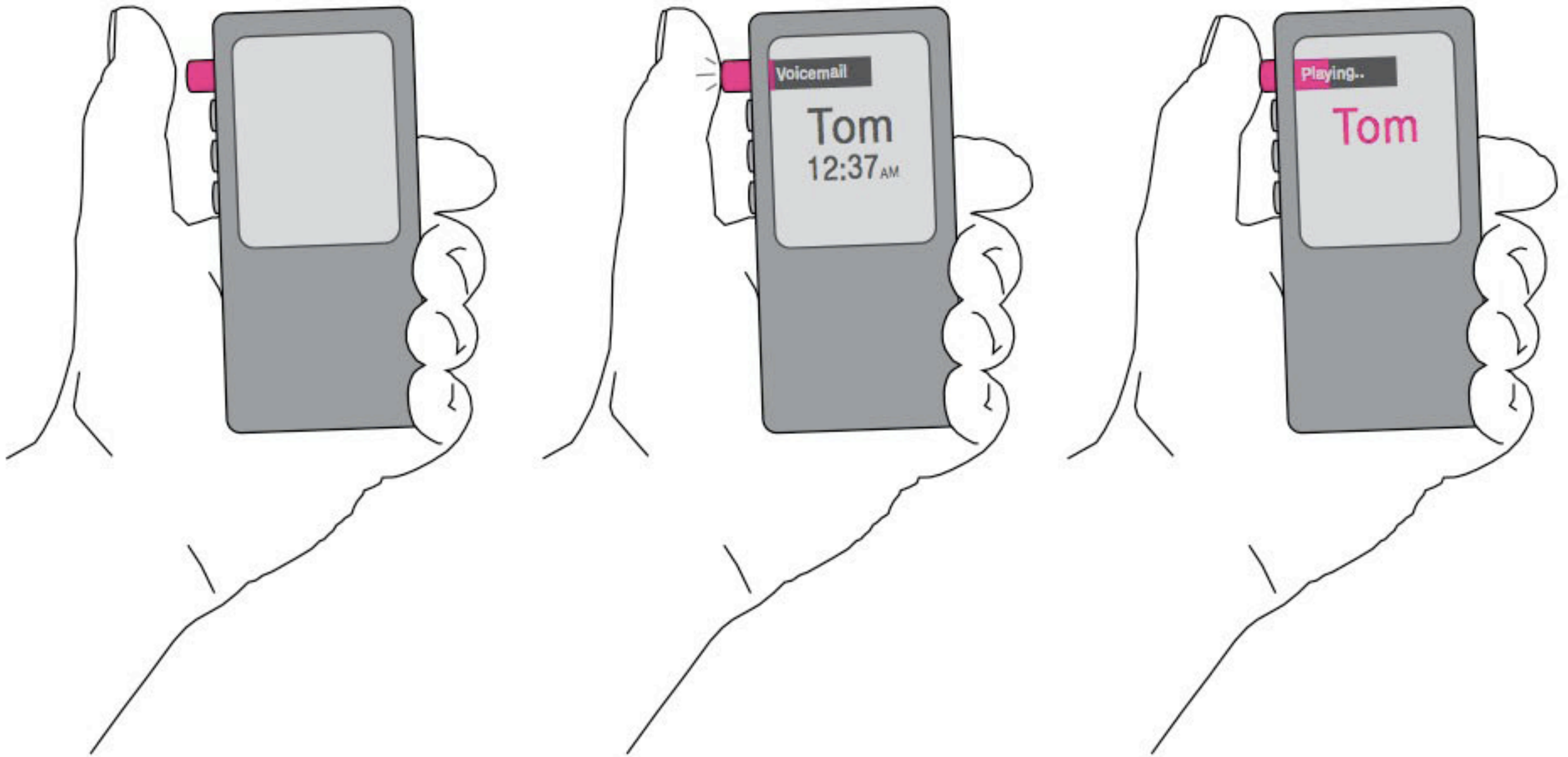
Examples

Commercial Research

Slapping



