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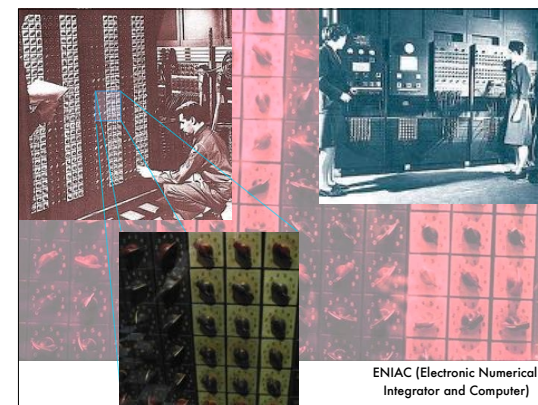
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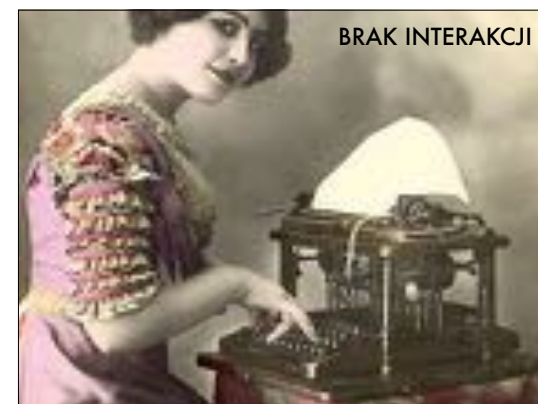
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ZAMROŻONY PRZYPADEK

Pamiętaj o bagażu
doświadczeń
użytkownika



10

MONITOR

CLI - Command Line Interface
Lata 70-te

11

Terminal linii poleceń

Digital VT100



Szybsza interakcja
z systemem

Prezentacja większej
ilości informacji

Wyróżnianie tekstów

Możliwość
wprowadzania
poprawek

12

MYSZ

Bezpośrednia manipulacja i interfejs
graficzny

Koniec lat 70-tych

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Wynalazca myszy komputerowej

Prezentacja systemu oNLine w 1968
Patent na mysz w 1970



Douglas Engelbart

14



<http://web.stanford.edu/dept/SUS/library/astro4/boom/mousecite/1968Demo.html>

15

Xerox Star 8010 "Dandelion," Rok 1981

WIMP – Windows, Icons, Mouse, Pointer

Cena: \$16 595



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<https://www.youtube.com/watch?v=GkyGQU34bE>

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Bezpośrednia manipulacja (koncepcja 1976)



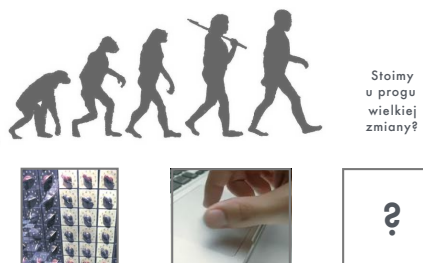
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Naturalne postrzeganie pojęć wg. Star Information System Design

Proste	Trudne
konkrety	abstrakcja
widoczne	niewidoczne
kopiowanie	tworzenie
wybieranie	wypełnianie
rozpoznawanie	generowanie
edytowanie	programowanie
interakcja	przetwarzanie wsadowe

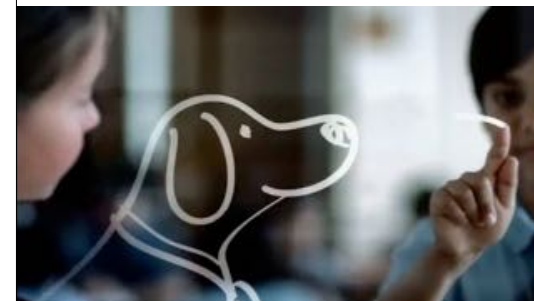
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Komputery w przyszłości



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„Komputery” w roku 2020



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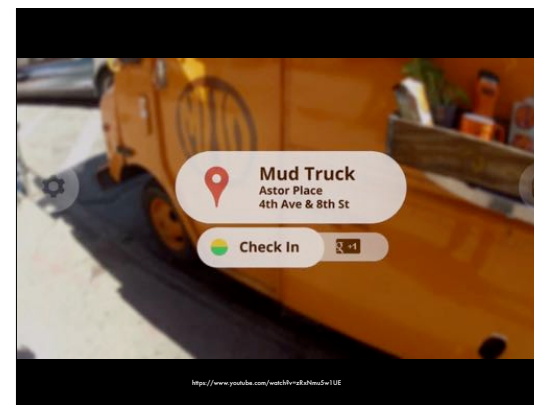
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Project Glass One day...

bliskość ciała, bariera intymności, cyborg?



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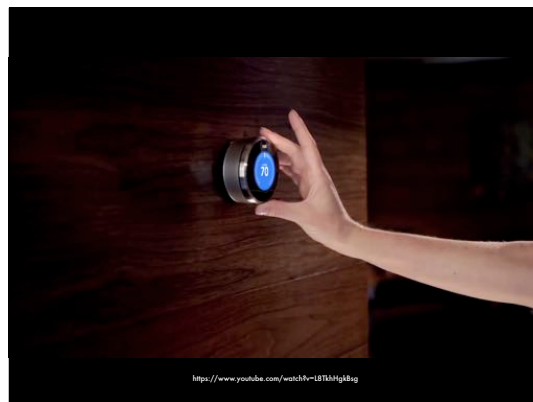
"We have this fascination with the Hollywood version of robotics where they are servants and humanoids, but robotics is when you add intelligence to physical objects."

Ali Koshani, 2014



Smart environment

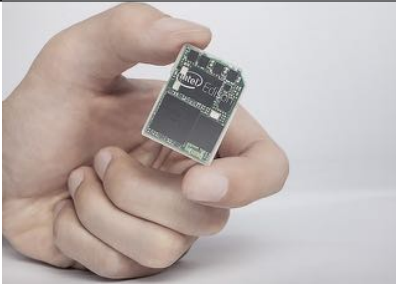
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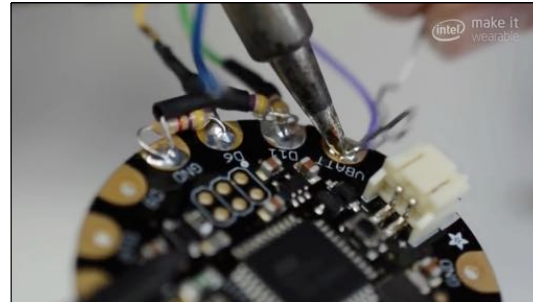


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Intel Edison
Everything smart
Technologia ucieleśniona?

