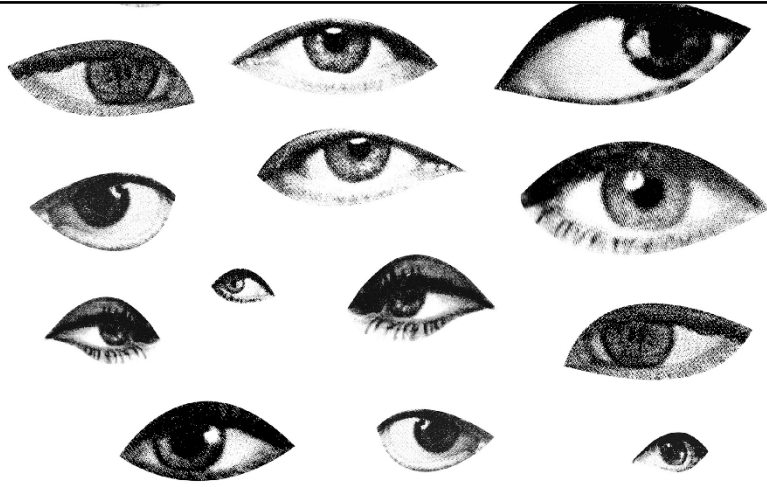


# Collections of interactions (1)

Media Design Research Seminar

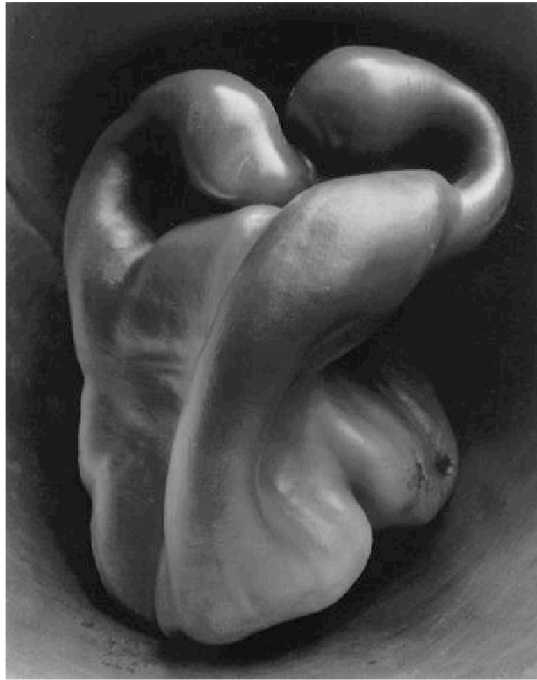
Prof. Lily Diaz

05.10.2010



What does it mean?

**TO “SEE” SOMETHING?**



Pepper number 30,  
Edward Weston, 1930

- “I have a desire to photograph. I go out with my camera. I come across something that excites me emotionally, spiritually, aesthetically. I see the photograph in my mind’s eye and I compose and expose the negative. I give you the print as the equivalent of what I saw and felt.”

Edward Weston, American photographer (March 24, 1886 – January 1, 1958)

- “Seeing” it in front of the eyes
  - Direct
  - Physical/material confrontation
  - Linear effect

- “Seeing” the beauty of the forest
  - Engulfing/surrounding
  - Physical/material but also ideal
  - Enveloping effect

- Seeing in the mind's eye
  - Higher feeling/behind you ears?
  - Primarily ideal
  - Diffracted

## Sense (Krippendorff)

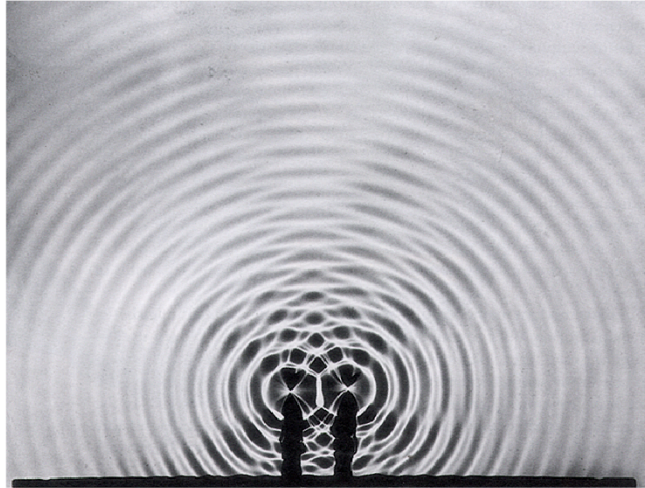
- Embodied
- Patterned
- In the present
- Indistinguishable from its cause
- Never in doubt



## Knowledge through research

- You need to see beyond appearances
- Data is built through *methodical* inquiry
  - Information comes from many different sources
  - It may be in diverse formats
- You need to employ a diffracted perspective
  - In human culture, artifacts mediate between the actor and task or activity.
  - Establishing links between things that seem disparate.