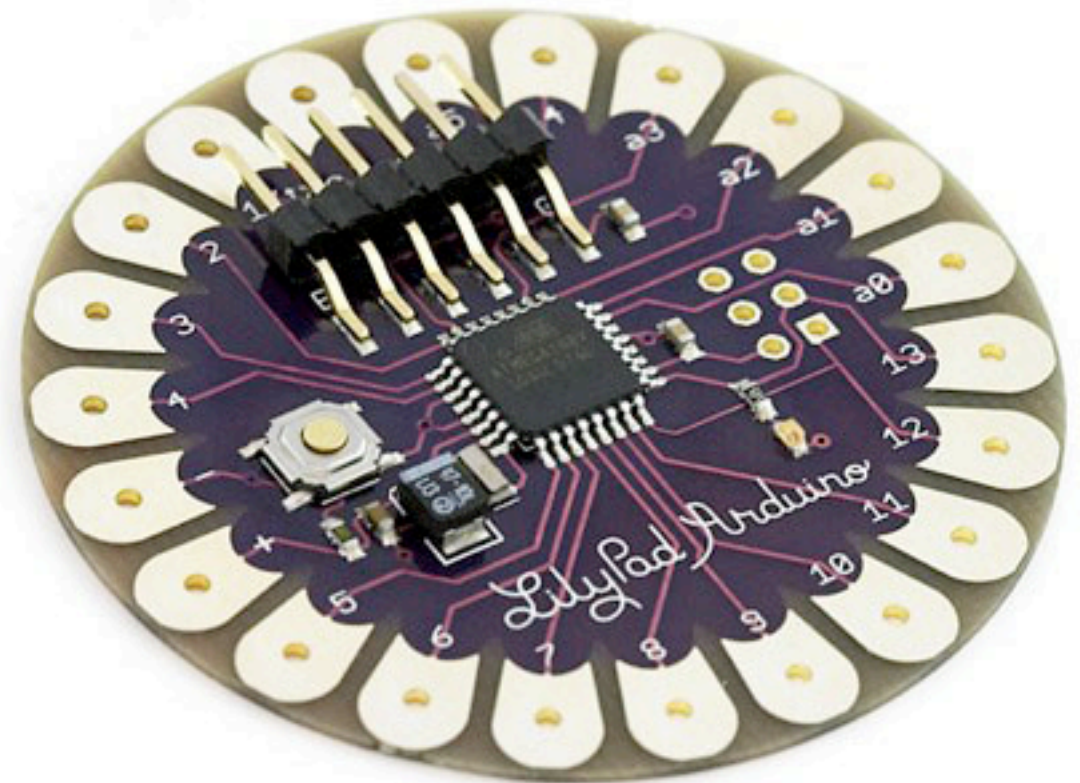
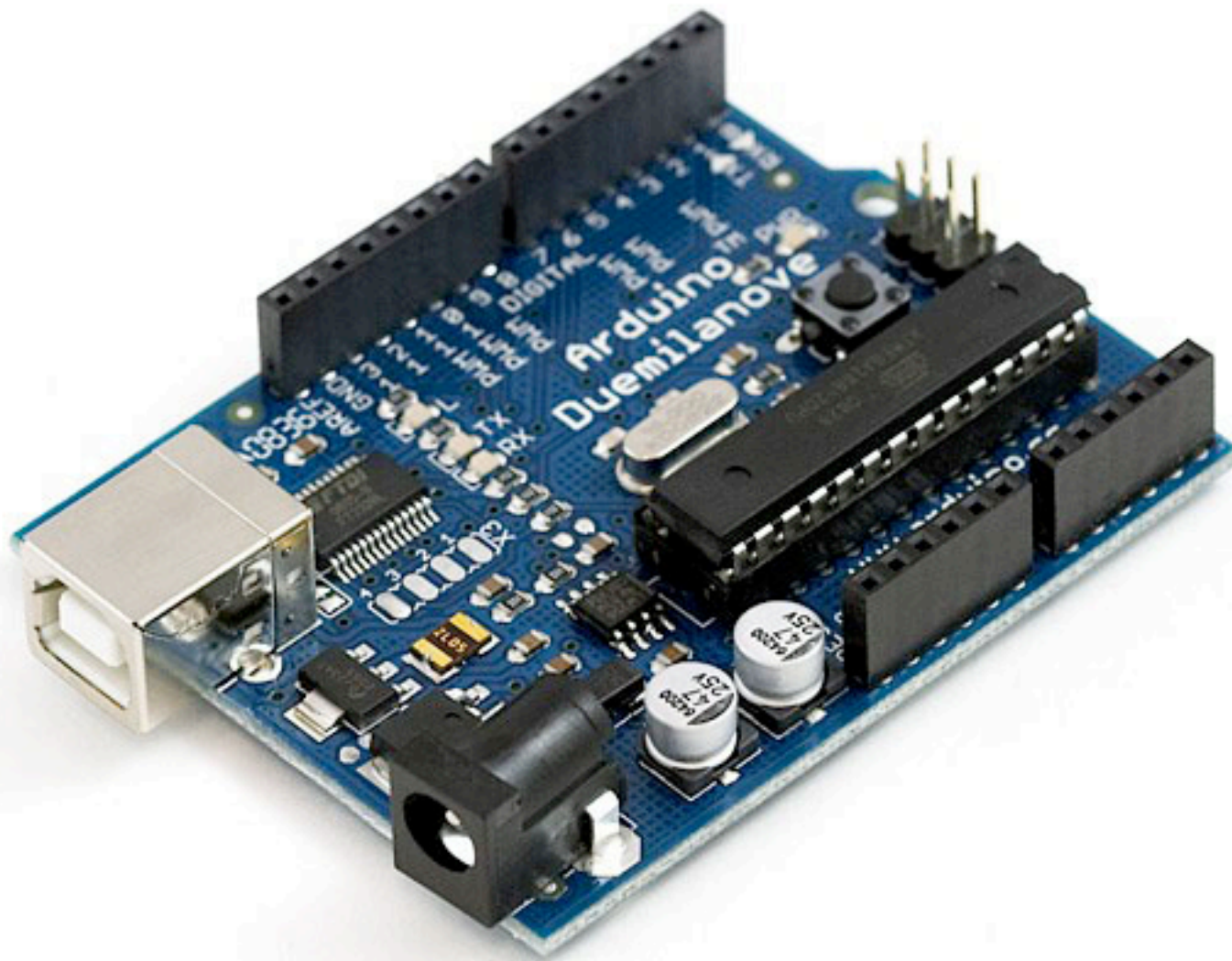
Shape Change as Interface



