

Visions **in a Messy World**

Hello.

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Technology



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↳ User Centered Computing

↳ Applied Information Technology



COMPOSITE
COMPARATIVE POLICE
STUDIES IN THE EU



COMPOSITE

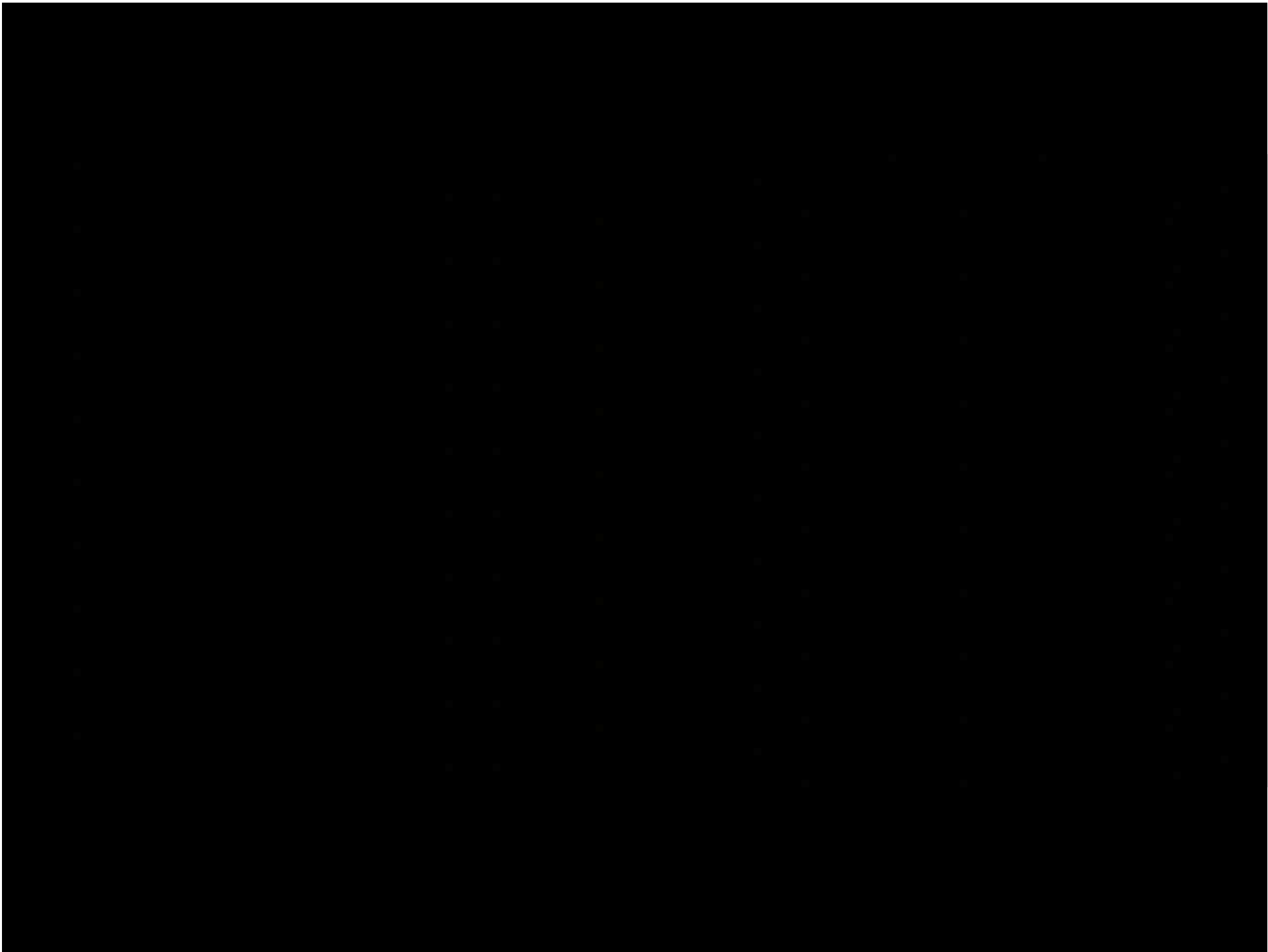
COMPARATIVE POLICE
STUDIES IN THE EU



Adoption of technology.

Visions **in a Messy World**

A vision.