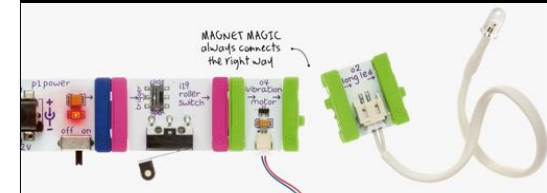
28



Intel Presents the "Make it Wearable" Challenge
<https://www.youtube.com/watch?v=iw3pn7H7vKg>

29

HARDWARE IS THE NEW SOFTWARE

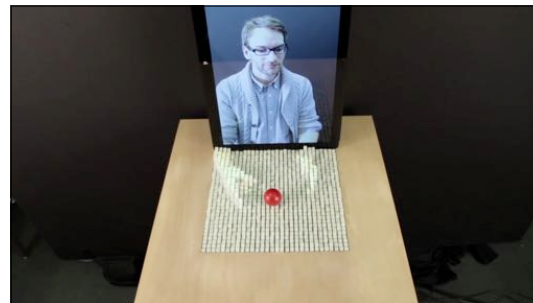


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CONNECTING DIGITAL & PHYSICAL

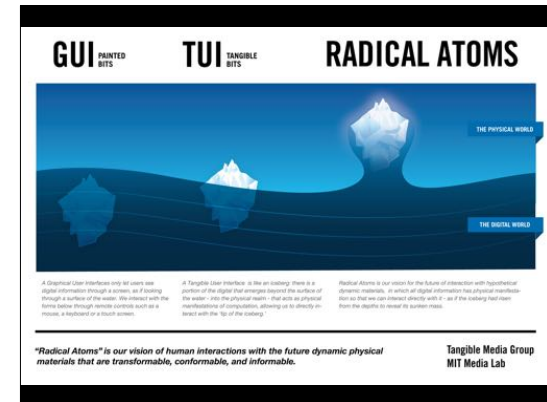
UCIELEŚNIONA MOC OBLICZENIOWA

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inFORM - Tangible Media Group - MIT
<http://tangible.media.mit.edu/project/inform/>

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PROJEKTOWANIE INTERAKCJI

Budowanie dialogu z technologią

Projektowanie interakcji to wielopłaszczyznowa dziedzina łącząca technologię, sztukę oraz nauki humanistyczne zorientowana na użytkownika a nie produkt

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Co robi
projektant
interakcji...

35

PROJEKTOWANIE INTERAKCJI TO W PEWNYM SENSIE
NADAWANIE DUSZY PRZEDMIOTOM MARTWYM KTÓRE SĄ
„POJEMNIKIEM” NA DOŚWIADCZENIA WYNIKAJĄCE Z
DWUKIERUNKOWEGO DIALOGU

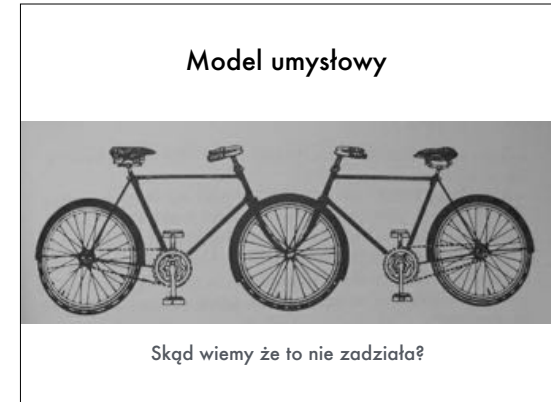
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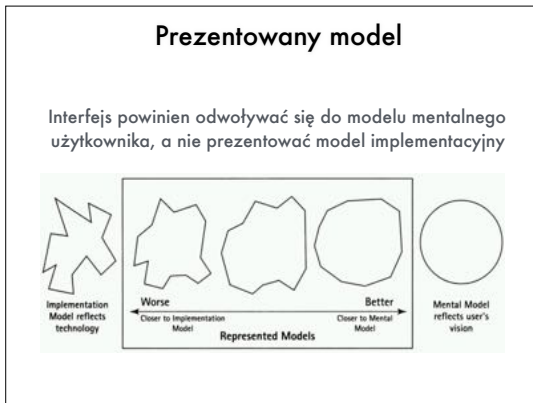
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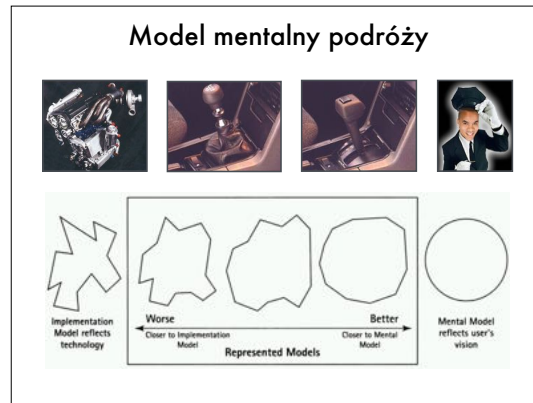
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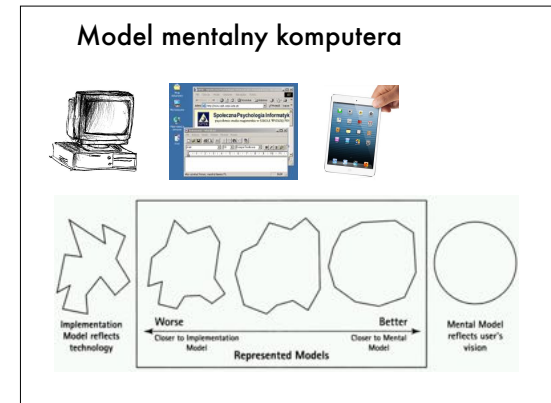
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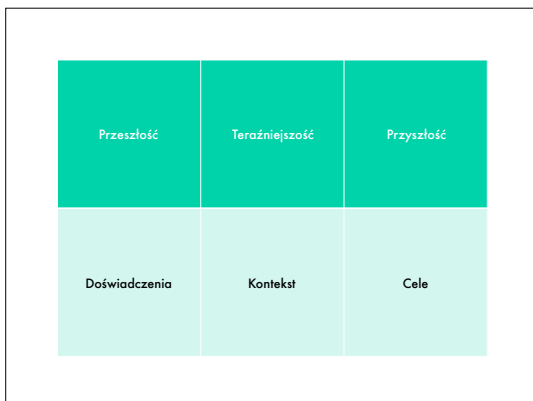
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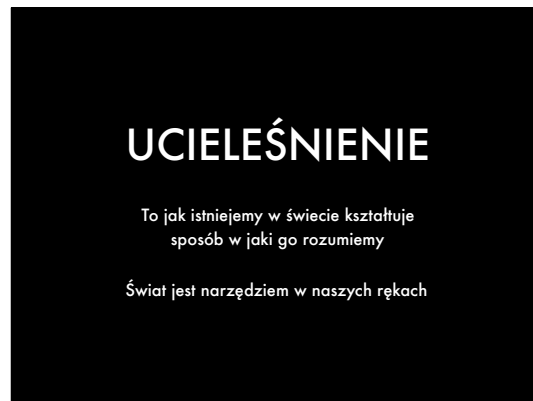
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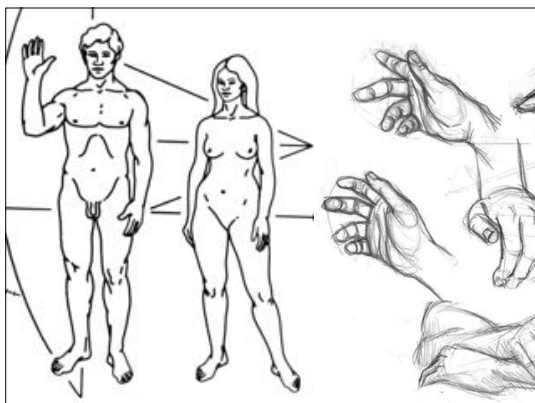
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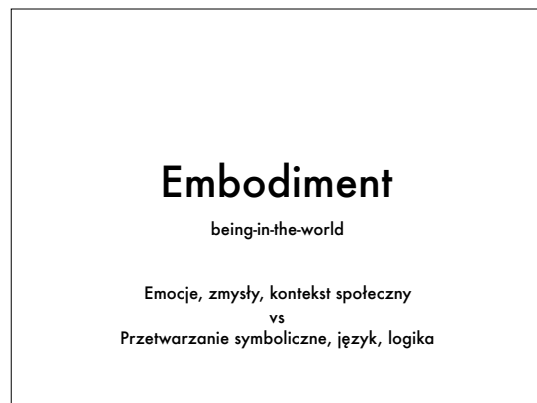
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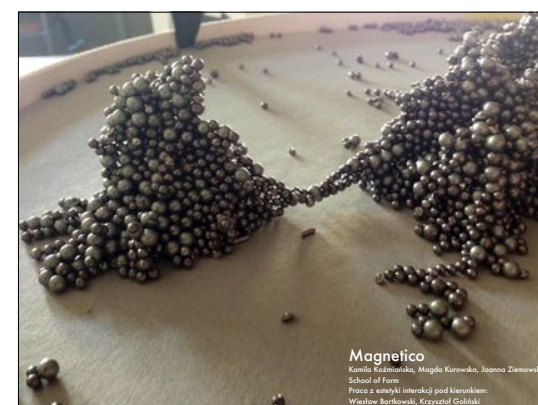
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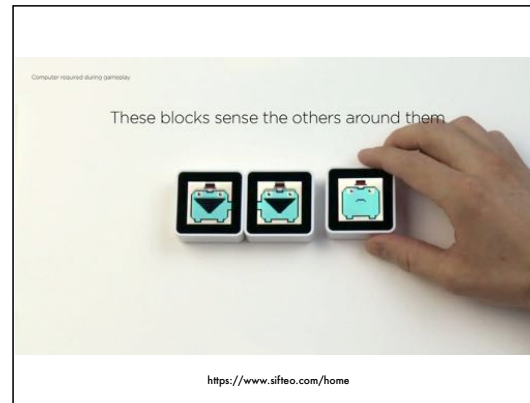
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PHYSICAL MANIFESTATION
OF DIGITAL
off screen experience
being-in-the-world
coordination and synchronization
physical visualization of
information/interaction

