Human-Computer Interaction Design
Project 6.AB Representations of Self and Professional Presence
Tuesday November 16th 2010

Eli Blevis, Associate Professor of Informatics
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Yue Pan, Associate Instructor
Xiying Wang, Associate Instructor
Heather Wiltse, Associate Instructor

Project – PART A
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.

Format
Part A of 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 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.

DUE
Thursday December 2nd no later than 13:00
Your choice of an initial complete project OR an initial sketch of your ideas for how you will complete this project.

DUE
Tuesday December 7th no later than 16:00
A FINAL form completed project.

You may choose someone else in the class to work with on PART A of this assignment, but not on PART B. You and your partner should each submit your combined work as separate copies under each name, even though each copy of the PART A portion of the assignment is presumed to be identical. Be sure to clearly identify both names on the submitted work.

BE SURE TO DO PART B ALSO – SEE BELOW. SUBMIT PART A & PART B AS A SINGLE PDF FILE. EACH PART IS 25 POINTS.
relationships me—my personal expression of self to others

me & my representations of self

my needs—my expression of self to myself

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.

Personal Expression [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)
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Project PART B
Reflecting on the research you did about representations of self in design research PART 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.

Format
Part B of your project must be presented on three or four landscape mode pages in pdf format. The first page should be a sketch, the second and optional third page should be your final research or concept, and the third/fourth 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 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 PART B of assignment 6, your final project can be two pages.

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.

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**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
**Best of Selections for Professional Presence**

**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 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 you choose to share it with. The device is designed to be used in social situations, such as parties, and the people can choose to share the music they like in common and to suggest music that others may not have heard before. The device may be implemented in a stand alone form or as part of a mobile device and 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)