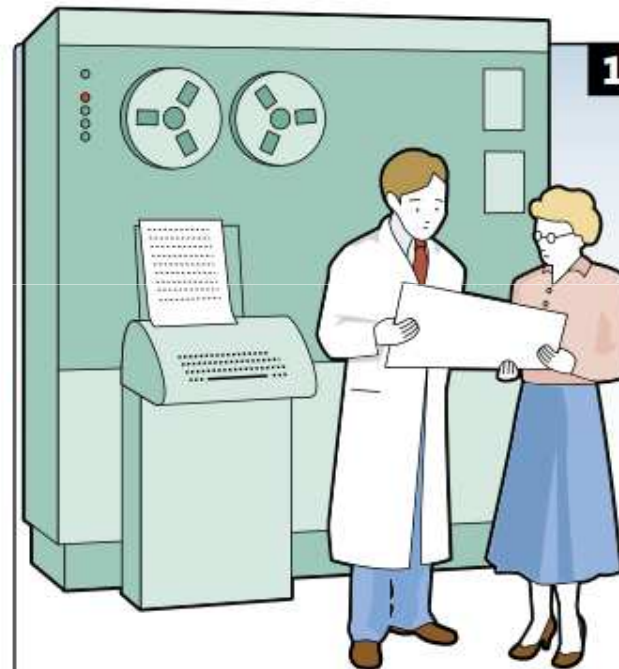


Another vision.

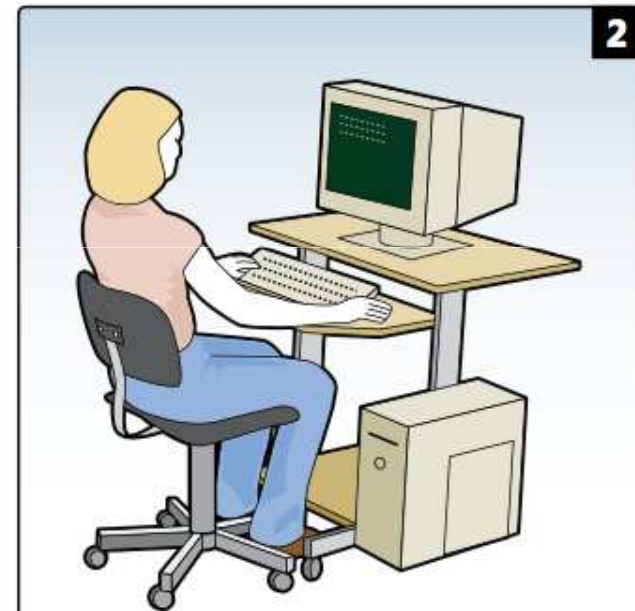
BEING HUMAN

HUMAN-COMPUTER INTERACTION
IN THE YEAR 2020

Four Computing Eras →



1960s: Mainframe Era
One computer per many users.



1980s: Personal Computer Era
One computer per user.

BEING HUMAN

HUMAN-COMPUTER INTERACTION
IN THE YEAR 2020



3

2000s: Mobility Era
Several computers per user.



4

2020 and beyond: Ubiquity Era
Thousands of computers per user.

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'The bottom line is that computer
technologies are not neutral – they are laden
with human, cultural and social values'

friendships through digital technologies? How trustworthy
are friendships made and maintained through websites? Is
a teen with many online friends in fact more isolated than
someone who has two close friends living next door? If we
design ever more tools for communicating and staying in
touch how will this affect the way we live?

The new technologies allow new forms of control or

What's missing?

What's missing?

1. Values



**Bell, G. and Dourish, P., Yesterday's
tomorrows: notes on ubiquitous
computing's dominant vision.
Personal Ubiquitous Comput., 2007.
11(2): p. 133 - 143.**

the messiness of everyday life



**Bell, G. and Dourish, P., Yesterday's
tomorrows: notes on ubiquitous
computing's dominant vision.
Personal Ubiquitous Comput., 2007.
11(2): p. 133 - 143.**

... we argue for developing
a “**ubicomp of the present**”
which takes
the **messiness of everyday life**
as a central theme.



Bell, G. and Dourish, P., Yesterday's
tomorrows: notes on ubiquitous
computing's dominant vision.
Personal Ubiquitous Comput., 2007.
11(2): p. 133 - 143.

What's missing?

1. Values

What's missing?

1. Values

2. Messiness

Designing Human Computer Interaction

Photo: Hans van Rhoon

Ethnography for Design

Photo: CC license <http://www.flickr.com/photos/arrlika/>

Experience Prototypes

Bjerknes, G., Ehn, P., Kyng, M., and Nygaard, K., Computers and democracy: A Scandinavian challenge. 1987: Gower Pub Co.