55

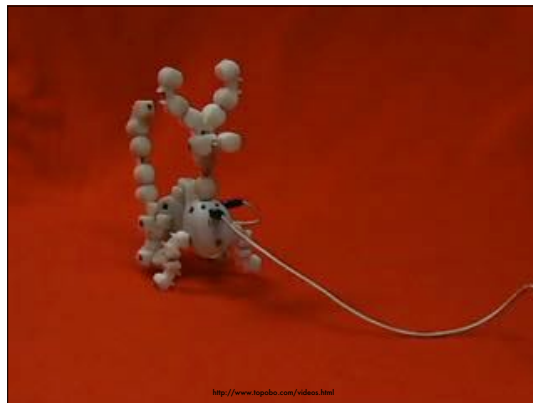


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EMBODIMENT

Embodiment typically refers to our being living, feeling, bodily entities situated in a physical world. This contrasts with a view of human cognition as grounded in abstract information processing. Theories of embodiment focus on how our bodies and active experiences shape how we perceive, feel and think

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PHENOMENOLOGY & EMBODIMENT

human - technology interaction with behavior and action
instead of cognition and language

59



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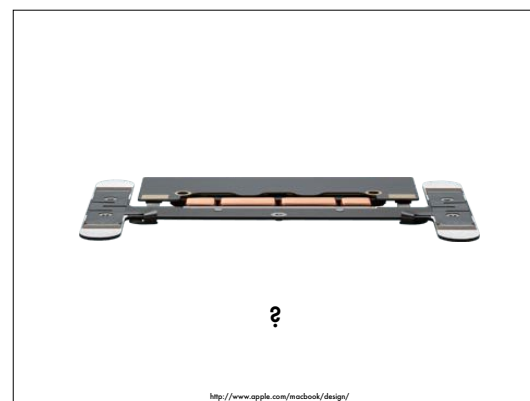
EMBODIED INTERACTION

We find the world meaningful primarily with respect to the ways in which we act within it

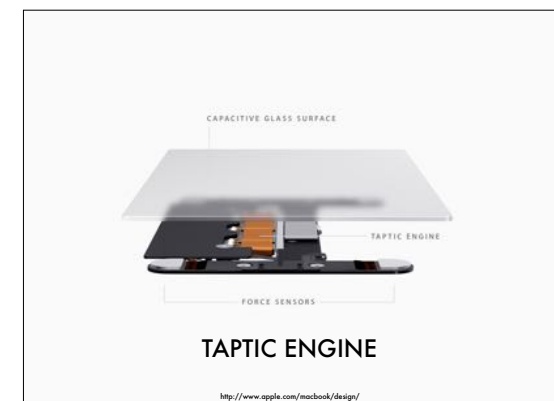
Embodied interaction is the creation, manipulation and sharing of meaning through engaged interaction with artefacts (Dourish, 2001: 126)

How meaning is fluidly negotiated in interaction with technology, the world and other people?

