

how cool do users feel when  
interacting with your software ?

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# my background

- Computer science & human computer interaction
- Interaction design for pervasive computing
  - home
- User experience
- Research in new ways of integrating IT in the physical environment
- Research in new interaction techniques
- Center for interactive spaces
  - interdisciplinary: computer science, engineering, industrial design

# designing for user experience

- More than usability
- Felt life
- Holistic perspective
- Subjective experience
- Designing for all senses
- Designing for product lifecycle - buying, installing, use, service, upgrades, relations to other products

# designing *for* user experience

- No products/services are neutral
- Experiences are not prescribed by design
- The experience is not embedded in the product itself but only unfolds in the meeting between people and products/services

pushing the limits...



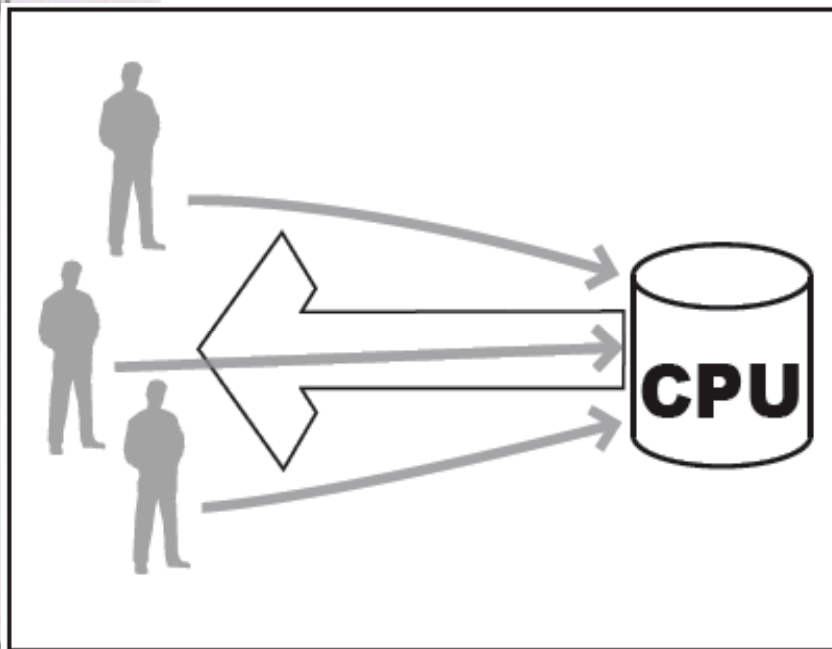
# my attempts to push the limits

- Collective interaction
- Interactive furniture
- Aesthetics of interaction
- Erotic life

