Human-Computer Interaction Design II
Project 1.B Time Keeping & Time Telling Systems
Tuesday September 7th 2010

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Project
Use the design research you did for Project 1.A to motivate and inspire a new concept for a time telling system which integrates digital materials and interactivity. You may use the design research of other students also to help inspire your concept, provided only that you properly attribute. Illustrate and explain your concept—there is a fair bit of latitude about how you do this. Note that clarity and production values matter.

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.

DUE Wednesday September 15th
no later than 11:59 PM
An initial first iteration of your project to be presented in your practice session as described in the syllabus.

DUE Tuesday September 21st
no later than 4:00 PM
A FINAL form completed project.

Explain what’s interesting about your concept with appeal to conceptual frameworks and paradigms in HCI and interaction design, such as: pervasive and ubiquitous computing, new display technologies, display orientations, mixed physical and virtual realities, and so forth—these are just examples, you may use any theoretical underpinnings to inspire your conceptual design.

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.
transparent
self-powered
tower
public
immobile
e-ink
changeable
display

Glycine Airman Special II No. 48 Automatic Winding Mechanical Watch (Back View)
(source: E. Blevis)

Su Sung Clock Tower, China, 1088 CE
(source: http://physics.nist.gov/GemInt/Time/early.html @ 8.31.09)

Phosphor E Ink Digital Watch
(source: http://www.watchismo.com/phosphor-eh01-watch-digital-hour-clock.aspx @ 9.23.09)
Clock Tower Semi-Transparent Digital Display
Combining ideas of self powered time keeping, immobile traditional clock tower architecture, and modern e-ink and other digital display possibilities, this concept seeks to preserve the old while adding a modern design element with augmented information display capabilities. The display is used to indicate time and date, but may also be changed to show events, calendars, or simply be made to be semi-transparent allowing the older form to show through. Power is supplied by the solar panel in the illustration, shaped to match the original tower spire.

The image used in the illustration is a 1951 image from the Charles W. Cushman Collection: 451.9, P05011.
Kindly see: http://webapp1.dlib.indiana.edu/cushman/index.jsp
Primary Attributions

Secondary Attributions