- künstliches RFID System

- Handheld
- ID 32K

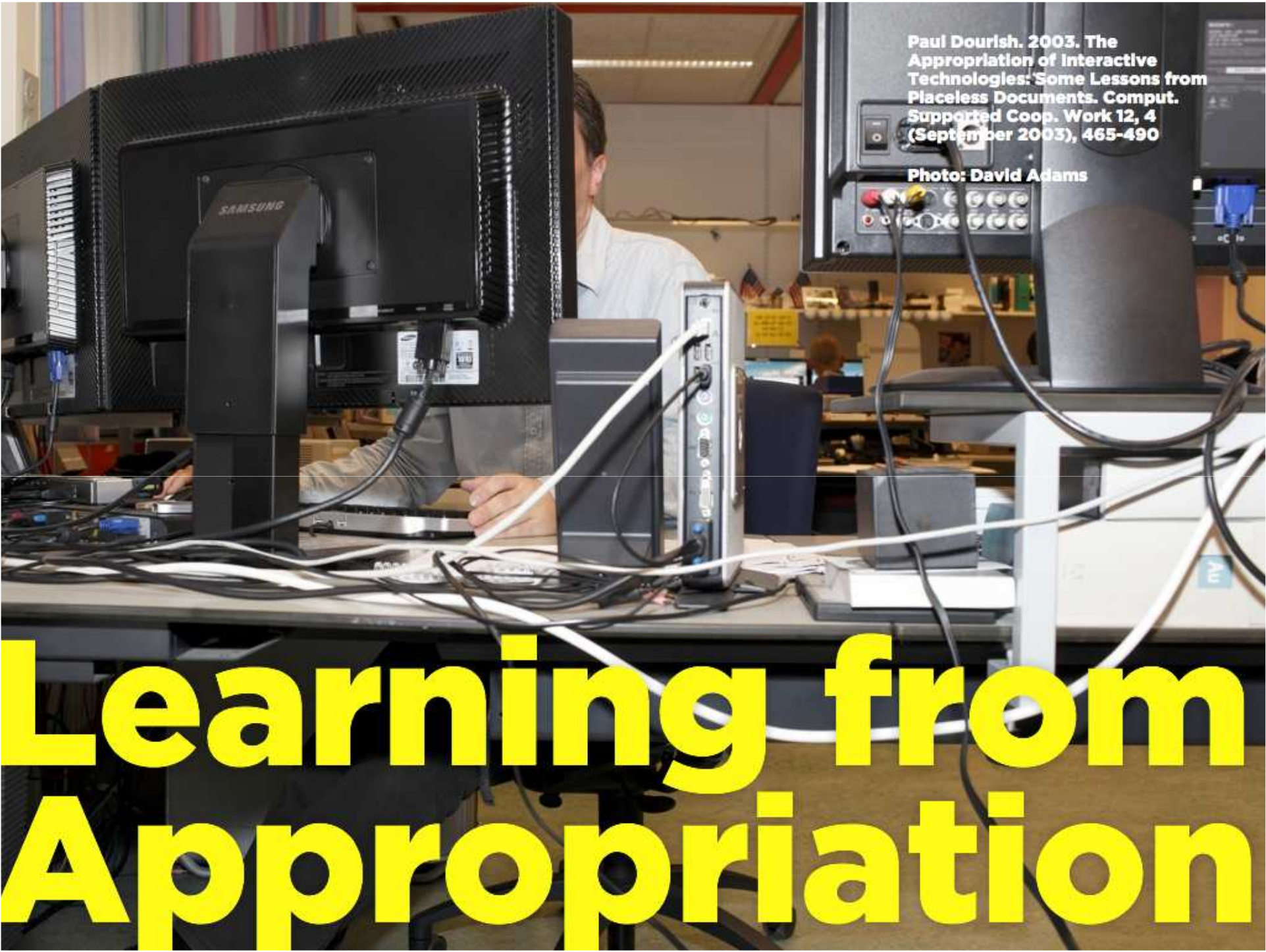
MWA + Dägers: Interact

Participatory Design



Wright, P. and McCarthy, J., Empathy and experience in HCI, in Proceeding of the twenty-sixth annual SIGCHI conference on Human factors in computing systems. 2008, ACM: Florence, Italy. p. 637-646.

Empathic Design



Paul Dourish. 2003. The
Appropriation of Interactive
Technologies: Some Lessons from
Placeless Documents. *Comput.
Supported Coop. Work* 12, 4
(September 2003), 465-490

Photo: David Adams

Learning from Appropriation

What's open?

**# adopting methods to
police context**

**# managing legal &
contractual issues of
new design methods**

**# integrating a societal
dialog in ICT design**

Thanks.

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Thanks.

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