

Secret Lives of Objects

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Keywords.

Behaviour Design, Calm Tech, Experiential Prototyping, Storytelling

Intro.

We are used to designing objects to be obedient, responsive to our will, and to behave how we expect them to. However, as daily objects rapidly enter the next phase of technological evolution, they will be increasingly designed to adapt, learn our habits, make decisions for us and in a way have a life of their own.

This course is all about creating behavior in objects and system touchpoints, giving them a defined personality/behavior that helps people understand them and their goals, wants, needs, and aspirations. We will start with a little bit of psychological theory to explain how people perceive and interact and then move into several loops of iterations creating behaviors in applications and objects using Processing and Arduino.

Brief.

In future homes humans and objects might both be ‘agents’ that have to deal with each other needs and behaviors. Nothing has special status, but that everything exists equally—plumbers, cotton, bonobos, DVD players, and sandstone, for example”.

The house is built for us as much that it is for objects. Lets imagine sitting in a house where objects are “agents” or “domesticated robots”. They do stuff for us, they influence us towards our and their goals. They can do the right thing, they can fail, they can do it subtly or also very directly, they can have utilitarian or only emotional value. We can be their main users or objects can be their users.

Pick a room, Pick a function, it could be the one of an existing object or one that will emerge in a near future.

Design not only its character but its goals, its decisions, what surrounds it, what it can know and how the relationship with people or other objects will evolve through time and the implications that will emerge.

Oh and by the way, you cannot use the word SMART to describe it’s behaviour. You gotta tell us what do you mean with smart, for who, what ideology, what needs etc etc ...