Mixed Reality and Embodied Interaction

Teaching ICT in studio

Dr Stephen Viller
Program Director, Bachelor of Multimedia Design
http://about.me/viller
Overview

- The Software Design Manifesto
- Studio teaching & Wicked Problems
- Some examples from Physical Computing & Interaction Design Studio
Software design manifesto

- Mitch Kapor, Designer of Lotus 1-2-3

- What makes something a design problem? It’s where you stand with a foot in two worlds—the world of technology and the world of people and human purposes—and you try to bring the two together

- need for architects not bricklayers

- teaching happens in the design studio

http://hci.stanford.edu/publications/bds/
Studio

- The core, project-based stream which runs through our degree programs (BInfTech, BMultMedDes)

- Applying 'design thinking' approaches to solving open-ended Wicked Problems
Wicked Problems

• Don’t understand problem until you have developed a solution

• no stopping rule

• solutions not ‘right’ or ‘wrong’

• every problem essentially unique

• every solution is a “one-shot operation”

• no given alternative solutions

http://www.hark.com/clips/tqlhwcmlylw-wicked-witch-laugh

Jeff Conklin, http://cognexus.org/id42.htm
Physical Computing Studio

Studio course which takes sci-fi inspired ideas for physical interaction with digital technology and builds proof of concept prototypes for public exhibit. We build mixed reality environments for open-ended and playful interaction where the user experience takes place through embodied interaction (social and tangible)

https://vimeo.com/43653322
Summary

• Viewing IT as design discipline
  • understand your working materials
  • divergent & convergent thinking
  • understanding People, explore through Prototypes, Pitch and communicate ideas