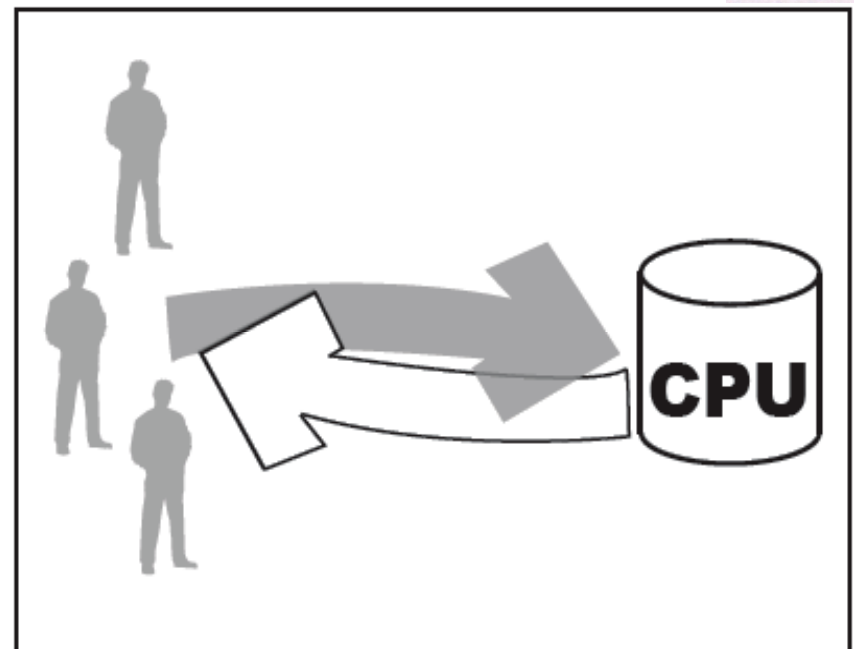
# collective interaction



# shareable interfaces

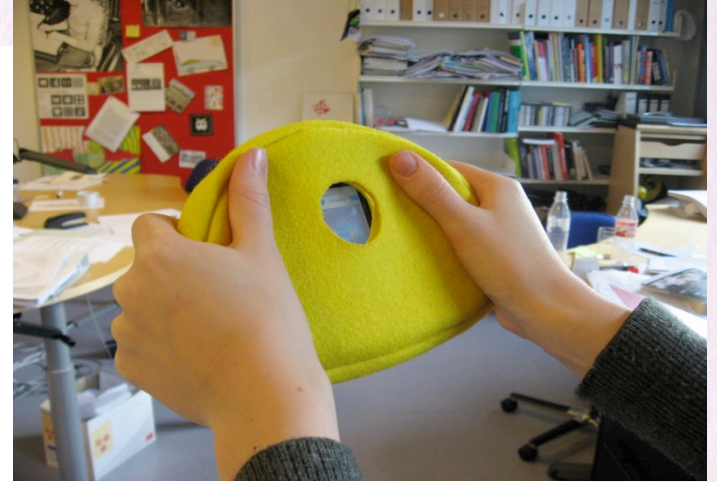


SDG's



Collective Interaction

# Squeeze

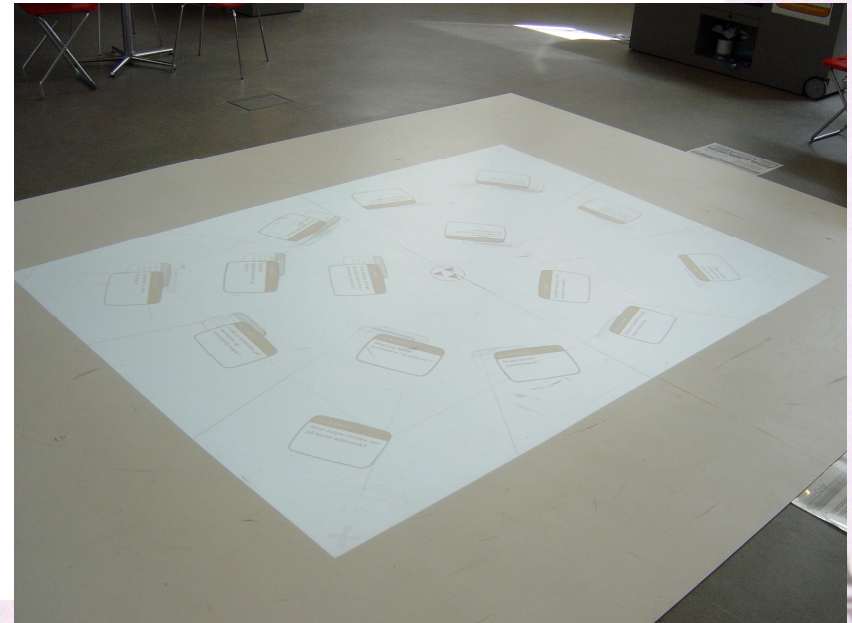
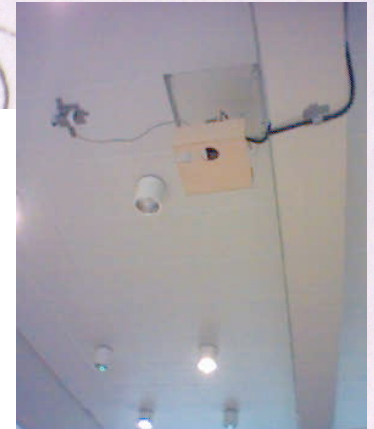


