Digital Imagery as Meaning & Form in Human-Computer Interaction Design

Project 2. Documentary Images of Interactivity
January 18th & 20th 2011

Eli Blevis, Associate Professor of Informatics

Project
Create an image of set or sequence of images using digital photographic means that document interactivity with the materials of digital technologies. You may modify your images in Adobe Photoshop or similar software. This is a design concept project—I am interested in your original images you have taken yourself.

Explain how your images relate to interactivity with the materials of digital technologies. For this first project, focus on taking the best photographs you can. In general, if you are documenting interactivity, you may want to step back and take in the whole scene with a wide-angle lens or setting, rather than filling the frame as camera manuals directed at consumers nearly always prescribe.

Format:
Your project must be presented on three and only three landscape mode pages in pdf format. The first page should be a sketch, the second page should be your final research or concept, and the third page should be your primary and secondary attributions lists, as in the example/model solution that follows. Upload your work to oncourse, as instructed in class. Be certain to reference all of your sources accurately and completely.

The example on the pages that follow gives an idea of what a design concept project in the form of digital imagery could look like for the purposes of this class project. The example is by no means the most ideal project—yours should not be longer, but it can and ideally should be more compelling and interesting.

DUE
I561: JAN 25th no later than 4:00 PM
I590/I400/H400: JAN 27th no later than 9:00 AM
A FINAL form completed project.
<table>
<thead>
<tr>
<th>just after the purchase</th>
<th>considering what to buy</th>
</tr>
</thead>
</table>

| Online Shopping | the start | found something |
Online Shopping

These digital still photographs document an online shopping event. These photographs are a material of interaction design in the sense that they themselves are images taken using digital photographic tools. They are also a material of interaction design in the sense that they are digital documentary images of an interaction between people and digital technology. The range of emotions during the online shopping event illustrated in these four still images is compelling. The illustration is different in character than what might be accomplished using motion-capture digital technologies.
Primary Attributions
images: E. Blevis, Bloomington IN 2009

Secondary Attributions