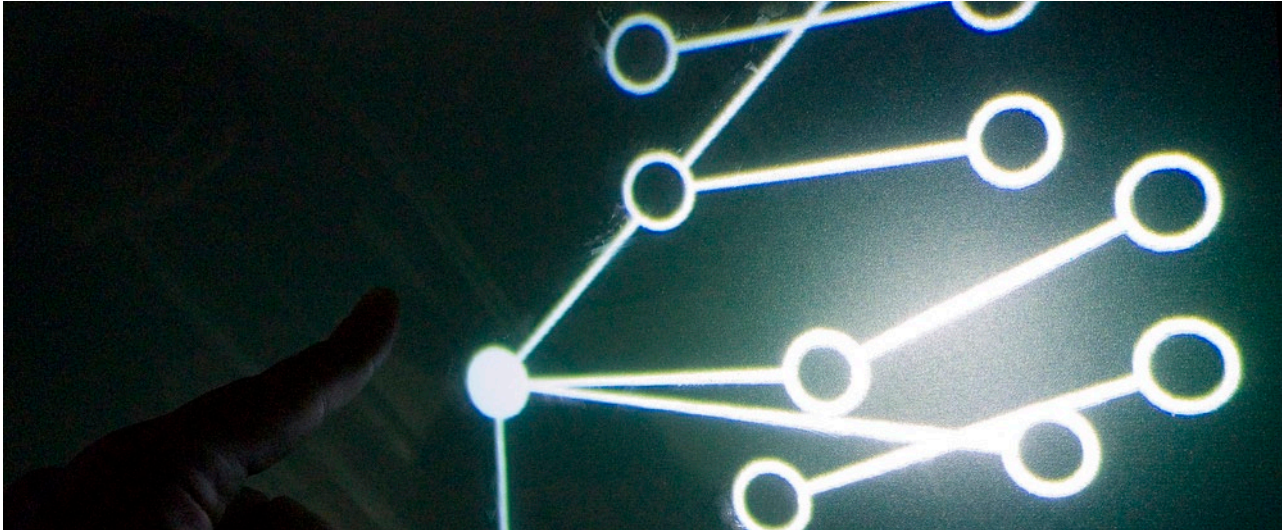


Task 01

The landscape of tangible interaction



An overview

This week we will look at the history of design and technology with a focus on ubiquitous and tangible research, products and services. The course literature provides you with a comprehensive overview of some of the history and contemporary practice of interaction design. We expect you to reflect on the general themes contained in this literature.

Process

In groups of 2-3 you must collaboratively discuss and debate the literature.

From every chapter:

- History
- Ubicomp
- Tangible and embodied
- Products and services
- Methods

Pick out five terms that you consider interesting, problematic, controversial or personally important. Then provide us with convincing arguments for choosing those terms.

Deliverables

We advise you to make notes as you read, and to post your ongoing thoughts to your weblog.

On Friday morning we expect a short verbal presentation (no powerpoint!) You will have a whiteboard to show and explain your choices.

Week 1

Monday 09:00	Practicalities Intro to background Intro to Touch Intro to Task 1
Monday 13:00	Overview of literature
Tuesday	Reading
Wednesday	Reading
Thursday 10:00	Introduction to ubicomp research, products and projects part 1
Friday 09:00	Presentations
Friday 13:00	Intro to Task 2