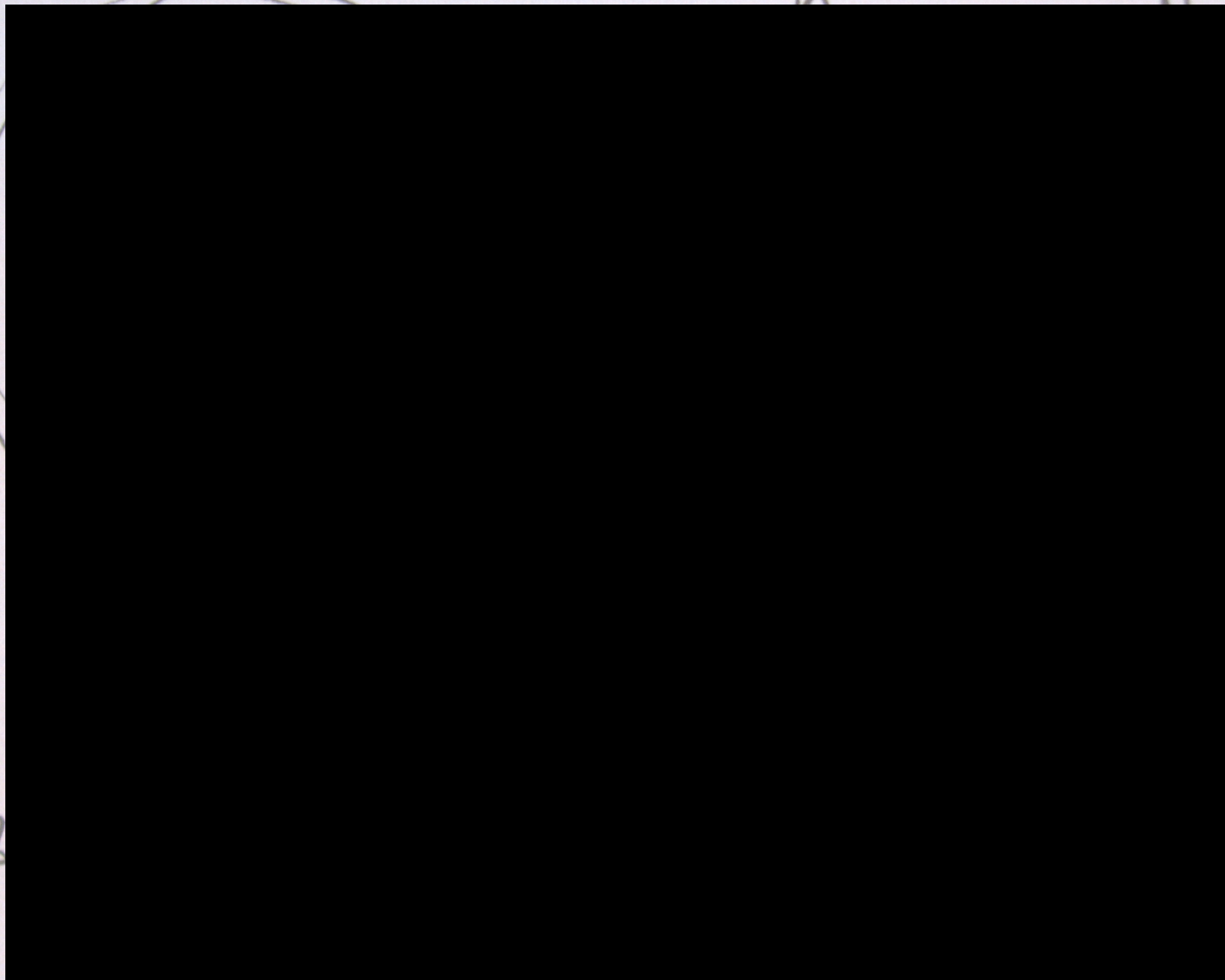




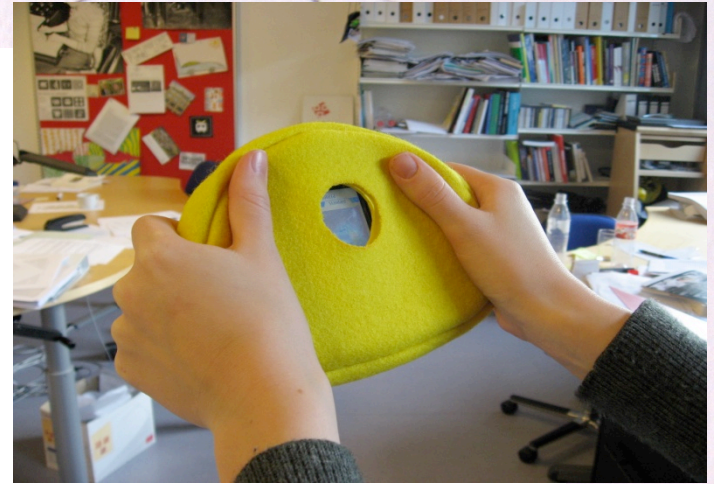
# iFloor

- Interactive floor display
- Q/A between library users
- Bodily interaction



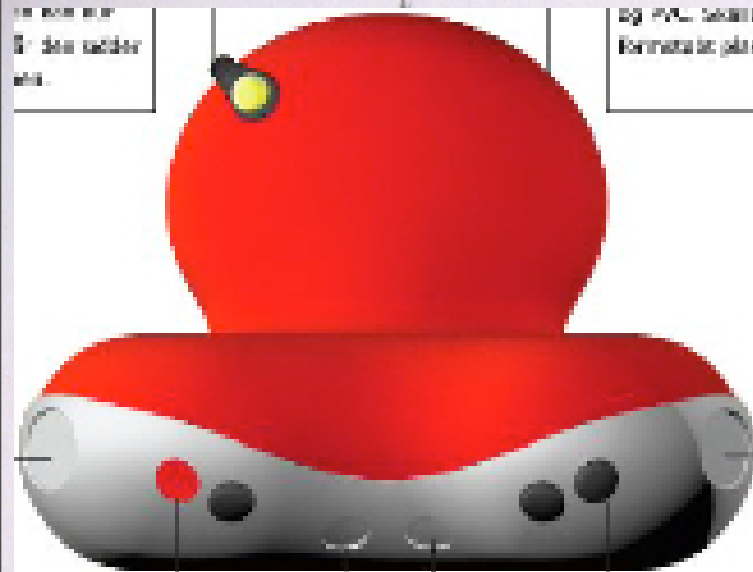


# interactive furniture



en voor een  
in den vader  
en.

