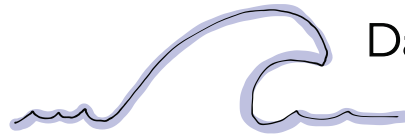
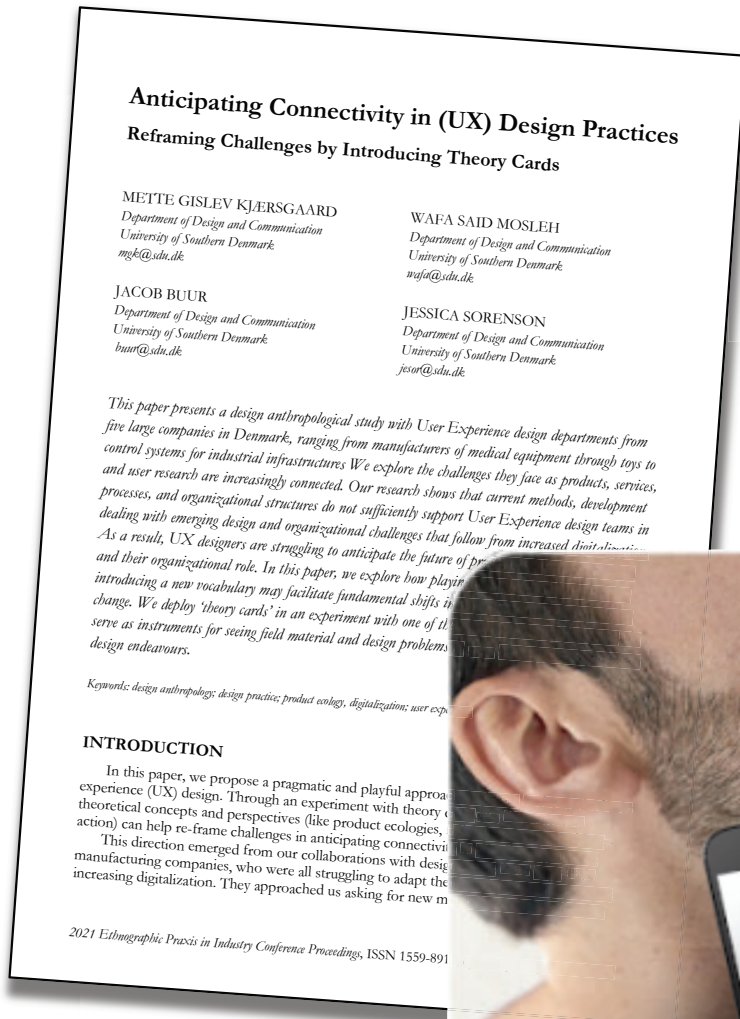


Nye vilkår for interaktionsdesign 2019-22



Studier i 5+15 virksomheder:

Interface challenge (connected products)

Shaver App syndrome

Data challenge (connected data)

Data Tsunami

Organizational challenge (connected problems)

'GOOBING', silos

Udvikling af Master i IT fagpakker

CoDesign

Undervisning i Interaktionsdesign

Nye vilkår for
interaktions-
design

2019-22



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Theory Instruments – ikke nye metoder, men nye perspektiver

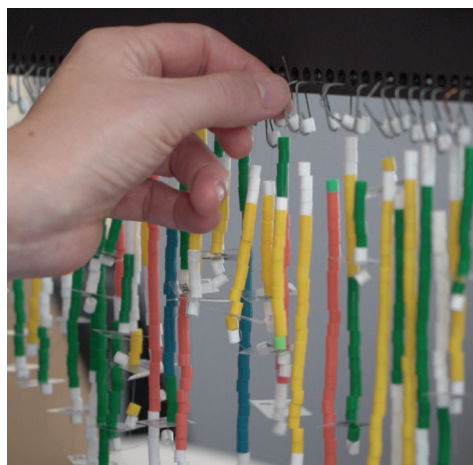
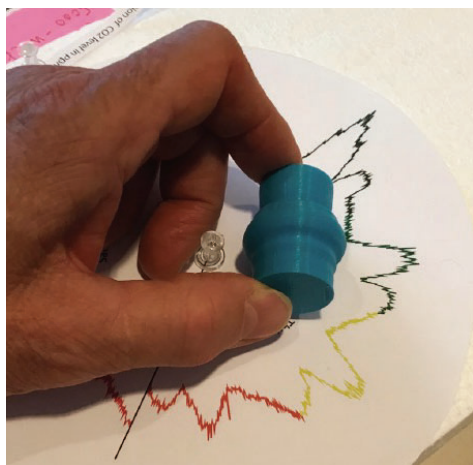


The theories we explore

Classic anthropological theories
Rites of Passage [Van Gennep; Turner]
Exchange & Reciprocity [Lévi-Strauss]
Habitus & Forms of Capital [Bourdieu]
Classification [Hendry; Douglas]
Illness vs. Disease [Kleinman]
Actor Network Theory [Latour]

New theories about digital interaction
Product Ecology [Forlizzi]
Fluid Assemblages [Redström]
Intra-action [Barad]
Technological mediation [Verbeek]
Embodied Cognition [van Dijk]

Data Physicalization – håndgribelige data



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