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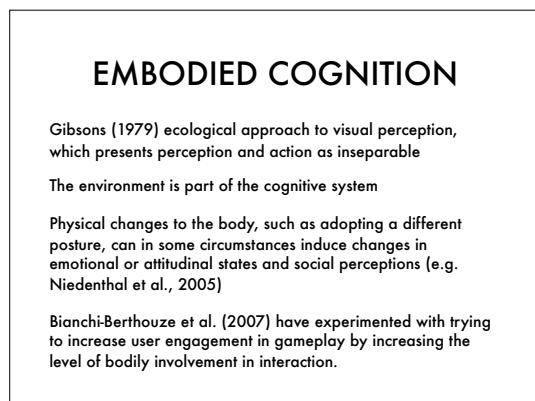
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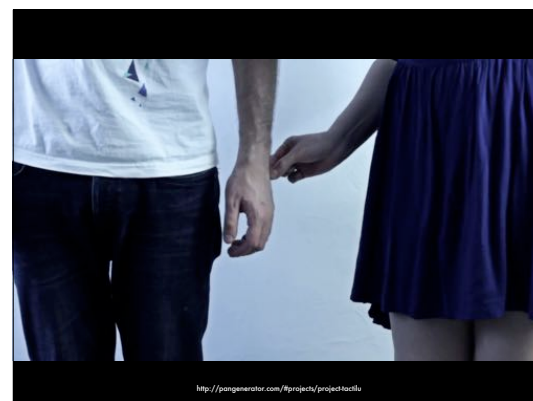
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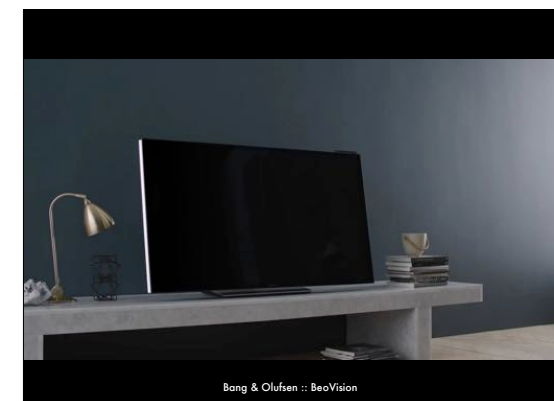
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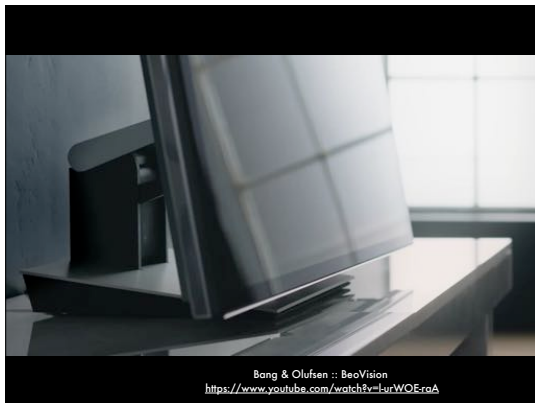
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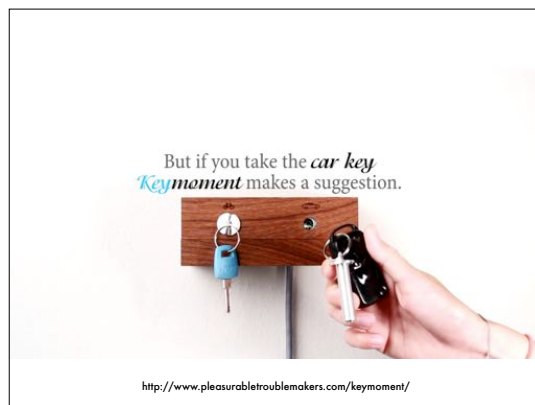
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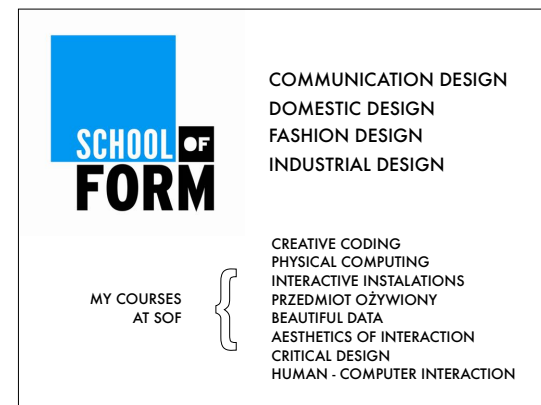
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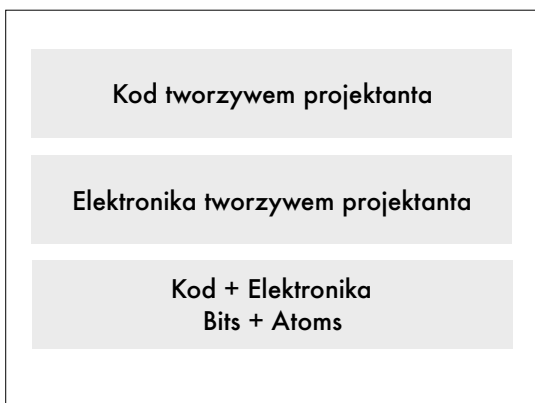
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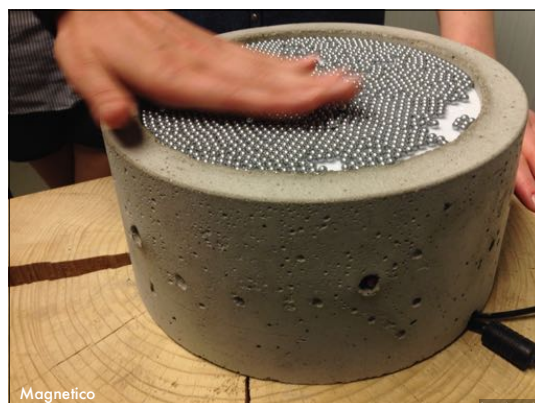
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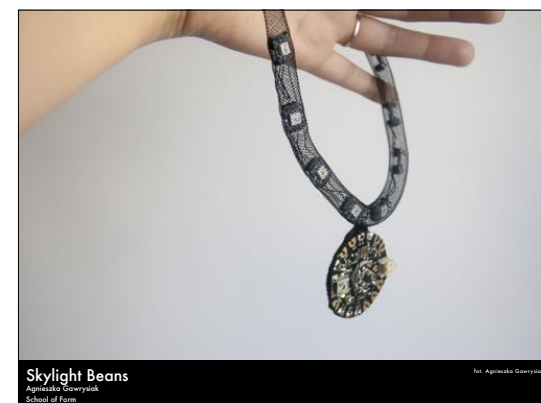