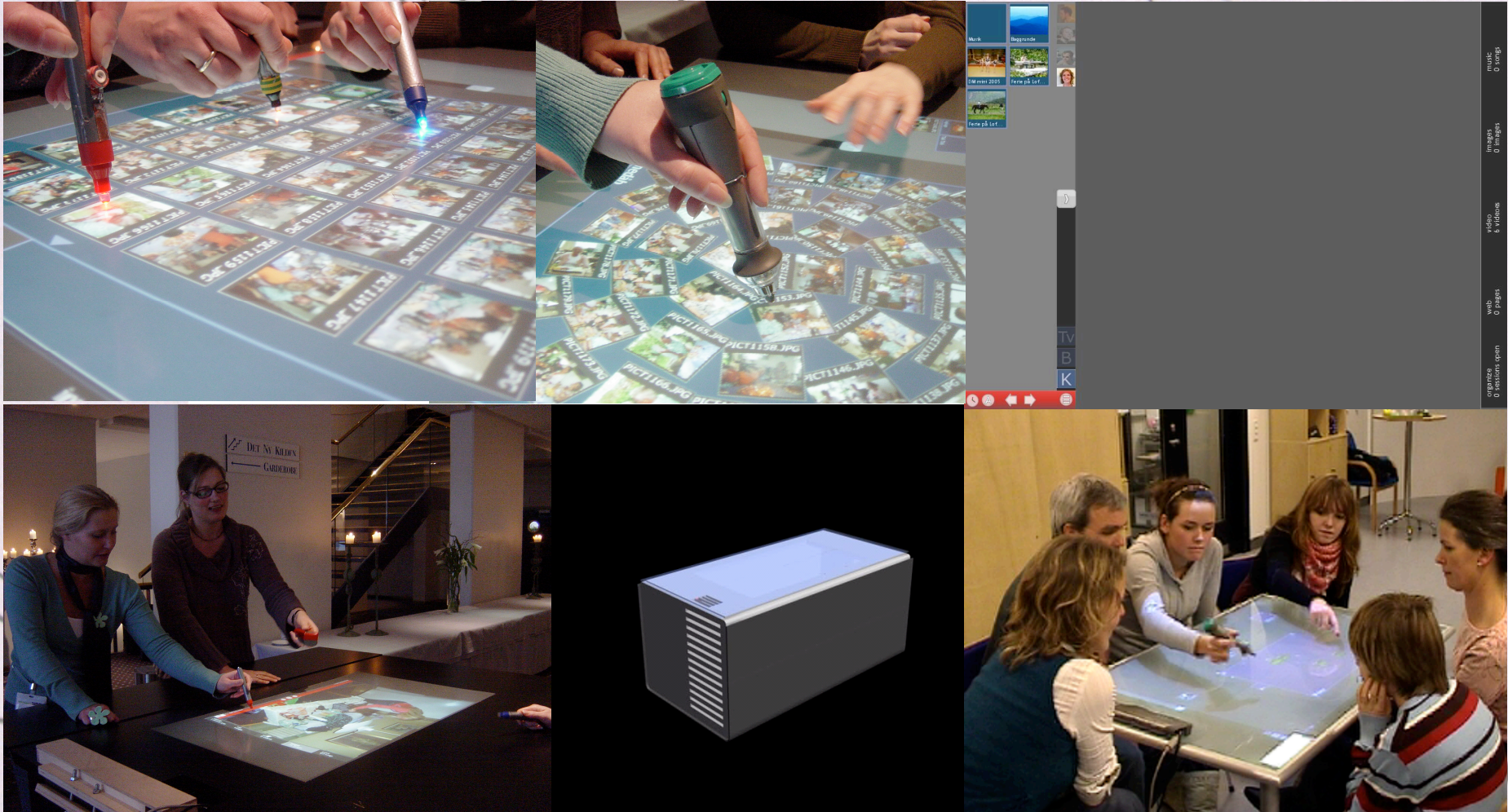
og vyl. Seem  
Formaat is pla



Organisk  
Interaktion  
Levende  
Morf  
Celledeling  
Dynamisk



# connected media table (iHome project)



# aesthetics of interaction

- aesthetics of interaction is when the use of interactive technology brings about aesthetic experiences in everyday life
- engage both mind and body
- designing for all senses

# emote



# it design and erotic life

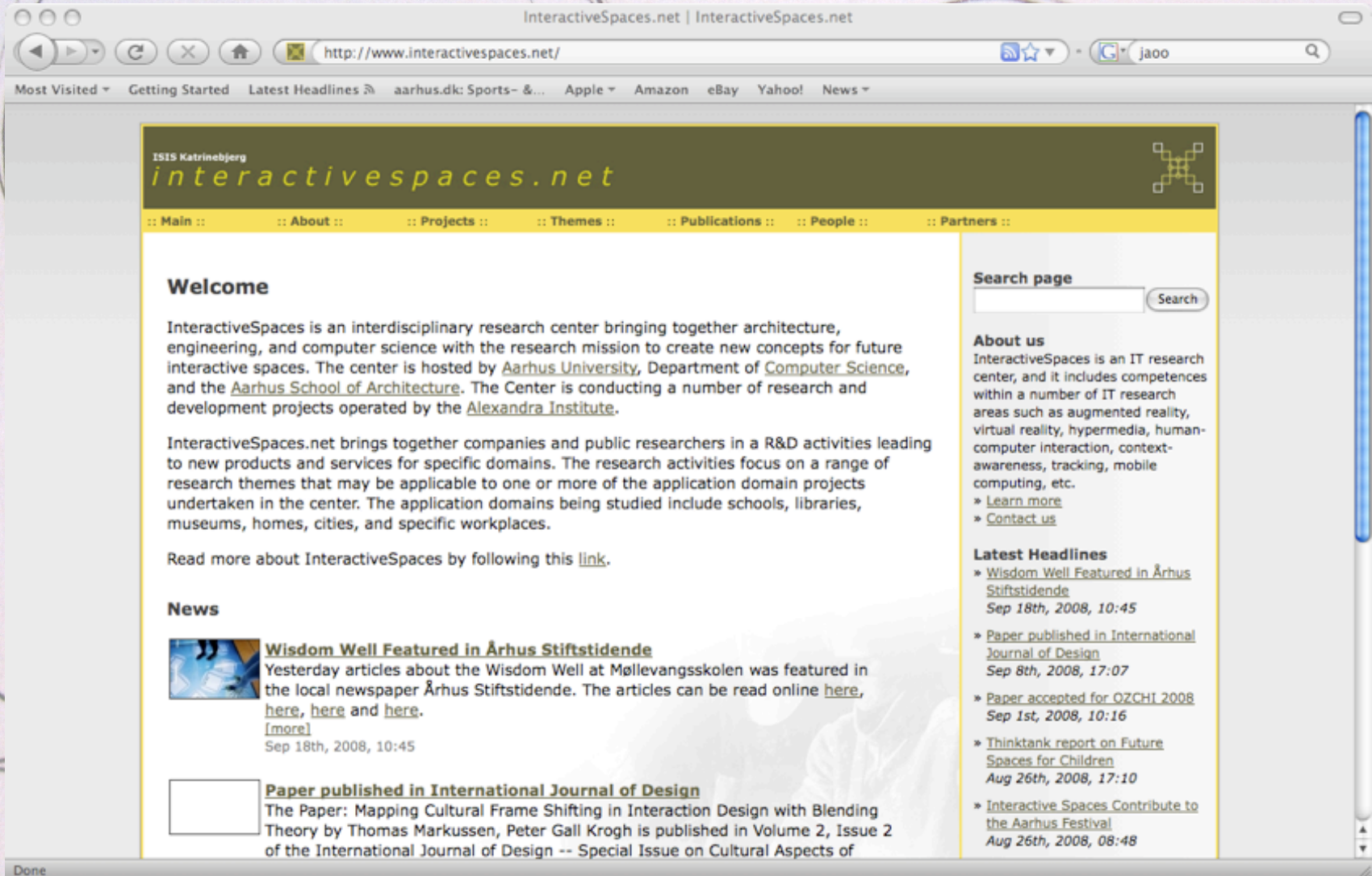
- Designing for erotic experiences
- Making room for erotic experiences

