# Tommy Dykes (www.tommydykes.info)



#### IPD at Dundee University in Scotland

## Design

\_Engineering

Mechatronics

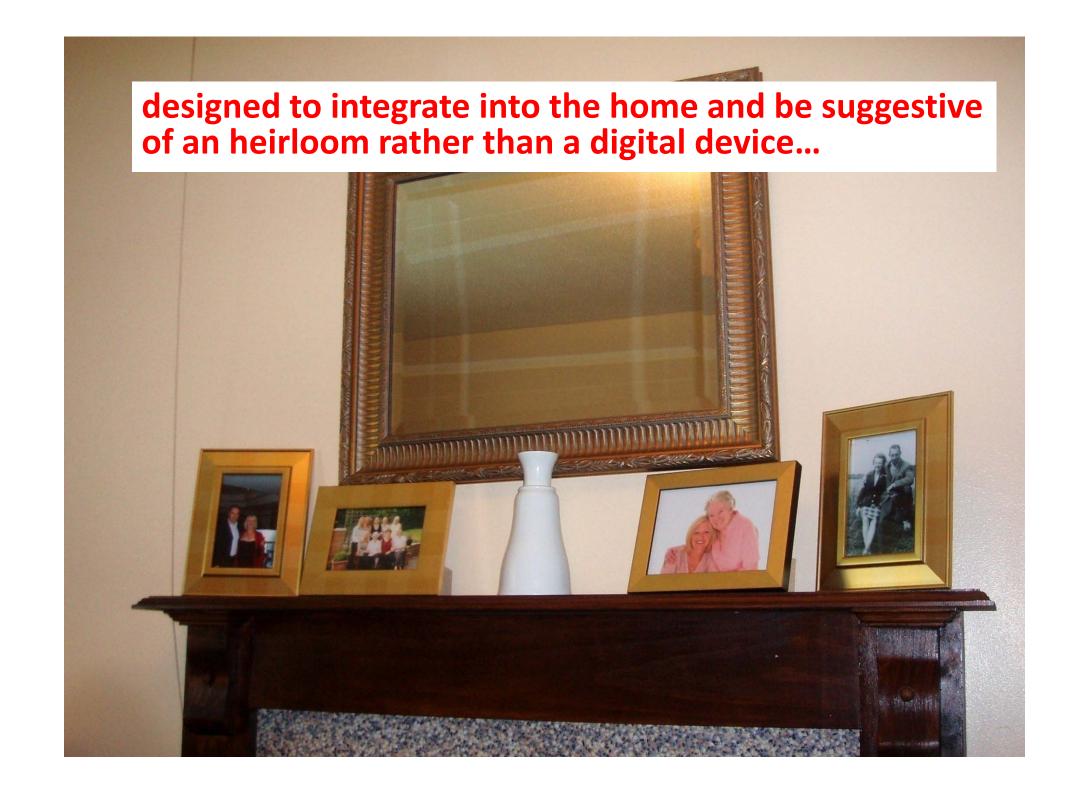
\_Computing



Interaction Design

### **Major Project: Talking Memories**

- Importance of a user-centred approach and fully functioning prototypes for testing
- Designing for social issues
- Research methods: observation, interviews and cultural probes
- Outcome: no device allowing elders to engage with memories, in audio, in a simple and intuitive manner