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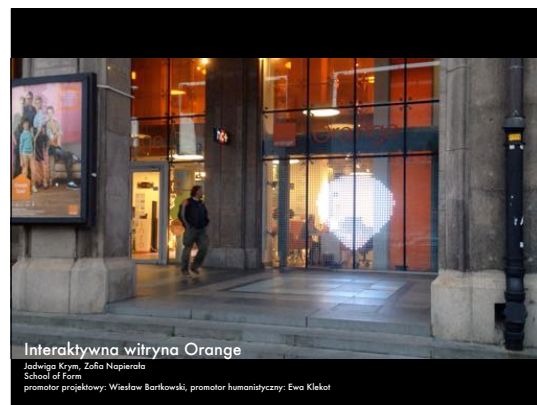
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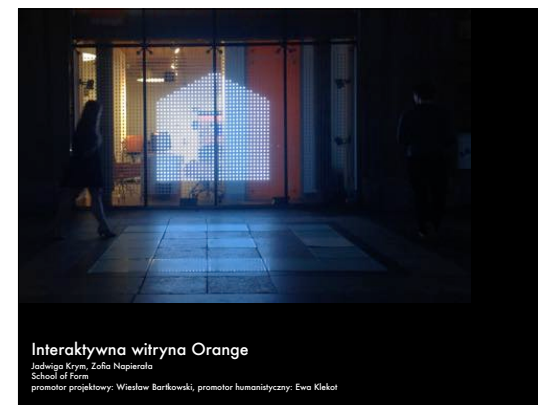
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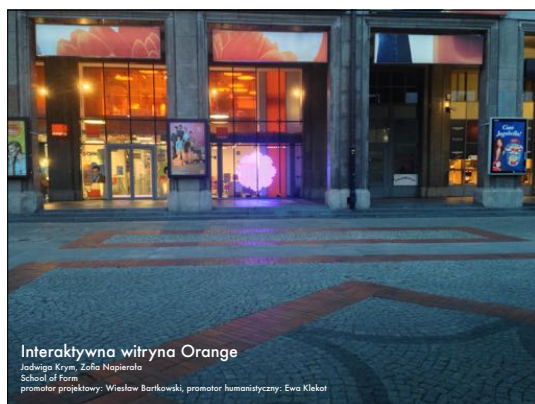
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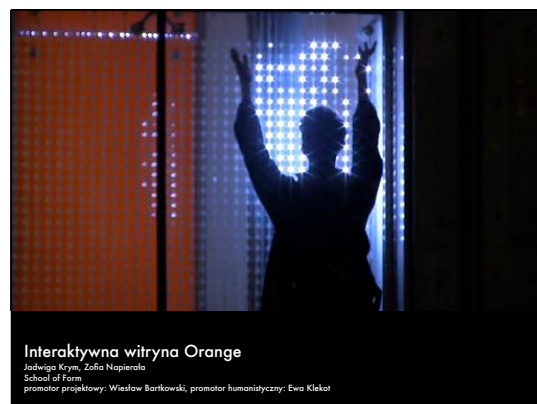
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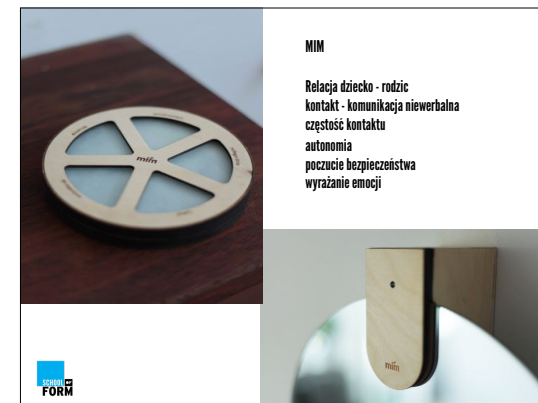
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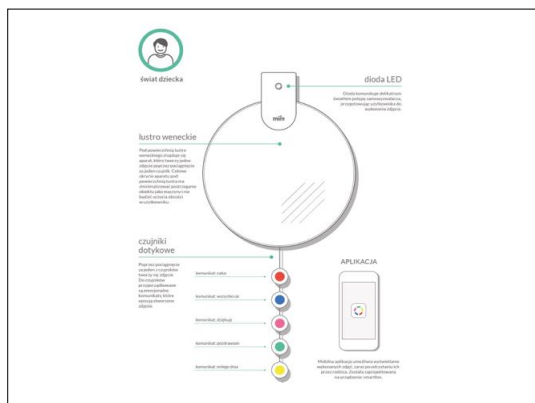
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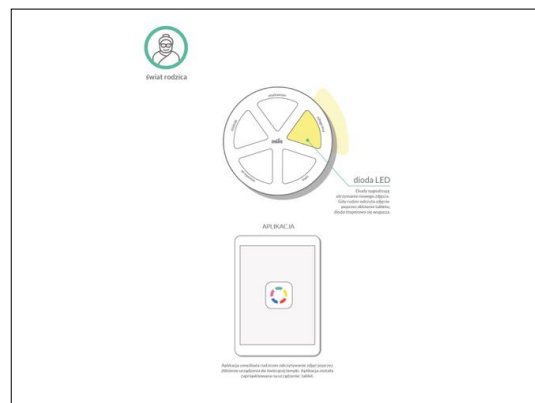
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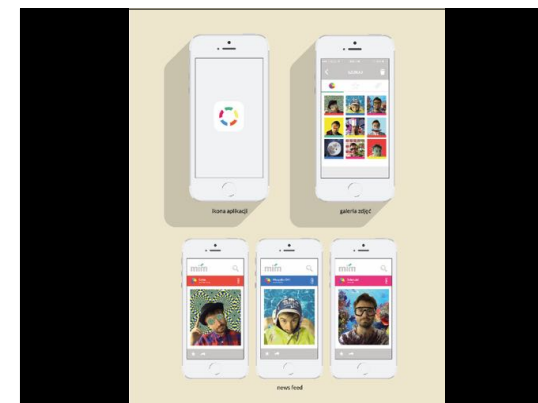
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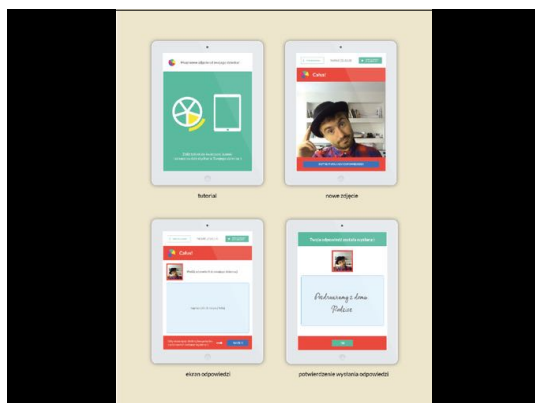
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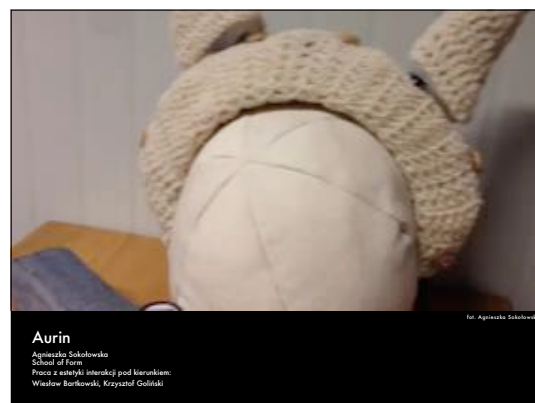