Karin Lønstrup, Lene Normann Pedersen, Kim Sonnich Østergaard,  
Rune Kirt, Kasper Mose, Claus Hansesgaard, Kristian Varisbøl,  
Maria Maj Hansen, Merete, Edith, Therese og Lena





# center for interactivespaces



The screenshot shows a web browser window with the address bar displaying <http://www.interactivespaces.net/>. The browser's toolbar includes navigation buttons (back, forward, home, stop, reload) and a search bar with the text "jao". Below the toolbar, a "Most Visited" list shows links to "Getting Started", "Latest Headlines", "aarhus.dk: Sports- &...", "Apple", "Amazon", "eBay", "Yahoo!", and "News".

The website header features the text "ISIS Katrinebjerg" and "interactivespaces.net" in a stylized font, accompanied by a logo of a grid with an 'X' in the center. A navigation menu below the header lists: "Main", "About", "Projects", "Themes", "Publications", "People", and "Partners".


**Welcome**


InteractiveSpaces is an interdisciplinary research center bringing together architecture, engineering, and computer science with the research mission to create new concepts for future interactive spaces. The center is hosted by [Aarhus University](#), Department of [Computer Science](#), and the [Aarhus School of Architecture](#). The Center is conducting a number of research and development projects operated by the [Alexandra Institute](#).

InteractiveSpaces.net brings together companies and public researchers in a R&D activities leading to new products and services for specific domains. The research activities focus on a range of research themes that may be applicable to one or more of the application domain projects undertaken in the center. The application domains being studied include schools, libraries, museums, homes, cities, and specific workplaces.

Read more about InteractiveSpaces by following this [link](#).

**News**

 **Wisdom Well Featured in Århus Stiftstidende**  
Yesterday articles about the Wisdom Well at Møllevangsskolen was featured in the local newspaper Århus Stiftstidende. The articles can be read online [here](#), [here](#), [here](#) and [here](#).  
[\[more\]](#)  
Sep 18th, 2008, 10:45