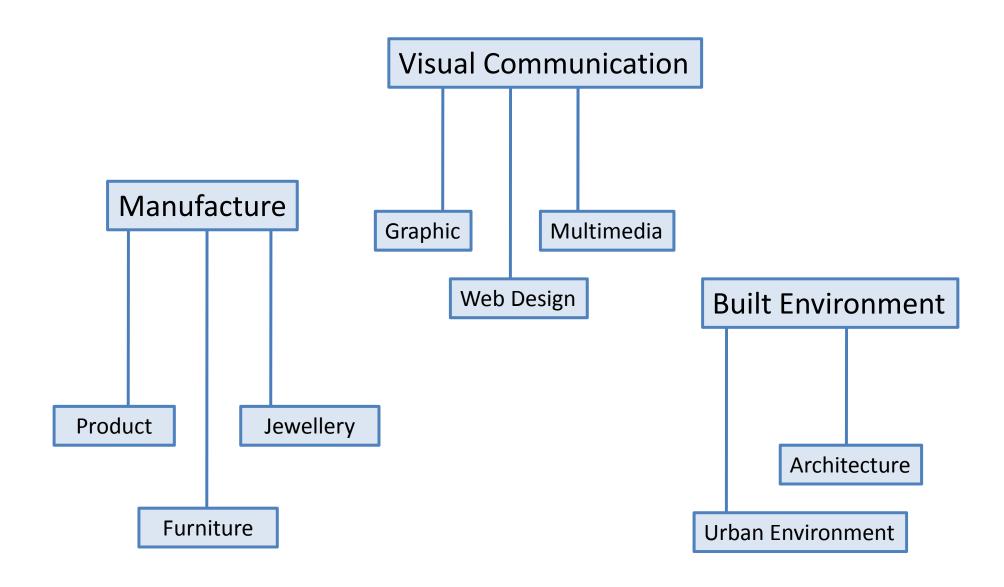




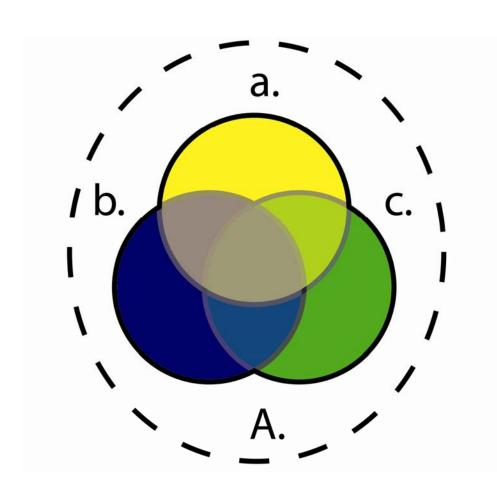
PhD candidate at Edinburgh Napier University

 Exploring contemporary interaction design through the study of hybrid art and design studios

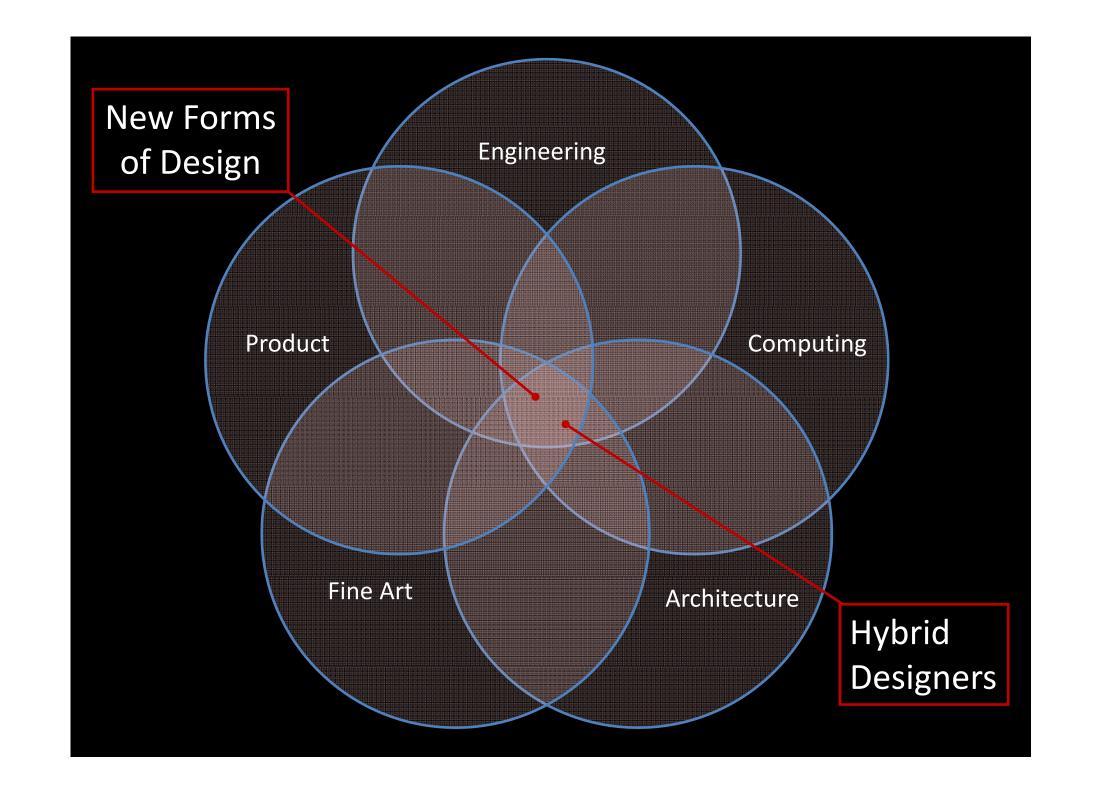
 Research into design through a range of qualitative methods, following a case study approach