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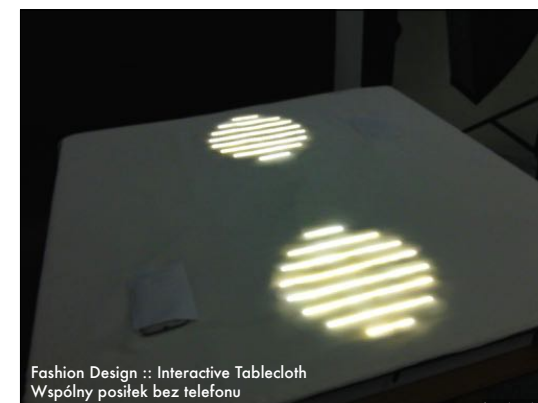
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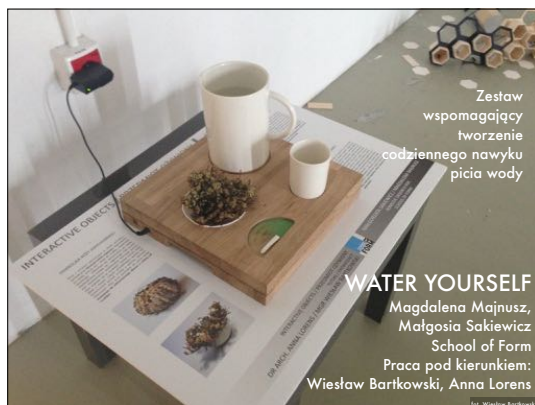
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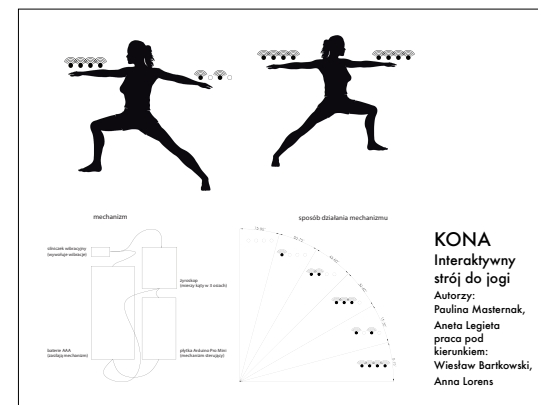
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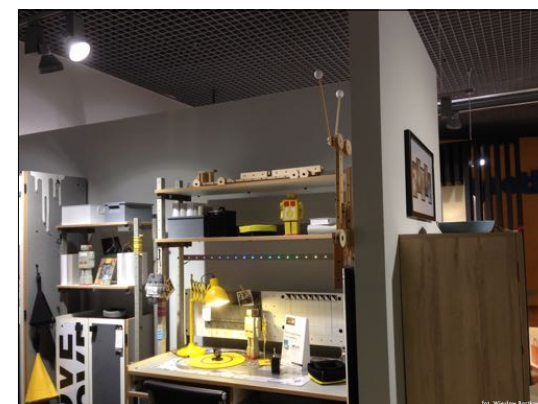
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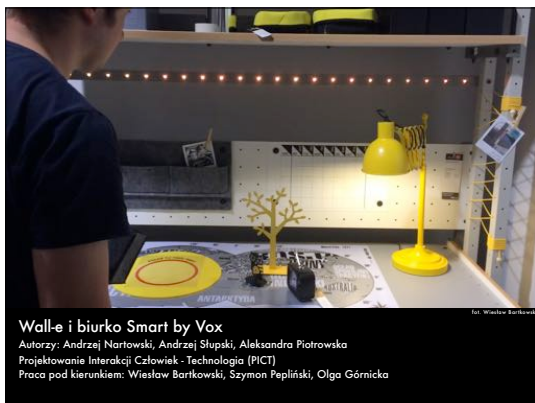
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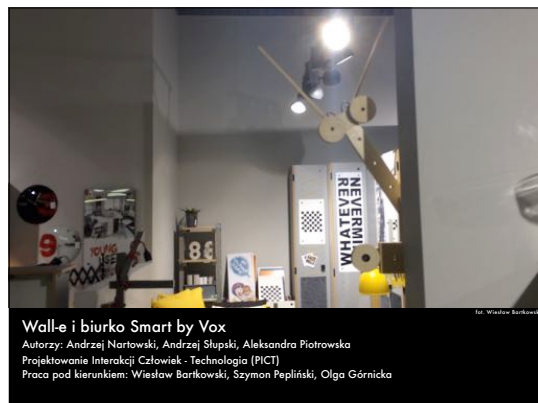
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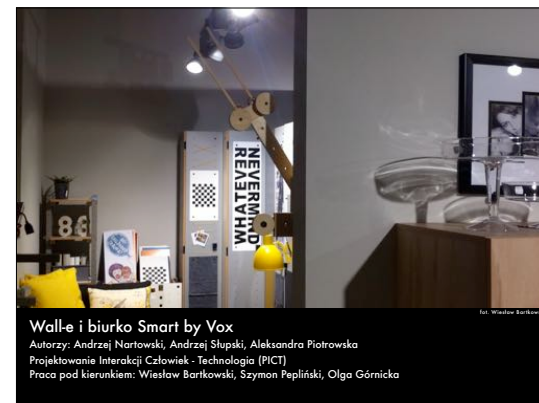
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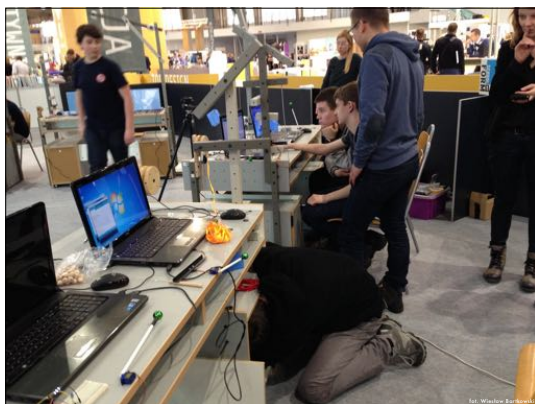
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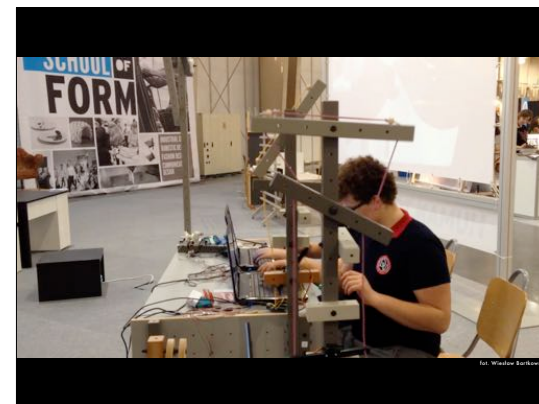
