01 Art, Design, Craft.
Timeline location: 00:00 - 08:00

3R

Readings, research, reflections

Design and New Media ARTD61 15
Yijie Chen 336027618
Task 1

02 The Importance of Sketchbooks
Timeline location: 08:00 - 10:00

04 Mentalities. The history of IXD
Timeline location:28:00 50:00

03 The Three Questions of IXD
Timeline location: 10:00 - 28:00

Art,Design,Craft

PART 1

design = object + intended purpose
specific purpose different from

art = conceptual + interpretation

craft = object making
↓
example of Verplank's ⟨ skill
⟨ tacit knowledge ⟹ interaction design

In this section, Verplank emphasizes the relationship between design, purpose, and craft. He distinguishes design, which serves a specific purpose, from art, which can be open to interpretation. Highlighting his personal experiences, he discusses the importance of skill and tacit knowledge in craftsmanship. He explores innovations like haptic technology, examining how human-machine interactions can be both assertive and responsive. Verplank uses analogies, such as controlling a horse or a vehicle, to illustrate the balance of control and autonomy in design, making his insights relevant for creative and technical disciplines.
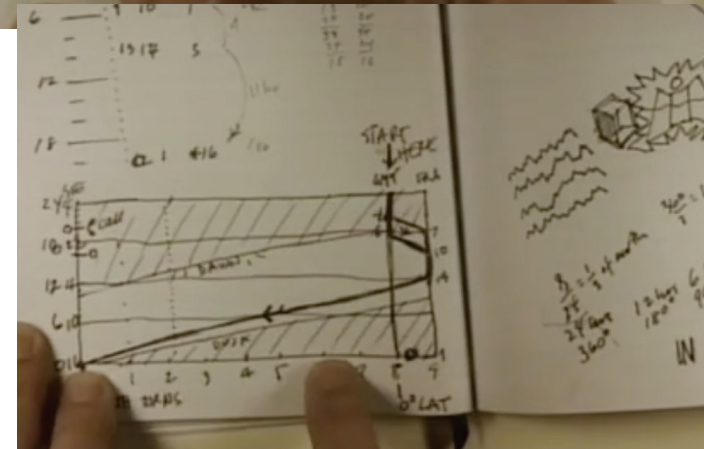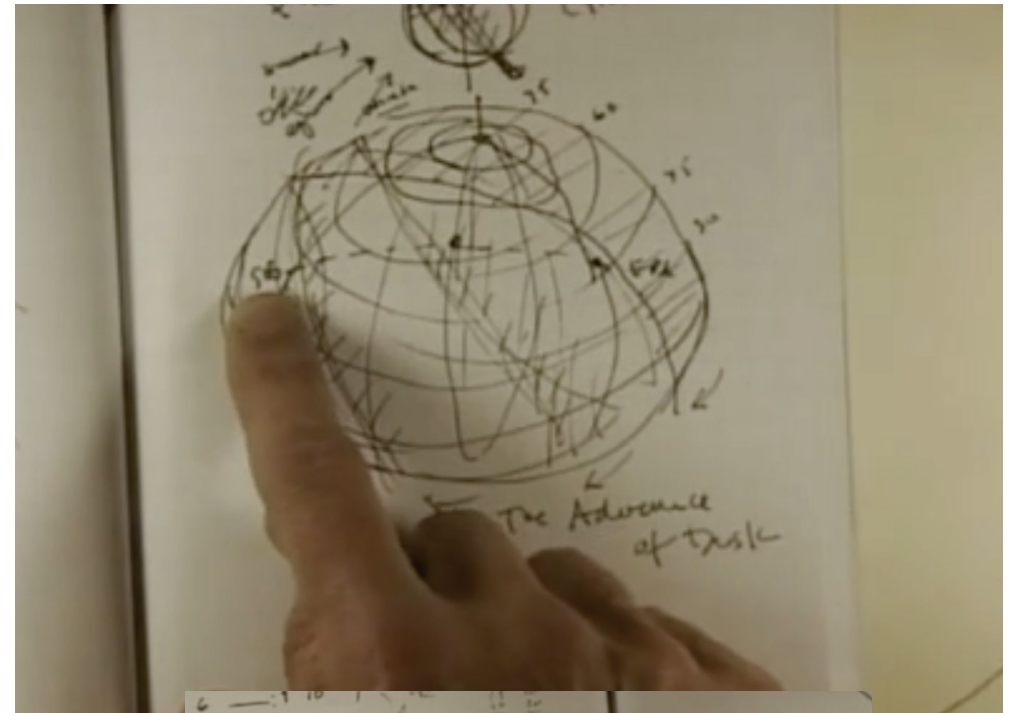
Art, Design, Craft.

The Importance of Sketchbook

(Part 2)

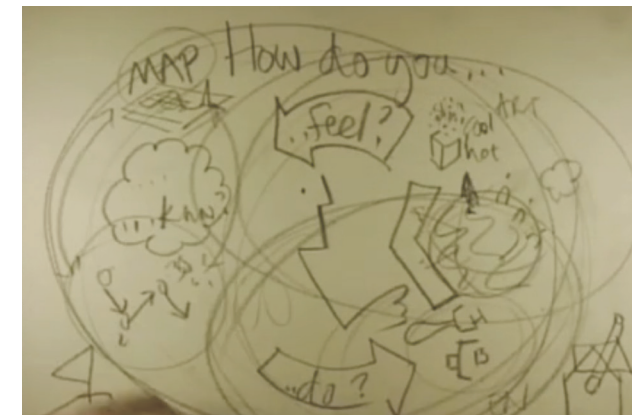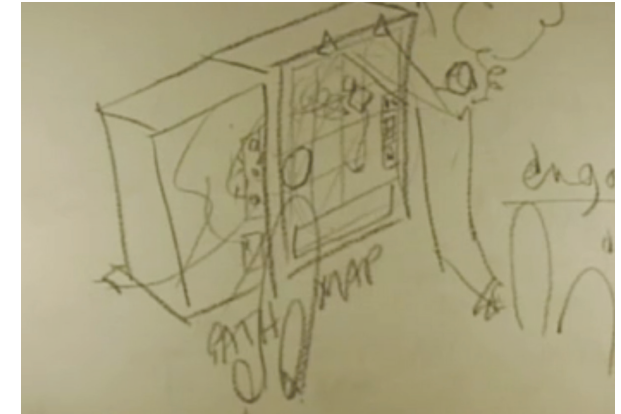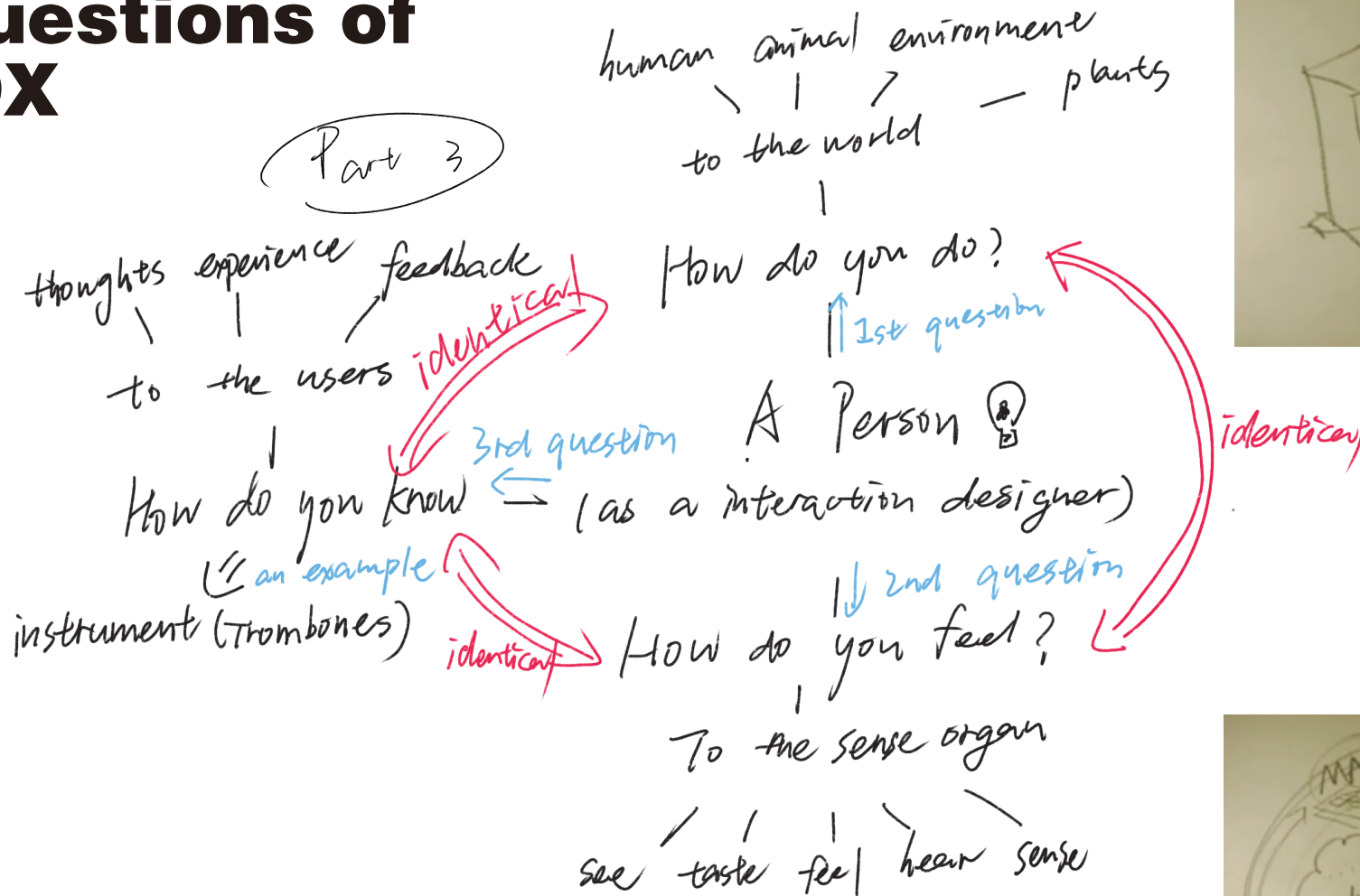use pencil as a tool
↑
Sketchbook
↙   ↘
think   +   record = solve the problem
↓
example of flying experience

In this segment, Verplank underscores the significance of sketching as a tool for understanding and problem-solving. Using his flight experience as an example, he illustrates how diagrams and notes help clarify complex concepts, such as the interplay of time zones, flight paths, and daylight changes. He emphasizes the tactile value of drawing with pencils, connecting the act of sketching to thinking, recording, and exploring ideas visually. This reflects the broader role of sketching in design and learning processes.

Sketchbook is vital and helpful.

The Three Questions of IDX

Part 3

thoughts experience feedback
to the users identical

How do you know
an example
instrument (Trombones)

human animal environment
to the world — plants

How do you do?
1st question

A Person
(as a interaction designer)

identical

3rd question

identical

How do you feel?
2nd question
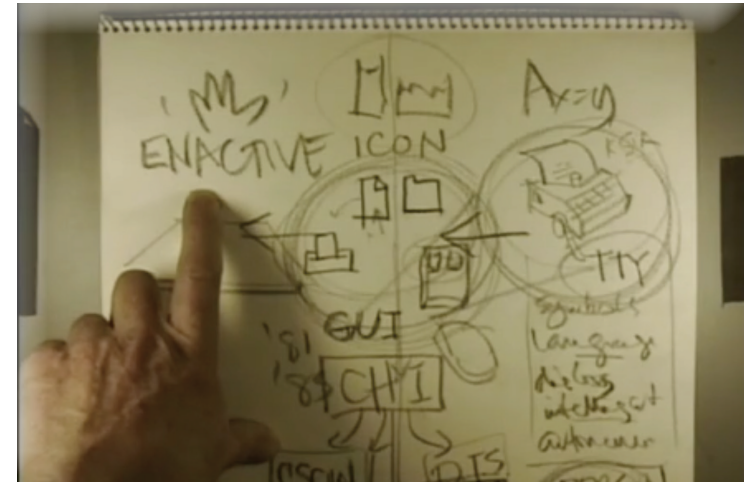
To the sense organ
see taste feel hear sense

In this part of the presentation, Verplank emphasizes three core issues in interaction design: 'how to do' (how users interact with the world), 'how to perceive' (experiencing the world through the senses), and 'how to think '(understanding the user's thought patterns). The presentation explores the design differences between buttons and joysticks, and illustrates the intuitiveness and usability of interfaces using the analogy of paths and maps. Through feedback control theory, he explains that design needs to balance goals, control and feedback loops to achieve a more effective user experience. This systems thinking has profoundly shaped his approach to design across all levels of technology, art and interactive creation.

The Three Questions of IXD

Mentalities
History of IXD

This part Verplank highlights the progression of human cognition and its influence on interaction design, drawing from Jean Piaget and Jerome Bruner's theories. He discusses three cognitive stages: enactive (motor-based), iconic (image-based), and symbolic (abstract thinking). He critiques how early computing emphasized symbolic interaction, contrasting it with modern visual and enactive interfaces, such as GUIs and kinesthetic gaming tools like the Wii. Verplank stresses the importance of kinesthetic interfaces in creating immersive experiences and critiques education and design paradigms that overly prioritize symbolic thinking over diverse cognitive approaches.

Evolution