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Deliverable 2: Study and Reflection of Two of Their Research Papers

Two full papers:

Höök, K. (2010). Transferring qualities from horseback riding to design. *Proceedings of the 6th Nordic Conference on Human-Computer Interaction: Extending Boundaries*, 226–235. <https://doi.org/10.1145/1868914.1868943>

Höök, K., Sengers, P., & Andersson, G. (2003). Sense and Sensibility: Evaluation and Interactive Art. *NEW HORIZONS*, 5.

Transferring qualities from horseback riding to design

o Research contribution of the publication

This research contributes to the area of how to design for bodily experiences with digital technology. Some things to keep in mind when designing for this interaction are the timing of the interaction, linking emotion and movement, and a harmony of modalities working together. Horseback riding contributes to the area of computer interaction because words are not used to interact with the horse, but instead physical signs and signals from the rider. The paper focuses on technology as experience instead of just function. This is an area I hope to do my dissertation project on, so I found it a fascinating and inspiring read.

o Methodology used to conduct the research

The methodology used was autoethnography. This paper seems to be one of the early autoethnography HCI papers as it only cites one other HCI autoethnography one year prior. The study took place over seven horse riding lessons that were videotaped with multiple cameras focused on the rider and the instructor. What was said in the videos were transcribed for analysis as well as a commentary track provided by the instructor on one of the video recordings. The rider also kept a detailed journal of her experience after each lesson to compare with the other data.

o Body of literature (within HCI) that they cite

This was an early citation for the more experiential move in HCI that has gone on my reading list:

McCarthy, A. Wright, P. (2004) *Technology as Experience*. Cambridge, MA: The MIT Press.

Some of the autoethnographies cited are:

Ljungblad, Sara (2009) Passive photography from a creative perspective: “If I would just shoot the same thing for seven days, it's like...What's the point?”. Proc. of 27th International Conf. on Human Factors in Computing Systems, Boston, MA, USA, ACM Press.

Boehner, K., Sengers, P. and Warner, S. (2008). Interfaces with the ineffable: Meeting aesthetic experience on its own terms. In ACM Transactions on Computer Human Interaction, 15 (3).

She also cites similar aha moments in the history of HCI that mirror her own during the autoethnography:

Kay, A. (2003). Education in the digital age. (27:45)

<http://video.google.com/videoplay?docid=2950949730059754521&hl=en>

Overall, the author shows she is well versed in many areas of HCI and philosophy, connecting insights from her autoethnography to milestones in creative and scientific practice.

Sense and Sensibility: Evaluation and Interactive Art

o Research contribution of the publication

This paper contributes to considering the connections and differences between art and HCI. A main point is that art is subjective while HCI evaluation strives to be objective. The paper interestingly posits that an artwork is like a research paper as it communicates the artist's ideas directly. This paper touches on many issues I have considered in planning interactive/immersive installations regarding how the user knows what to do within the space. Many artists fall into the design trap of designing only for themselves, which can lead to confusion when users interact in the installation. This study uses adapted evaluation techniques to reach the goals of artists through HCI ideas.

o Methodology used to conduct the research

The paper is based on a case study for an artwork called the Influencing Machine. Users enter a room and drop cards into a mailbox to discover how the cards affect sounds and projections on a wall. The researchers discovered bad design choices in the machine that led to the confusion and frustration of users. The researchers brought the machine into the lab to get feedback on how to convey the machine's intentions. The researchers evaluated responses to the machine for affective interaction and the idea that the users were understanding what emotion the machine was expressing. The subjects were given pre- and post-interviews to determine reactions and to look for metaphors used for the machine as a child, art, an agent, or a computer application.

- o Body of literature (within HCI) that they cite

There are some fascinating art as research papers cited which I was not aware of. These studies give some precedence for incorporating art into the research side of a project not only the presentation side. This is something I am considering for my dissertation project as well.

Gaver, W. & Dunne, A. (1999). