Human-Computer Interaction Design

Project 3.B Diversity & Social Inclusion Systems

Tuesday February 23rd 2010

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Project
Use the design research you did for Project 3.A to motivate and inspire a new concept related to diversity & social inclusion systems and which integrates digital materials and interactivity. You may use the design research of other students also to help inspire your concept, provided only that you properly attribute. Illustrate and explain your concept—there is a fair bit of latitude about how you do this. Note that clarity and production values matter.

A number of terms in the HCI literature might help you with your conceptualization for this project: socially translucent systems; social proxies; persistent conversation; social processes; computer mediated communication; computer supported cooperative work; distance collaboration; tele-presence; virtual collaborative environments. This list is illustrative and by no means complete.

Format:
Your project must be presented on a single landscape mode page in pdf format, for both the initial rough first iteration and the final form completed project. You may include auxiliary files of other media types, as instructed in class. Upload your work to oncourse, as instructed in class. Be certain to reference all of your sources accurately and completely.

The example on the page that follows gives an idea of what a design research project could look like for the purposes of this class assignment. The example is by no means the most ideal project—yours should not be longer, but it can be more compelling and interesting than the example. Neither the sketch nor final examples should be taken as best examples. Note that I provide two final examples this week to show a range of possible concept projects and a single sketch motivating both final examples.

DUE Wednesday February 24th no later than 23:59:
An initial rough SKETCH first iteration of your ideas for how you will complete this project.

DUE Tuesday March 2nd no later than 11:15:
A FINAL form completed project.
1. Thanks for listening!
2. I wonder what people are doing elsewhere?
“Babble”-Like Inclusive Conversation Tracking and Prompting Ambient Display

The Babble System by Thomas Erickson, Wendy Kellogg and others [1,2] is a very well-known computer mediated communication (CMC), computer supported cooperative work (CSCW) tool for supporting the notion of monitoring and promoting fair turn-taking in online conversations. Erickson and his colleagues refer to his particular notion of computer mediated communication as a socially translucent system.

The concept pictured shows an ambient display inspired by the Babble System for the context of collocated meeting and discussion. The colors and placement of dots on the horizontal and vertical surfaces in the illustration denote who has been talking (orange), who has been dominating the conversation (red), and signal who should be invited to talk next (green). There are of course many algorithms that can be designed to track and prompt inclusive discussion with such a display technology and the process of constructing an algorithm that soundly represents the intention of socially inclusive discourse is not a trivial matter.
World Window
The world window concept uses large display technologies and publically installed cameras to show what’s going on in different places in the world at the same time. In the illustration, diners at an airport cafe can see a street in Vienna and also one in Bloomington.

The airport diners can in turn be seen by others in other locations using similar installations. The views of particular places would change on the displays with some frequency. In designing the details of the system, it will be important to let people know that they can be seen as well as see others.

World window installations are designed to promote diversity by making us more aware of other people and places in the world—one hopes that such awareness creates affinity.
Primary Attributions
None

Secondary Attributions
The original images used in the construction of the derivative image and the derivative image are by the author.

The Babble System is described in:


There are many precedents for ideas like the world window in HCI, for example:

as quoted in