Human-Computer Interaction Design

Project 6.A Representations of Self and Professional Presence

Tuesday November 17\textsuperscript{th} 2009

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Project
This is the final assignment. 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. \textbf{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. }

DUE Wednesday November 19\textsuperscript{th} no later than 23:59: An initial rough SKETCH first iteration of your ideas for how you will complete this project.

DUE Tuesday December 1\textsuperscript{st} no later than 11:15: A FINAL form completed project. Note that Erik Stolterman will be the guest judge.
**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
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 electronically sending desired temperature settings to ambient sensors that can be incorporated into the fabric or clothing. The sensors can be activated to maintain a specific temperature setting or be activated in response to ambient conditions. The system would be able to adjust the environment to the wearer's needs based on reading the desired setting, averaging desired settings when more than one person may be present, or tailoring to specific individual settings where possible. The system can also be programmed to adjust the environment based on the wearer's preferences, such as in a car equipped with individual climate control settings capabilities. When no one is present in a particular environment, the system 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.

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 a form of establishing common musical interests on first meeting or with friends and acquaintances on an ongoing basis. The device has two modes to find music in common and to suggest music that one may not have ever heard before. The device may be implemented as a stand alone one—which seems preferable, or it may be integrated as part of any number of present-day mobile devices.

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)