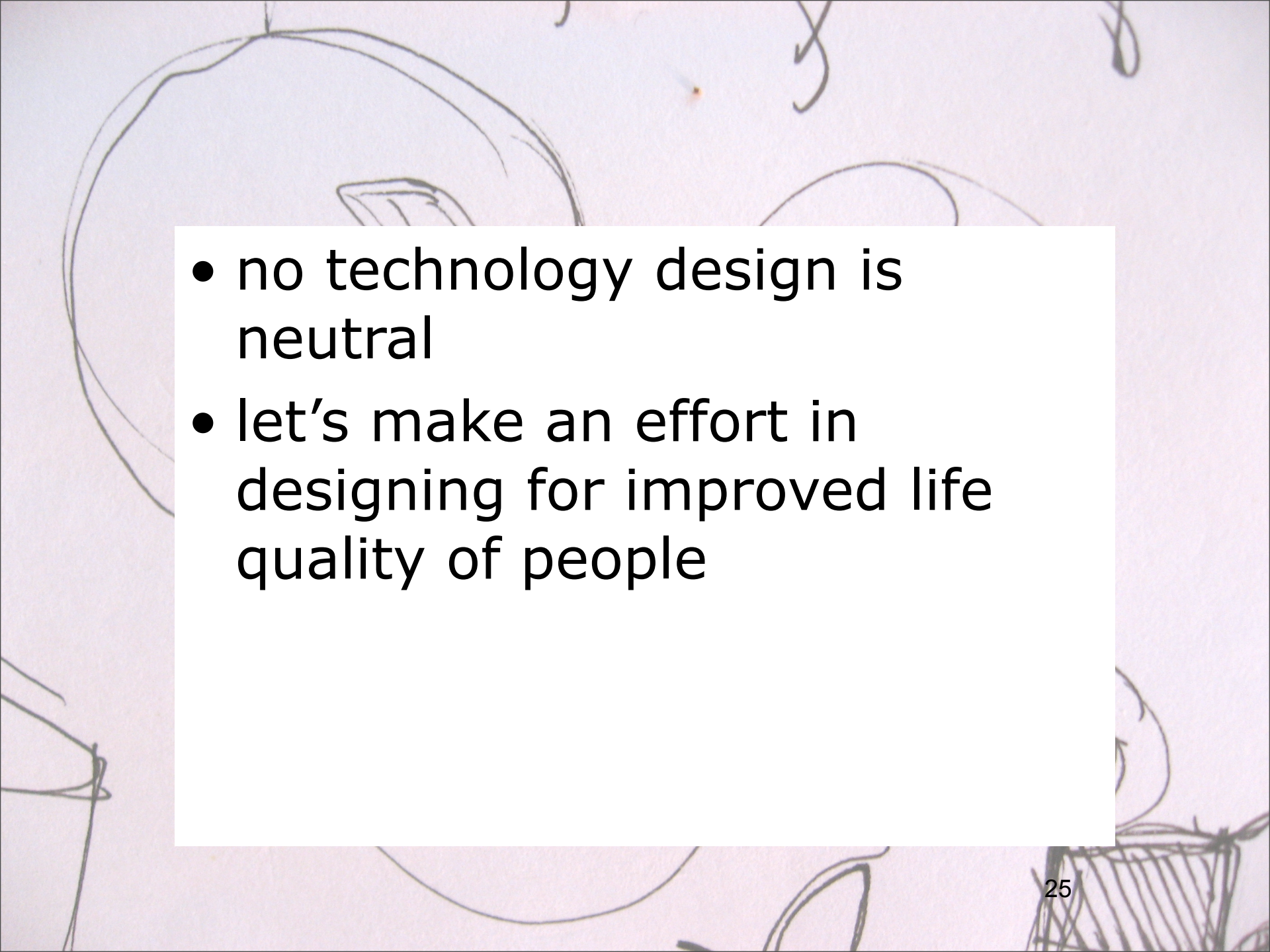
 **Paper published in International Journal of Design**  
The Paper: Mapping Cultural Frame Shifting in Interaction Design with Blending Theory by Thomas Markussen, Peter Gall Krogh is published in Volume 2, Issue 2 of the International Journal of Design -- Special Issue on Cultural Aspects of

**Search page**

**About us**  
InteractiveSpaces is an IT research center, and it includes competences within a number of IT research areas such as augmented reality, virtual reality, hypermedia, human-computer interaction, context-awareness, tracking, mobile computing, etc.  
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**Latest Headlines**

- » [Wisdom Well Featured in Århus Stiftstidende](#)  
Sep 18th, 2008, 10:45
- » [Paper published in International Journal of Design](#)  
Sep 8th, 2008, 17:07
- » [Paper accepted for QZCHI 2008](#)  
Sep 1st, 2008, 10:16
- » [Thinktank report on Future Spaces for Children](#)  
Aug 26th, 2008, 17:10
- » [Interactive Spaces Contribute to the Aarhus Festival](#)  
Aug 26th, 2008, 08:48

- 
- no technology design is neutral
  - let's make an effort in designing for improved life quality of people