Digital Imagery in Human-Computer Interaction Design
Project 2.B Something Analogue, Something Digital, Something Informational, Something Virtual
Thursday February 4th 2010

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**Project**
Create an image of set or sequence of images using digital photographic means that document interactivity and life along the theme of *something analogue, something digital, something informational, something virtual*. 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. You do not need to take the project title too literally—a fair bit of latitude in possible interpretations is both permitted and encouraged.

Explain how your images relate to interactivity with the materials of digital technologies. For this project, focus on taking the best photographs you can. Try to use a tripod and spirit level if you are taking pictures of static objects, especially. Experiment with manual settings of the aperture to create different depth of field effects.

**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 research project 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 Thursday February 11th** no later than 9:00 AM
A FINAL form completed project.
<table>
<thead>
<tr>
<th>Diorama of Household Things</th>
<th>Detail Views</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Something Analogue,</strong></td>
<td></td>
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<tr>
<td><strong>Something Digital,</strong></td>
<td></td>
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<tr>
<td><strong>Something Informational,</strong></td>
<td></td>
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<tr>
<td><strong>Something Virtual</strong></td>
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</tbody>
</table>
Something Analogue, Something Digital, Something Informational, Something Virtual

The image shows a whimsical, yet deliberately arranged household inventory of *ready-at-hand* things that are

(i) **analogue**—vacuum tube amplifiers, vinyl records, turntable, (ii) **digital**—hard disk, laptop, video game controller and video came disk, iPod nano (iii) **informational**—record jackets, hard disk, CD cases, a boxed set of Kronos Quartet CDs and information about the Kronos Quartet on lastfm.com, and (iv) **virtual**—the music stored on the digital storage devices and the access to music via lastfm.com.

The items are mainly related to music.

A planter with real dried flowers parallels a compact fluorescent light bulb in the shape of a flower—another comparison between the real and virtual worlds, while a Navajo painting contrasts with the materiality of both the analogue and digital artifacts arranged beneath it.
Primary Attributions
images: E. Blevis

Secondary Attributions
None