# Diffraction



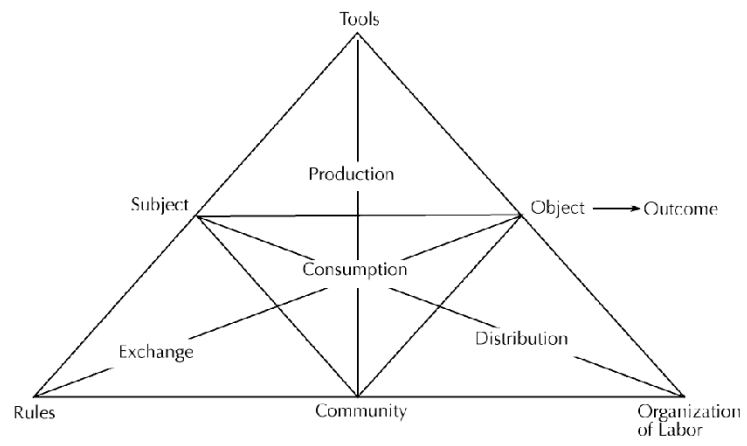
Berenice Abbott, c. 1960.

## Activity Theory

- Is a framework of knowledge that encompasses both “thinking” and “doing”.
- Can provide a methodical way to both collect and analyze data.
- Is being used in both human computer interface design (HCI) and interaction design (ID)

See: See the work of Bonnie Nardi, Victor Kaptelinin, Susanne Bødker, Kari Kuutti, among others

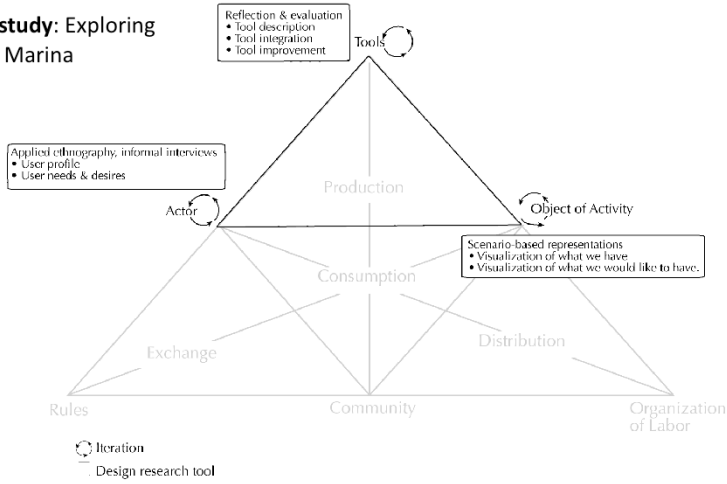
# Activity system model



Model by Yrjö Engeström

# Activity system model

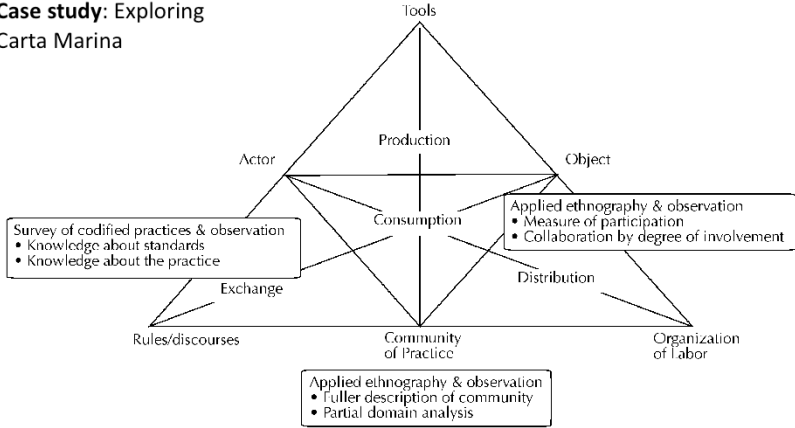
**Case study: Exploring Carta Marina**



Model by Yrjö Engeström

# Activity system model

**Case study:** Exploring Carta Marina



□ Design research tool

Model by Yrjö Engeström

# Activity theory in art

Case study: Keith Haring

