

Futuristic Interactive Product Design

Jon Kolko
Savannah College of Art & Design

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Overview

Understanding Style
Cyborgs
Ubiquity
Poetry

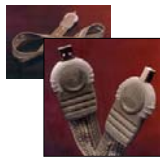
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Big Ideas

Technology has always been the **limiting** factor.
Technology is now an **enabling** factor.



Keyboards can be made in a single layer of fabric using capacitive sensing, where an array of embroidered or silk-screened electrodes make up the points of contact. A finger's contact with an electrode can be sensed by measuring the increase in the electrode's total capacitance.



Foster-Miller provides integral, wearable networks. These straps include power transfer and data transfer (USB 2.0, Coax, Firewire IEEE 1394) in conductive embroidery.



Toshiba (followed by Philips) announced development of a large flexible liquid crystal display, using thin glass substrates attached to a flexible sheet; eventually, even plastics will be used, allowing for a foldable LC D.

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Big Ideas

Ironically, most people don't care about technology. At all.

Why not?

Most people care about more emotional qualities:

attitude
appearance
power
elegance
beauty
poetry

style

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Big Ideas



Why not?

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What is Style?




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What is Style?

"A quality of imagination and individuality expressed in one's actions and tastes."

Why do we care?



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Wearables & Portables: Where It's At

Entertainment	Communication	Organization / Productivity
Digital Cameras Digital Camcorders CD/Tape Players MP3 Players Cartridge Gaming	Cellphones Pagers Email	Laptop Palmtop PDA Tablet



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Wearables & Portables: Where It's At



Wearables & Portables: Where It's At



Who are these designed for?
What about everybody else?



Wearables & Portables: Where It's Headed

Entertainment	Communication	Productivity
Online Gaming Real World Gaming Holographic Integrated Biometrics & Health Augmented Reality	Web Agent Jewelry Fabric Disposable High Bandwidth Always On	Job-Specific Integrated in Clothing Heads Up Display Multipurpose Content Driven



Wearables & Portables: Where It's Headed

- Provide a credible story for your technology
- Understand the appropriate style
- Design based on emotional qualities, not technology

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Frameworks on the Future

There seem to be three distinct perspectives on the future of Interactive Product Design:

1. Cyborg Futurists
2. Ubiquitous Computing
3. Poetry

What do these mean?
Are they necessarily good ones?

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Perspective 1: Cyborg Futurists

Steve Mann, MIT.



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Perspective 1: Cyborg Futurists

Steve Mann's "wearable computer" and "reality mediator" inventions of the 1970s have evolved into what looks like ordinary eyeglasses.



(a) 1980 (b) Mid 1980s (c) Early 1990s (d) Mid 1990s (e) Late 1990s

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Perspective 1: Cyborg Futurists | An Example

- Alex Lightman (also of MIT)
- Brave New Unwired World
- "Visionary" ... Or is he?



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Perspective 1: Cyborg Futurists | An Example



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Perspective 1: Cyborg Futurists | An Example

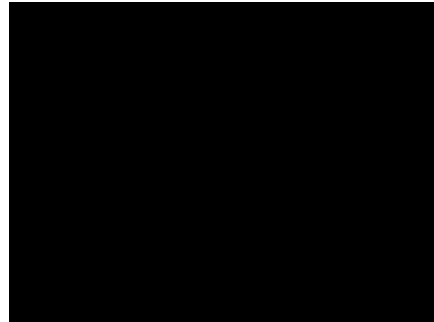


Perspective 1: Cyborg Futurists | Some Videos

- Minority Report (2002)
- Matrix (1999)
- Blade Runner (1982)

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Perspective 2: Technology, Everywhere.



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Perspective 2: aka, Ubiquitous Computing

What does the word "Ubiquitous" imply?

- Always on
- Transparent
- Lifestyle rather than Techstyle

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Perspective 3: Poetic

[thing one](#) | [thing two](#) | [thing three](#)

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What do you think?

How do we escape the cyborgs and technology and find the poetry?

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Summary

Understanding Style
Cyborgs
Ubiquity
Poetry

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