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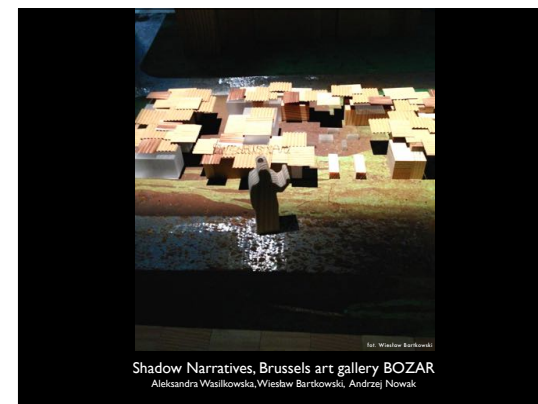
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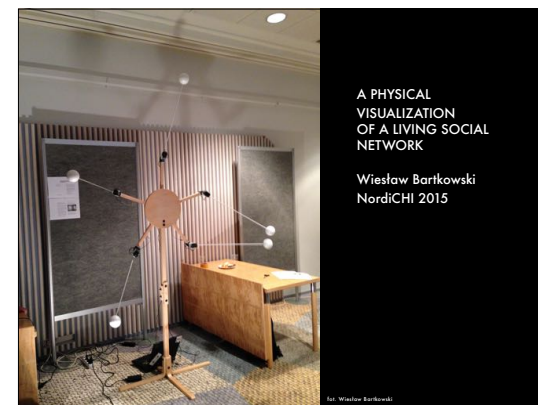
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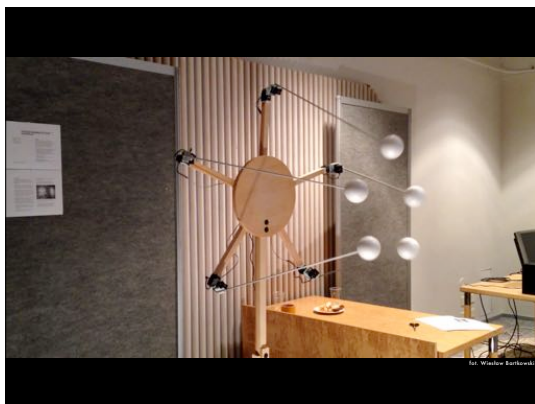
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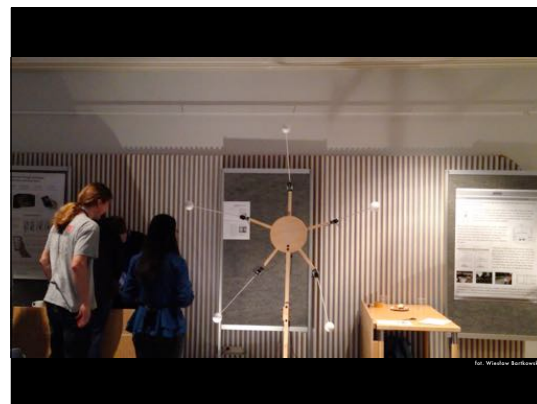
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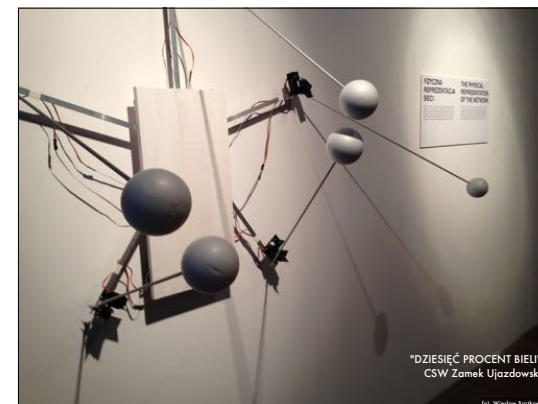
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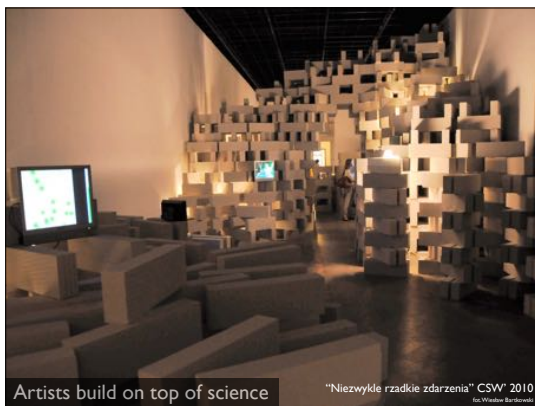
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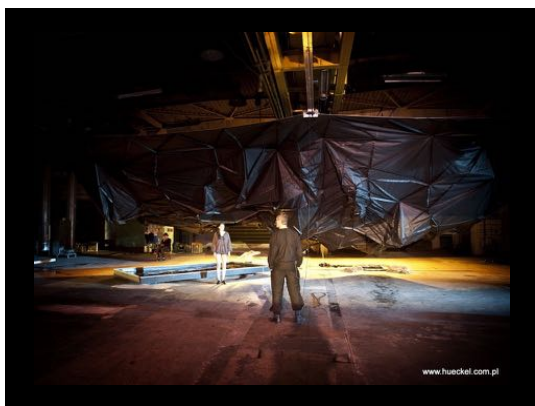
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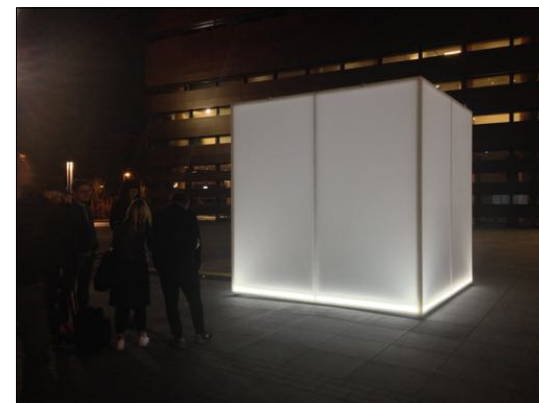
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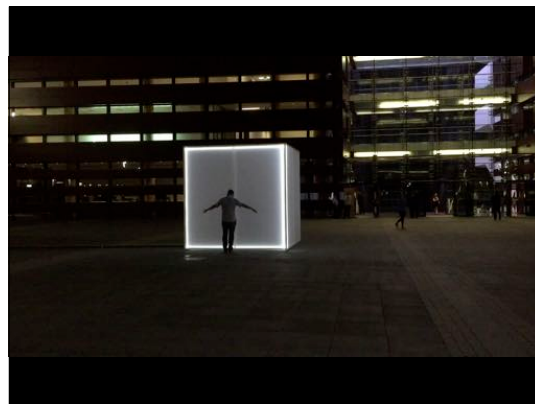
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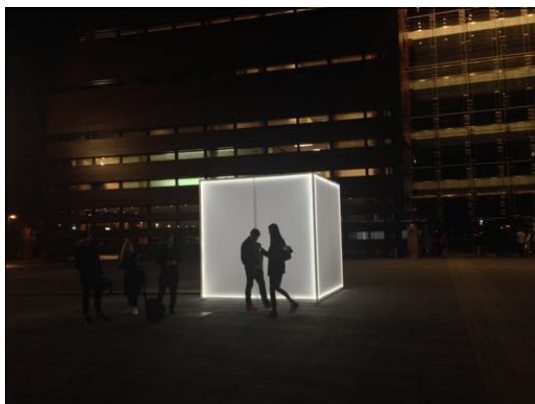
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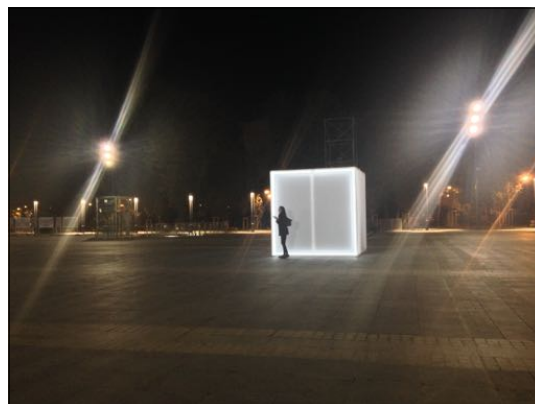
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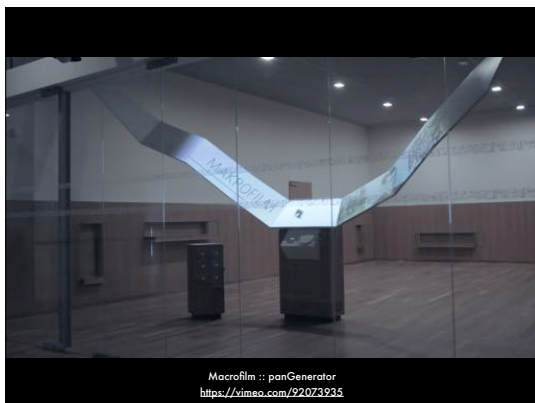
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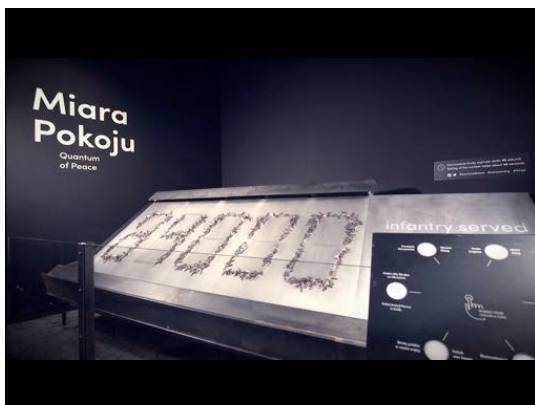
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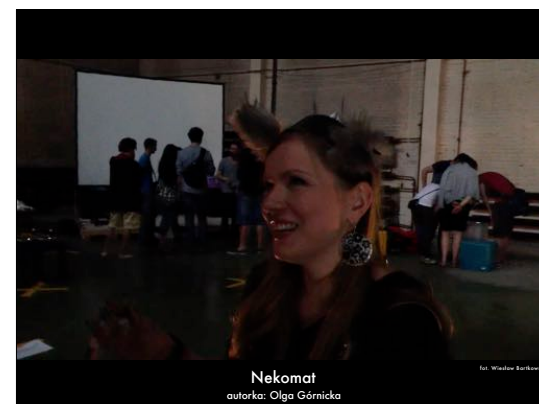
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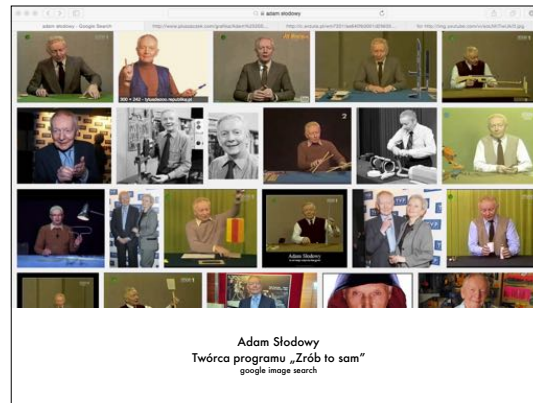
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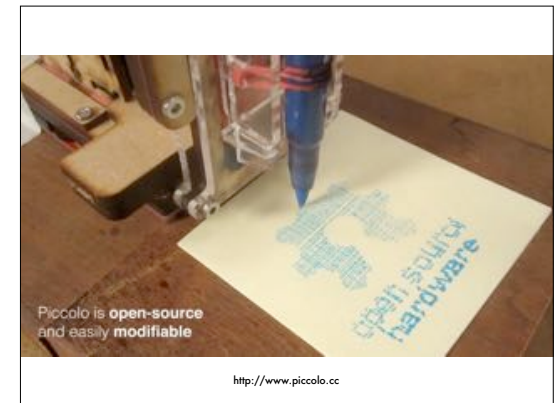
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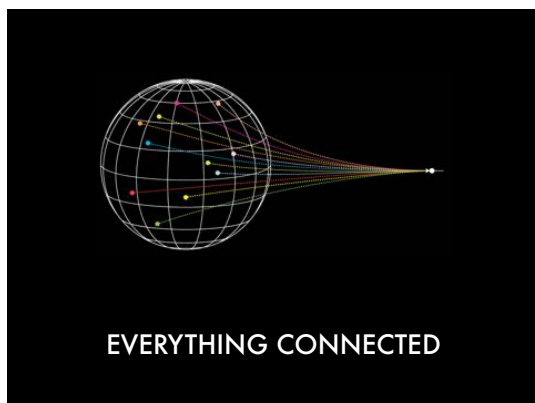
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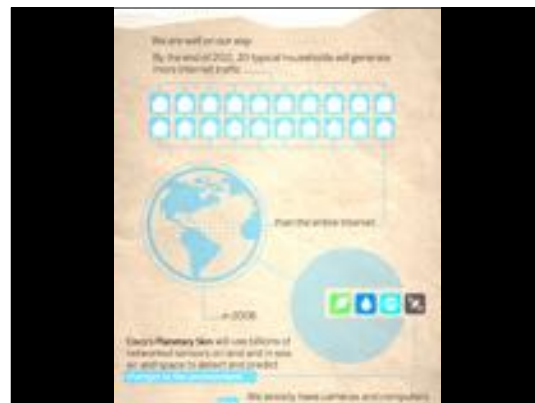
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