Examples

Tool Development

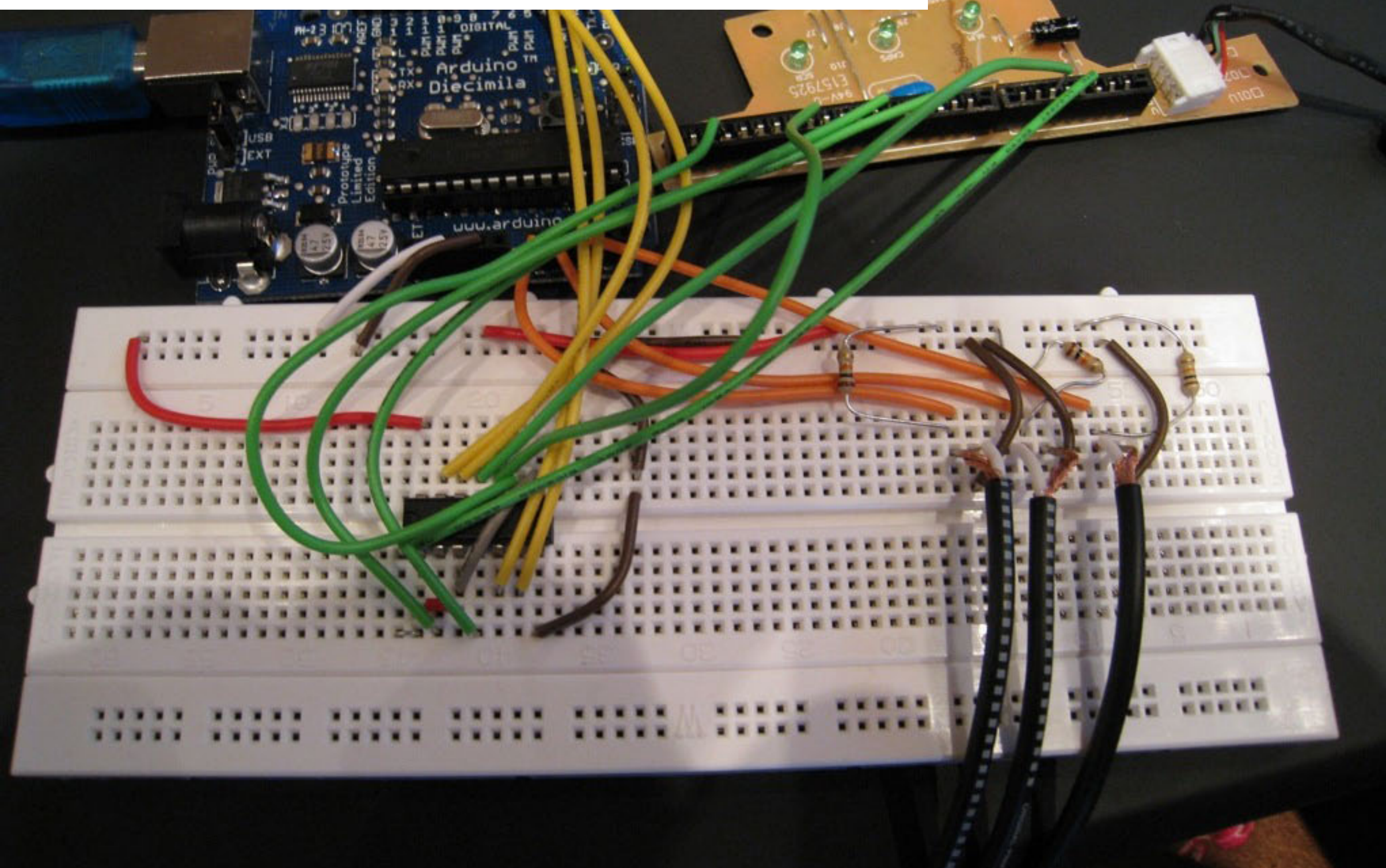
Just-Enough-Prototyping



[M. Banzi et. al., Arduino-Board, 2005, <http://arduino.cc/>]