## \_Transdisciplinary



- Extreme version of work across disciplines
- New genres of practice
- Total hybrid
- A is at once across, beyond and between any discipline a, b or c.







#### **Democratisation of Technology**

 Democratising Innovation – Eric Von Hippel (2005)

 Software, tools and manufacturing have become increasingly more accessible

A lowered cost and innovation communities
 are encouraging the uptake of new mediums...

#### **Innovation Communities**

- Include sites such as MAKE magazine and forums on technologies, such as Arduino...
- MAKE magazine: "devoted entirely to DIY technology projects, MAKE magazine unites, inspires and informs a growing community of resourceful people who undertake amazing projects in their backyards, basements and garages".



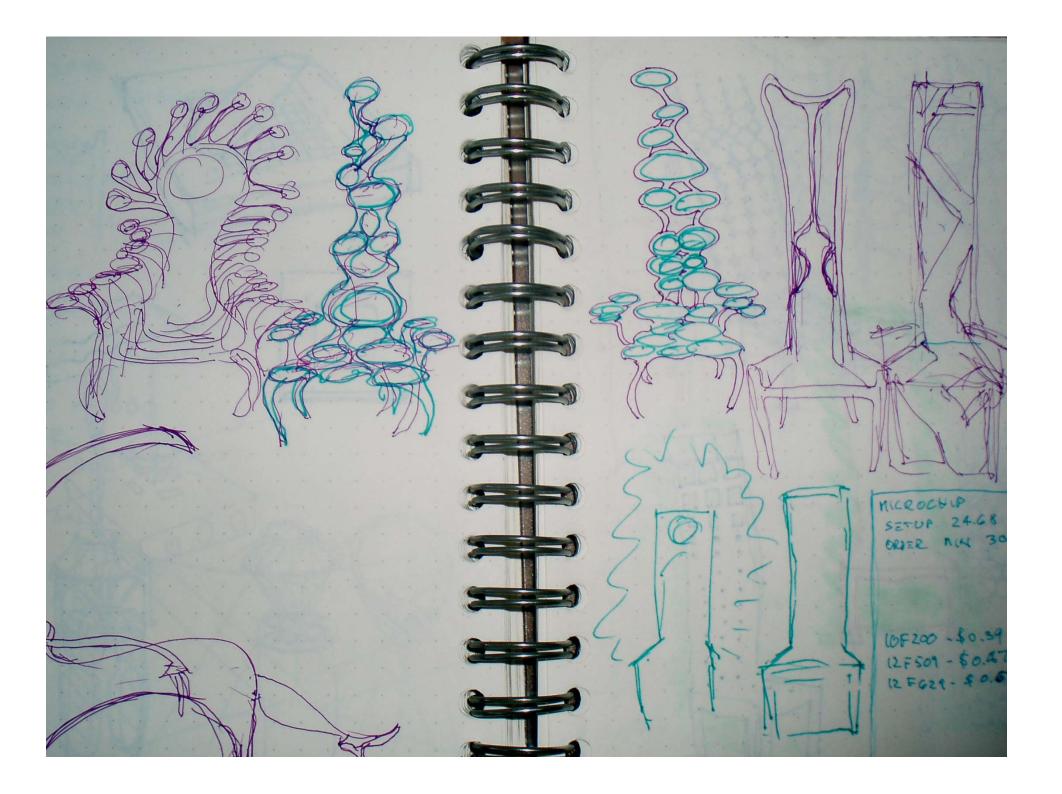


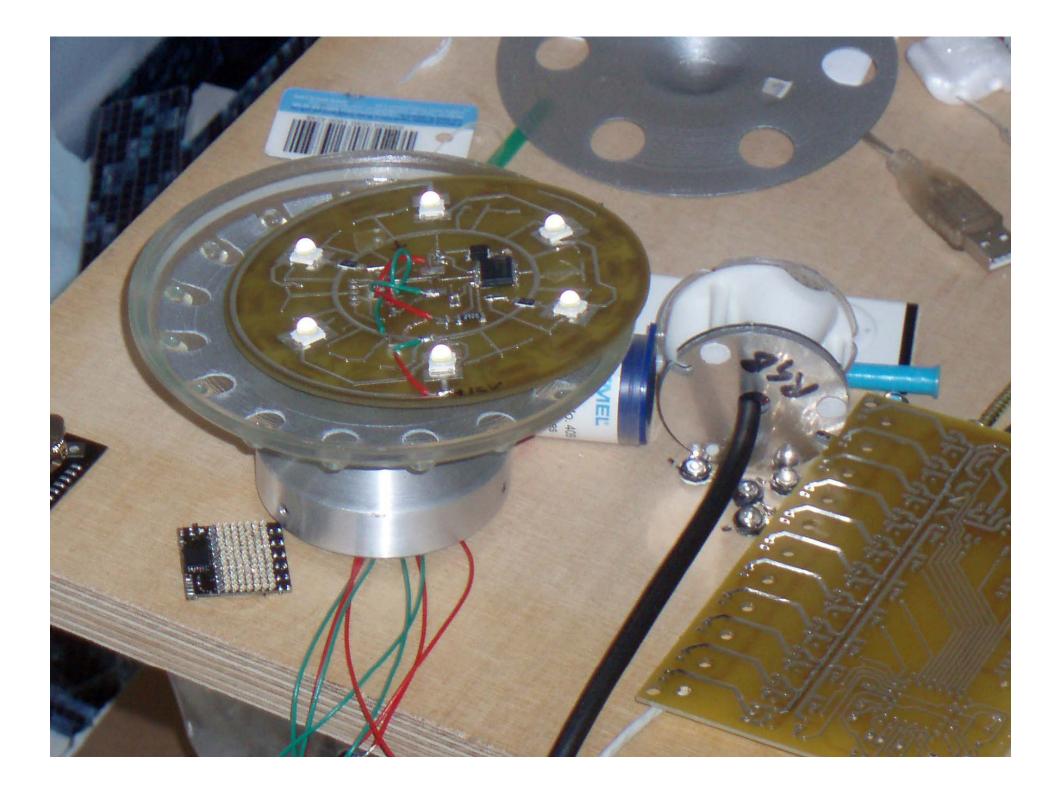
5 days long

Research while participating i.e. helping when required

Observation and semi-structured interviews

 Overall the research hopes to build a multiple-case approach, allowing cross-case analysis





#### Hands-on Approach

- Important to Waldemeyer was a hands-on approach
- Having worked with electronic engineers
  Waldemeyer found they struggled to fulfil his vision of a concept
- Ideas were not easily interpreted and often developed while creating prototypes
- This hands-approach was important in Waldemeyer being able to express his own vision for a project
- The approach facilities an intuitive and holistic approach were he can ensure his aesthetic vision is foreseen

#### **Future Work**

- Refine the focus of this study
- Get other designers involved
- Generate multiple and in-depth case studies
- Will contribute to our knowledge of contemporary interaction design
- Inform education and professional practice