Human-Computer Interaction Design
Project 3.B Diversity & Social Inclusion Systems
Tuesday October 6th 2009

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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.

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.

DUE Wednesday October 7th no later than 23:59:
An initial rough SKETCH first iteration of your ideas for how you will complete this project.

DUE Tuesday October 13th no later than 11:15:
A FINAL form completed project.
awareness and familiarity creates affinity
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.

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


_as quoted in_