Digital Imagery as Meaning & Form in Human-Computer Interaction Design

Project 6. Images that Denote Shared and Externalized Memory and Cognition

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Project
Create an image of set or sequence of images using digital photographic means that document or denote shared or externalized memory and cognition. 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, think about the range of things that can serve as shared external memory and cognition—try to push the boundaries in your illustrations of how we share memory and cognition through imagery.

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. **Note that I did not include a sketch this week, but instead I have included two model final projects.**

DUE
I561: MAR 1^{st} no later than 4:00 PM
I590/I400/H400: MAR 3^{rd} no later than 9:00 AM
A FINAL form completed project.

**NOTE:** For this project, you may—as a matter of your own choice—to choose a partner to work with you from the class. If you do elect to choose a partner, you and your partner should each submit (presumably identical) individual copies of the project, clearly indicating on each copy who your partner is.
Bar-coded Storytelling Image Cards User Experience Study

The images show a user experience study conducted by the photographer in 2004. Study participants were asked to select several bar-coded image cards from the cards displayed on the white board. Each card had a small magnet on the back to attach to the white board. A bar-code scanner could be used to select any one of the images to display on the projector screen. The participants were asked to collaboratively compose and tell a story based on the selection of image cards.
Preserving the Memory of a Moment in a Sequence of Still Photographs

The images record the effects of a pebble thrown into a storm water stream. The stream reflects a fence which seems purposed to prevent people from going too near to the stream. The pebble breaks the reflection in interesting and yet very transient ways. The image—in this case—represents a collaboration between two people, one to throw the pebble and one to record the event.
**Primary Attributions**
images of the pebble and stream: E. Blevis and S. Blevis
images of the bar-coded storytelling study: E. Blevis

**Secondary Attributions**