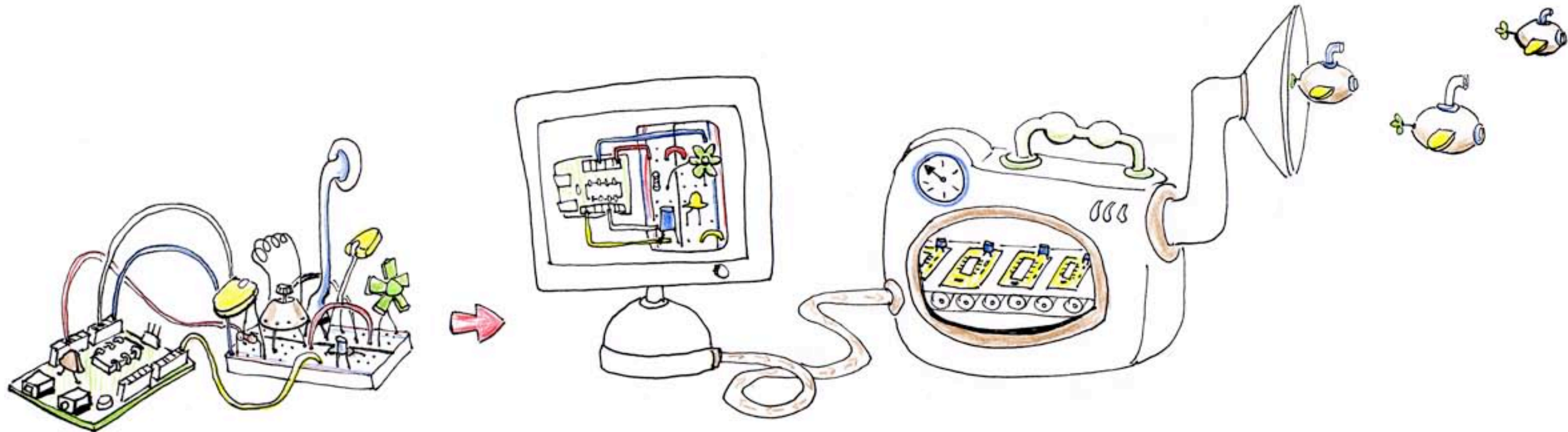
[L. Buechley, LilyPad, 2007]

High Fidelity Prototyping?

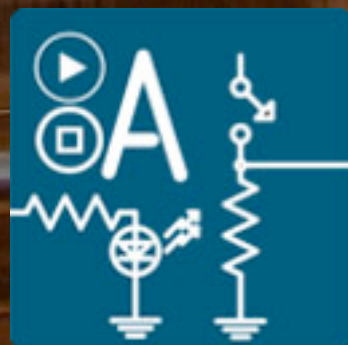
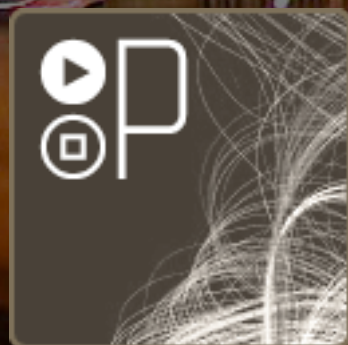


[Arduino Board in Action with Breadboard and "Hack"]

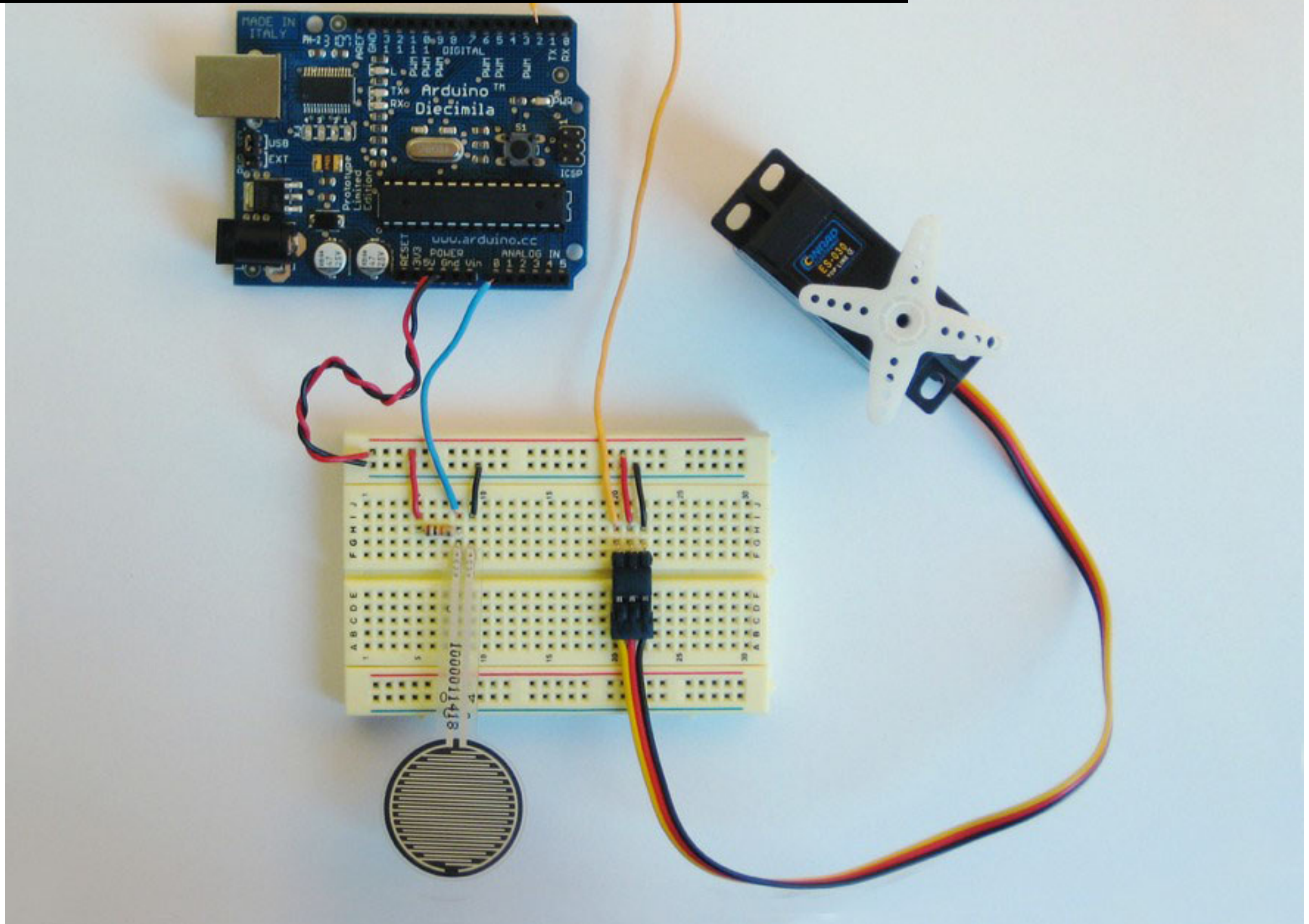
Democratization of Production



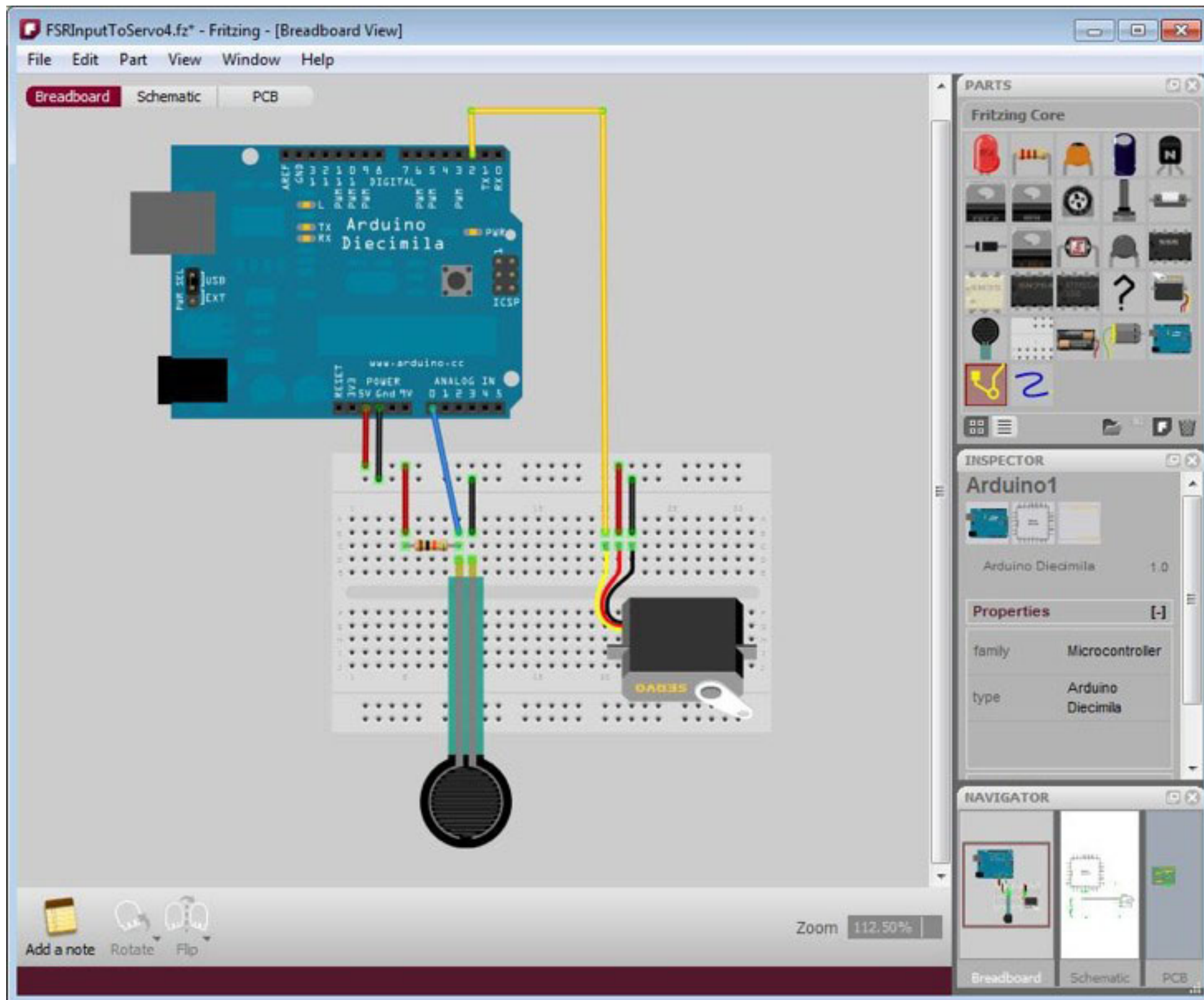
F R I T Z I N G



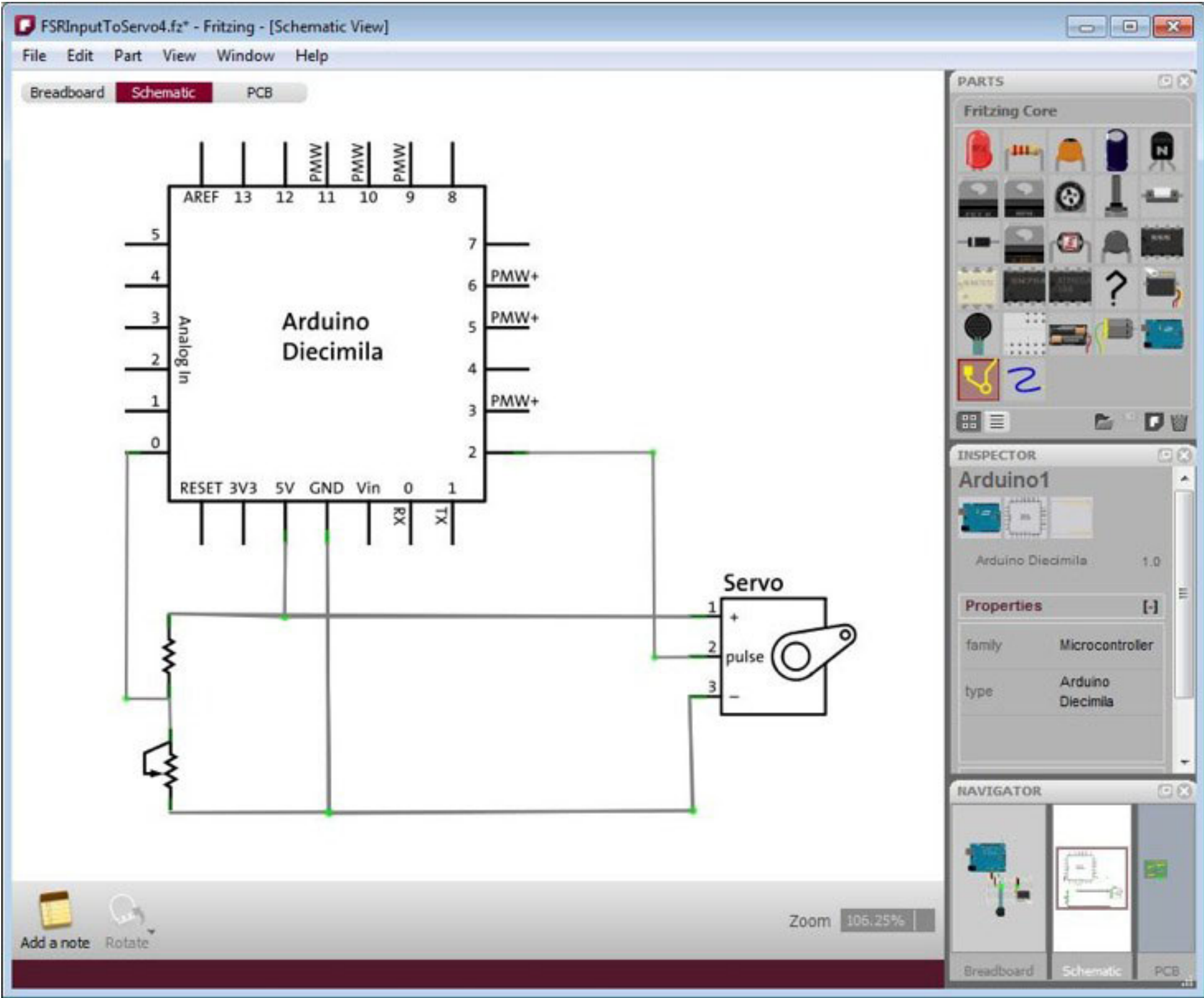
Democratization of Production



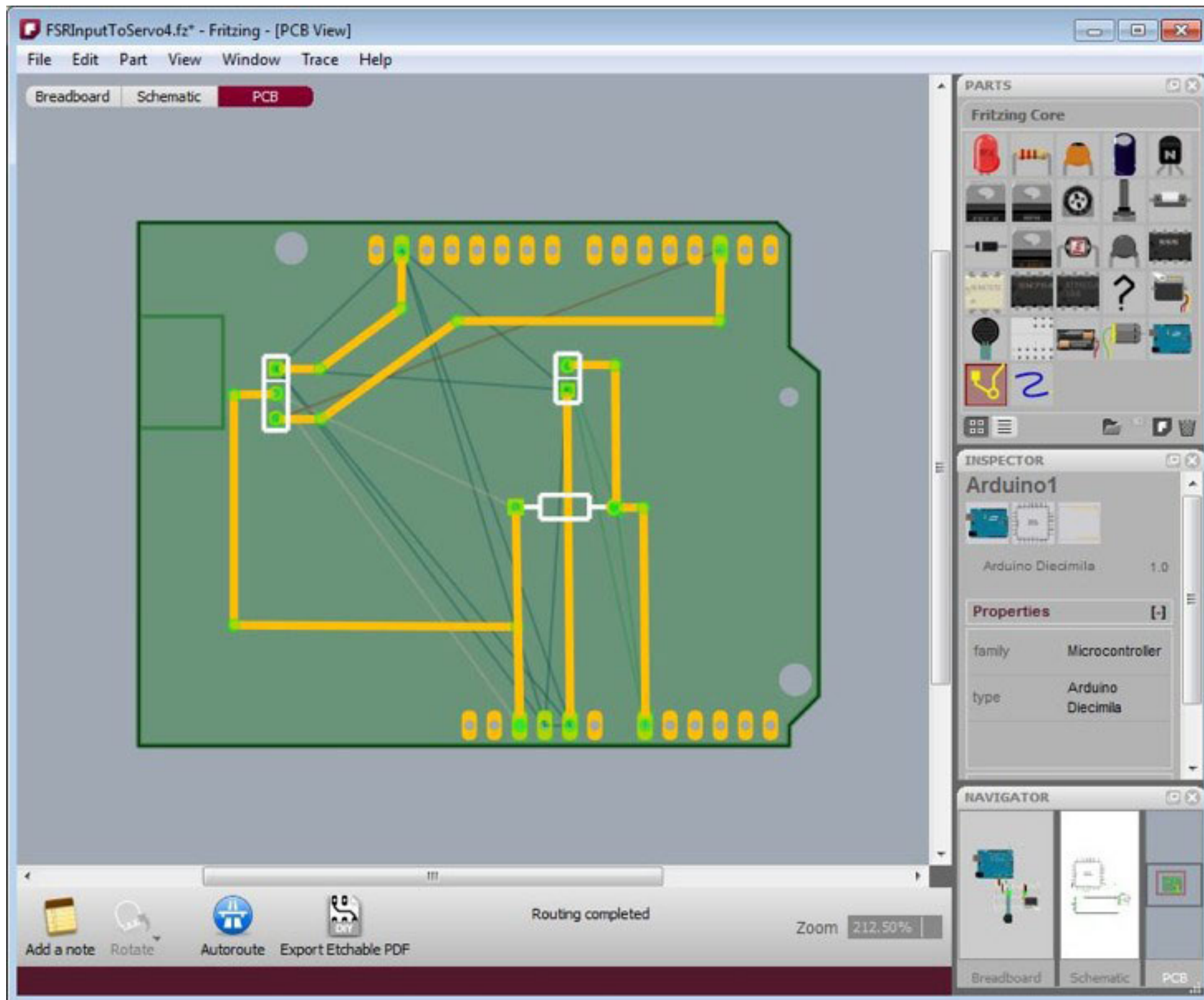
Democratization of Production



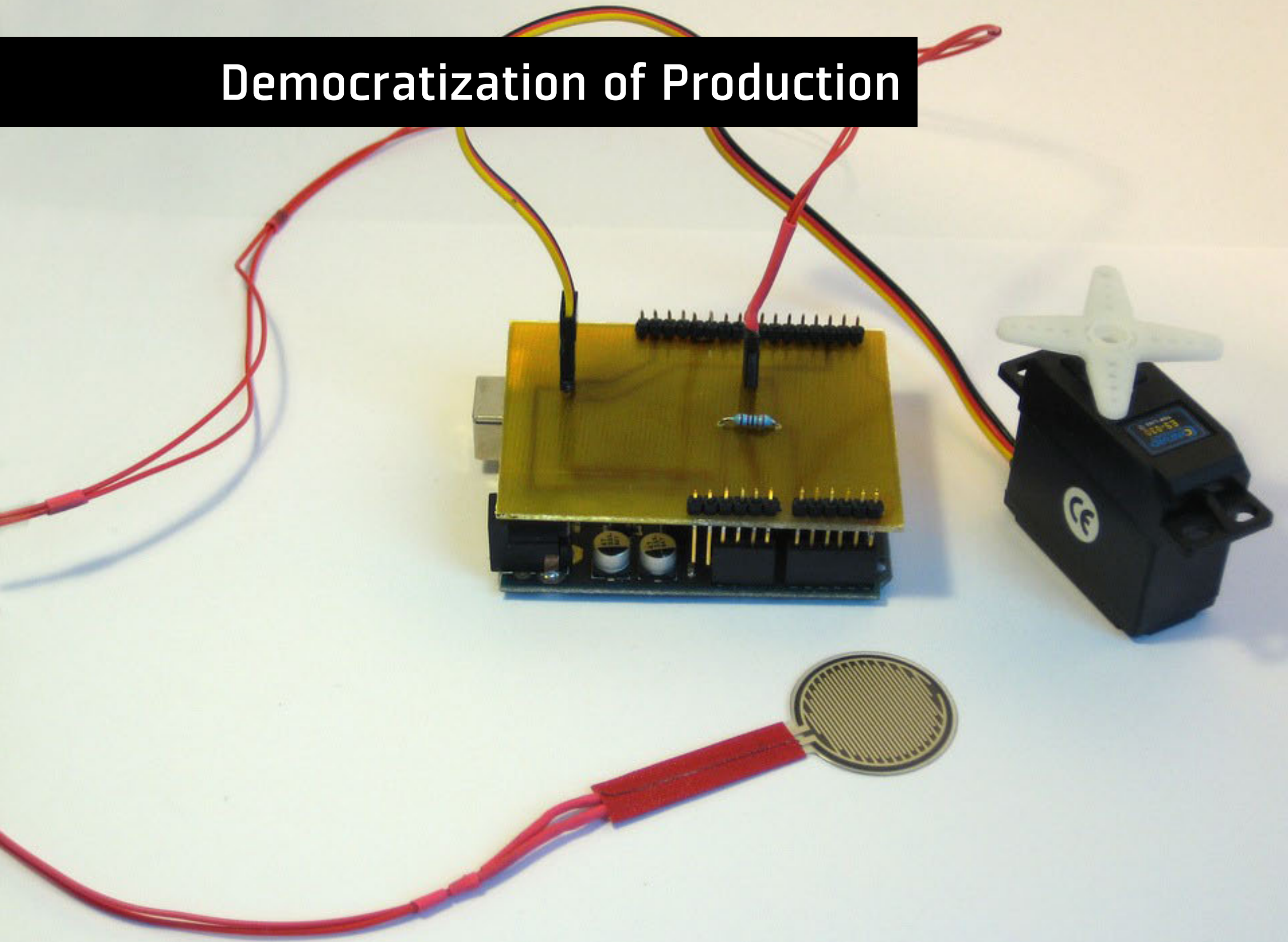
Democratization of Production



