Human-Computer Interaction Design
Project 6.A/(B)
Representations of Self /(and Professional Presence)
Tuesday April 6th 2009

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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 representations of self, or (ii) in which situations or contexts are opportunities for the use or elimination of digital technologies to facilitate representations of self. 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: Hierarchy of Needs, Visual Communications, Blogs, Micro-blogging, Portfolios, Professionalism, Publishing, Recognition, Cognition, Identity, Security.

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. We will not get to the professional presence part of the project this class, but I have appended this project for your interest and as an optional assignment. You may do this assignment as an extra project if you need to make up for another single project for any reason or if you are simply interested in doing it.

DUE Wednesday April 8th no later than 23:59: An initial rough SKETCH first iteration of your ideas for how you will complete this project.

DUE Tuesday April 20th no later than 11:15: A FINAL form completed project.

DUE Monday April 27th no later than 5:00pm: FINAL Portfolio of Projects from this class. This is a single PDF containing all assignments that you had completed on time. Recall that if you had completed an assignment on time or had an excused delay, you may revise your work for this final collection. Clearly indicate in this final portfolio which 3 projects you want us to consider as your best ones, by placing an indicator at the top of the sketch, final, and attributions pages of your selections, as in the sketch and final examples of this project. Use *1*, *2*, *3* to denote your first, second, and third choices for best projects respectively.
my needs—my expression of self to myself

relationships me—my personal expression of self to others

me & my representations of self

professional me—my professional expression of self to others
Maslow’s Hierarchy of Needs [1]

In 1943, psychologist Abraham Maslow wrote about a now famous “Hierarchy of needs” which serves as a description of what motivates people. These motivations are part of our understanding of who we are and how we would like others to understand us. When we speak of representations of self, there are many levels that we may be discerning and Maslow’s hierarchy is one possible way to think about the facet of selfhood that deals with needs and motivations.

Micro-blogging [2]

Micro-blogging is a representation of self in the sense that it is motivated in part by the desire to share one’s own thoughts and opinions in real time. The idea that others are listening must afford some comfort and recognition to micro-bloggers, and a feeling of selfhood among a community. Micro-blogging is a more informal representation of self than professional websites and other forms of representation of professional self.

Professional Personal Website [3]

This personal website is a public representation of professional self. The goal of this particular site—my own—is to provide a record of professional contributions to others who may need to interact professionally with me, as well as resources that others may need such as syllabi and projects for my classes, and to promote my writing and other professional work.
Primary Attributions
Erik Stolterman reminded me of the frequent reference to Maslow’s Hierarchy of Needs in HCI and spent some time discussing the choice of topic for project 6.

Secondary Attributions
The image used as an illustration in the sketch is adapted from a photo of workshop participants at the 2009 Creativity & Cognition Conference in Berkeley taken by the author using a self-timer.

[3] Professional Personal Website (source: http://eli.informatics.indiana.edu @ 11.09.09)
Project 6.B Professional Presence (Optional, due April 27th)

**Project**
Reflecting on the research you did about representations of self in design research project 6.A and your own reasoning about the work you have done in this class and possibly other classes which best represents who you are as a professional person, create one or two concepts for how you think you can best present yourself professionally in the competitive marketplace or as a graduate degree candidate, teacher, researcher, or scholar if that is your preferred course. One good way—not the only way—to do this is to (i) create a selection of your best work, and (ii) show the venues in which you maintain a professional presence or plan to maintain a professional presence.

The following notions may be particularly helpful: **Values, Portfolios, Notions of identity, Appearance prototypes, Visual communications, Interactive mechanisms of professional connections (i.e. linkedIn.com), Professionalism, Publishing, Recognition, Balance of content and aesthetics.**

**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. For this assignment, your final project can be two pages—the structure is your choice, but you may want to provide a key to what you consider to be your best content and a key to where you now maintain a professional presence or designs for how you would do so in the future.
My *Best Of* Three Projects:
1. Design Concept for E-Ink Fabric Wearable Personal Thermostat & Ambient Sensors,
2. Design Concept for Music Personal Listening Library Greet & Share Device,
3. Design Research for Time Keeping & Time Telling Systems

Who I Am:
My media of choice are reflective scholarly writing and image making. I enjoy teaching and research. I want to change the way people learn informatics to be more issues-based and studio-based and I want to change the way technology is constructed and used to better serve sustainable ways of being.

Selected Professional Presence Venues:
Professional Web-site, Publications—especially Professional Practice periodicals, LinkedIn
**Representations of Self and Professional Presence**

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**Best of Selections for Professional Presence**

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**Project Title:** E-ink Fabric Wearable Personal Thermostat & Ambient Sensors

**Type of Project:** Design Concept

**Description:** The idea of this concept is that a digital thermostat control is woven into the fabric of clothing or worn like a bracelet or as part of a watch. The control travels with the wearer and electronically signals (many tiny transmitter/receiver technologies are available) desired temperature settings to the ambient sensors in whichever environment the wearer occupies at the moment. The environment—home, office, car, train, plane, etc.—adjusts to the needs of its occupants based on reading the desired setting, averaging desired settings when there is more than one person present, or tailoring to specific individual settings where possible, as in—for example—a car equipped with individual climate control settings capabilities. When no one is present in a particular environment, that environment does not need to use as much energy to maintain a temperature and its climate control system can respond accordingly. There are of course details to work out about how fast an environment needs to react to the entrance of a person and to what extent an environment needs to keep a certain temperature when empty in order to respond quickly. These details need to be worked out as a matter of energy use versus convenience and perceived viability of the system.

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**Project Title:** Music Personal Listening Library Greet & Share Device

**Type of Project:** Design Concept

**Description:** This device merges the idea of having your own protected library of music and being able to share it freely only with those with whom you wish to share (as form of common musical interests on first meeting or with friends and acquaintances on an ongoing basis). The device is activated only when two people deliberately aim their respective “greet & shares” that one ‐ another. The device has modes to allow pairs of people to find music they like in common and to suggest music that crosses the other. The device may be implemented as a stand alone item which some provide, or it may be integrated as part of any number of present‐day mobile devices.

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**Project Title:** Time Keeping & Time Telling Systems

**Type of Project:** Design Research

**Description:** This project involved doing design research for time keeping systems. I organized my search in terms of Old, Ancient, and New, choosing respective examples of a mechanical watch, an ancient clock tower, and a modern e-ink digital watch.
Venues of Professional Presence

Professional Web-Site

Interactions Articles—A Professional Practice Magazine/Journal

LinkedIn Profile
Primary Attributions

Secondary Attributions
LinkedIn.com
http://interactions.acm.org/
http://eli.informatics.indiana.edu/
http://eli.informatics.indiana.edu/A2.B-Comfort-I300-Fall2009-V1.1.pdf
http://eli.informatics.indiana.edu/A1-Time-I300-Fall2009-V1.3.pdf

(all @ 11.16.09)