Digital Imagery as Meaning & Form in HCI/d

Project 8. Digital Imagery as Agency of or Documentary about or as Material of Design Prototype Sketching for Diversity
(Original Images –OR– Design Concept Prototype Sketch)
March 8th & 10th 2011

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Project (Do OPTION A or B)
OPTION A: Agency & Documentary
Create an image or set or sequence of images using digital photographic means that are implicated as agency of diversity in some highly salient sense. 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. A fair bit of latitude in possible interpretations is both permitted and encouraged.

Be prepared to explain how your images relate to interactivity with the materials of digital technologies. For this project option, you should contribute an image or images that show life at the margins of society, contexts of inclusion or contrasting contexts of exclusion. Think about how the juxtaposition of more than one photograph with another can change the meanings of photographs as a collection. Think about how the context of digital imagery changes when distributed by digital means.

OPTION B: Design Concept Prototype Sketching
Create a new concept related to diversity & social inclusion systems and which integrates digital materials and interactivity. Illustrate and explain your concept using digital imagery as a material of your prototyping illustration. Note that clarity and production values matter.

A number of terms in the HCI literature might help you with your conceptualization for this project option: socially translucent systems; social proxies; persistent conversation; social processes; computer mediated communication; computer supported cooperative work; distance collaboration; tele-presence; virtual collaborative environments. This list is illustrative and by no means complete.

It is possible that you may have done OPTION B of this project before in an earlier 1300 or 1561 class. You MAY reuse your earlier project work, but you must attribute this reuse clearly and clearly describe how you have revised the project for this class.

DUE
I561: MAR 22nd no later than 4:00 PM
I590/I400/H400: MAR 24th no later than 9:00 AM
A FINAL form completed project.

NOTE: For this project, you may—as a matter of your own choice—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. If you do work with a partner, you may do a double project which combines and relates an option A project part to an option B project part.

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 for the model projects, but you should.
Town & Gown

A father proudly poses with his son at the State Fair, Bloomington IN (left). The vehicle in the image is used in "demolition derby racing."

Faculty attend a dinner honoring a colleague, also in Bloomington IN (above).

The photographs show the very different contexts of University town society that have often been referred to in Bloomington as the contrast of “town and gown.” [1]
Contexts of Youth: The images are: A man and his son, State Fair, Bloomington IN (a); A woman and a young child, State Fair, Bloomington IN (b); A nearly identically dressed teenage couple, Kirkwood Ave, Bloomington IN (c); Young women and children, St. Louis, MO (d); and; Three young flower girls navigating Devon Ave, Chicago, IL (e). To those who would say that notions of merit need to be balanced against notions of diversity, I would say that the varying contexts of youth and the lack of a level playing field are evidence that it is the notion of merit that does not itself have traction. To make matters even more complex, being marginalized in some way is not just a function of socio-economic status or even external forces—everyone has something with which she or he is dealing.
“Babble”-Like Inclusive Conversation Tracking and Prompting Ambient Display

The Babble System by Thomas Erickson, Wendy Kellogg and others [1,2] is a very well-known computer mediated communication (CMC), computer supported cooperative work (CSCW) tool for supporting the notion of monitoring and promoting fair turn-taking in online conversations.

Erickson and his colleagues refer to his particular notion of computer mediated communication as a socially translucent system.

The concept pictured shows an ambient display inspired by the Babble System for the context of collocated meeting and discussion. The colors and placement of dots on the horizontal and vertical surfaces in the illustration denote who has been talking (orange), who has been dominating the conversation (red), and signal who should be invited to talk next (green). There are of course many algorithms that can be designed to track and prompt inclusive discussion with such a display technology and the process of constructing an algorithm that soundly represents the intention of socially inclusive discourse is not a trivial matter.
Primary Attributions
All Images by the author. Images (d) and (e) [A-Two] are digitally scanned from film negatives. All others are taken with digital sensors.

Secondary Attributions
For notions of "town and gown,” see:

http://en.wikipedia.org/wiki/Town_and_gown accessed @ 3.11.2010

For notions of "town and gown" specifically in the context of Bloomington IN, see:


The Babble System is described in:
