

# Human-Computer Interaction Design

## Project 5.A Sustainability & Futuring

Tuesday October 27<sup>th</sup> 2009

Eli Blevis, Associate Professor of Informatics

John Hill, Associate Instructor

Heiko Maiwand, Associate Instructor

Kevin Makice, Associate Instructor

Katie O'Donnell, Associate Instructor

Kathleen Surfus, Associate Instructor

### 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—we are 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.

The following notions may be particularly helpful: **social, economic, cultural, and environmental human factors; value sensitive design; information ecologies; sustainable interaction design.**

### 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. **I have not included an example sketch this week. The final example should not be taken as a best example.**

### DUE

**Wednesday October 29<sup>th</sup> no later than 23:59:**

An initial rough SKETCH first iteration of your ideas for how you will complete this project.

### DUE

**Tuesday November 3<sup>rd</sup> no later than 11:15:**

A FINAL form completed project.



**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).



**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).