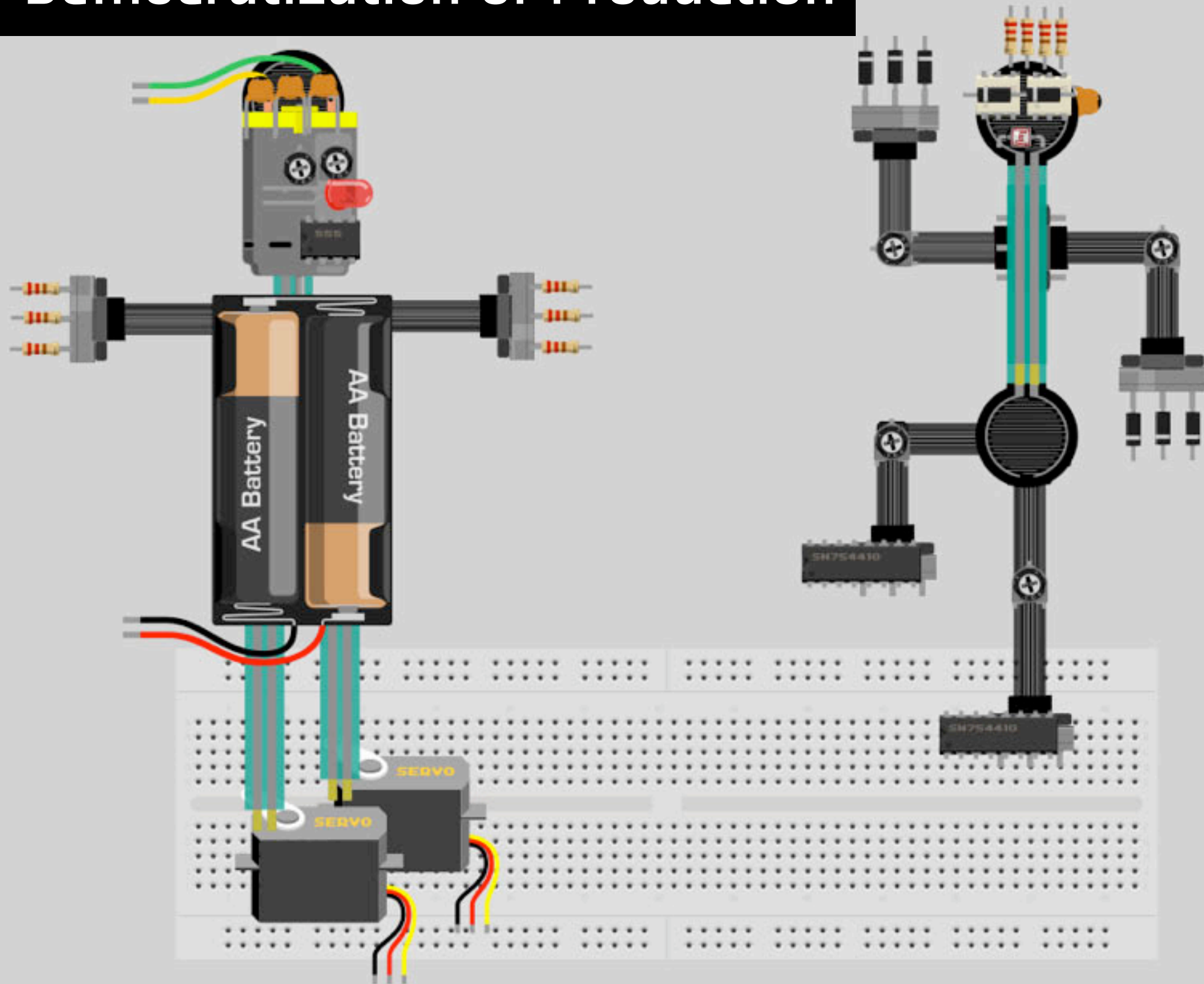
Democratization of Production



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