

## RRR task 4

### 1. Art, design, craft.

The speaker explores the definitions of art, design, and craft. He differentiates art and design by purpose: design is purposeful creation, while art, though lacking a concrete purpose, often has conceptual interpretations by its creator. Craft, as the speaker explains, involves a continuous process of learning and practice, akin to mastering a skill or technique. He shares three videos: the first depicts his childhood woodworking lessons, the second showcases a decade-old project involving interactive music controllers, and the third highlights a student's work on an electric music slider. This craft-driven exploration seeks to understand how people engage with tools and create captivating experiences. I think at the end the author is trying to say that it is interesting to feel the gaming of devices and people.

### 1. The importance of sketchbooks

The speaker sees sketchbooks as super important for organizing messy thoughts through quick sketches or notes. He shares an example from his own sketchbook, where he was figuring out his flight path from Frankfurt to Portugal and back to San Francisco. To make sense of the direction and whether it was day or night, he drew a chart—something he says he needs to do to work things out. He mentions other similar moments where sketchbooks helped him think things through. For designers and anyone else, sketchbooks are a great tool to capture ideas and untangle thoughts, making sense of what's in your head. They're basically a way to think visually and stay organized.

### 2. The three questions of IxD:

The speaker mainly discussed the key elements of interaction design, emphasizing that designers need to consider the interaction between people and the world, and raised three core questions: What have you done to the world? How do you feel about it? And how do you know? Through examples such as music controllers and vending machines, the speaker analyzed the differences between physical and digital interfaces, pointing out the importance of maps and paths in system design. He mentioned that good interface design should integrate the functions of buttons and handles, like clicking and dragging on multitouch screens. Additionally, he introduced the concept of feedback control, emphasizing the role of goals, control, feedback, and knowledge in system design, which he believes is an important part of design thinking. Finally, he mentioned that

people are born with kinesthetic knowledge, the ability to do things, which has implications for design.