Human-Computer Interaction Design
Project 4.A Sustainability & Futuring
Tuesday October 26th 2010

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Project
Find or create your own images or illustrations of existing or currently imagined ways (i) in which digital technologies are implicated in promoting sustainable or unsustainable behaviors, or (ii) in which situations or contexts are opportunities for the use or elimination of digital technologies to promote more sustainable behaviors This is the research part of the project—I am looking for your design research rather than your own creative concepts. Choose 2-3 contrasting images or illustrations. At least one of your choices must be connected to digital technologies in some way. Explain why your choices contrast and what’s interesting about them in any terms relating to HCID.

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 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.

This week, the sketch is in the form of a semantic differential. You are highly encouraged, but not required to use this form—or another equally structured form—to organize your research choices.

DUE
Thursday October 28th no later than 16:00
An initial sketch of your ideas for how you will complete this project.

DUE
Tuesday November 2nd no later than 16:00
A FINAL form completed project.

You may choose someone else in the class to work with on this assignment—indeed, this is highly recommended, but not required. You and your partner should each submit your combined work as separate copies under each name, even though each copy is presumed to be identical. Be sure to clearly identify both names on the submitted work.

The following notions may be particularly helpful:
social, economic, cultural, and environmental human factors; value sensitive design; information ecologies; sustainable interaction design; semantic differentials.
consumer perspectives: product acquisition and end of life choices

- reusable things
- recyclable things
- local things

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<tr>
<th>hidden</th>
<th>revealed</th>
<th>opportunity space?</th>
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<td>disposable things</td>
<td>pay-for-disposal systems</td>
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<td>high mile things</td>
<td>available renewal, reuse, &amp; update systems</td>
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predetermination
(a) **Sustainability: Distance.** This engine manufactured by the Cummins Inc. Company serves as a sculpture outside its corporate headquarters in Columbus IN. The aesthetics of this sculpture relate to the American condition of long distances between cities and centers. Bridging distances without the need for travel by means of virtual tele-presence technologies and promoting the consumption of local products rather than ones which travel great distances to markets are two opportunities for the positive application of digital technologies to the possibility of promoting more sustainable behaviors (image: E. Blevis).

(b) **Sustainability: Misinformation.** This plastic water bottle has a label which claims that its manufacturer’s use of a smaller label saves trees. Such “green-washing” is clearly absurd, when compared to the possibility of promoting the use of durable containers like the glass pictured and eliminating the use of single use plastic containers altogether. Digital technologies can be used to raise consciousness of consumers to understand the environmental implications of their behaviors—this may take the form of online information and/or clear labeling about the carbon footprints, manufacturing origins, and distance to markets of particular products (image: E. Blevis).
Primary Attributions


[2] The notion of semantic differentials is nicely described in a wikipedia entry, with some pointers to original sources:
accessed @ 3.23.2010

[3] I have contributed a fair few articles about sustainability in the context of interaction design:
http://eli.informatics.indiana.edu/selectedpublications.html

[4] An excellent literature review on the topic of sustainability in HCI appears as:

Secondary Attributions

[1] Images: E. Blevis

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and a short form version is here: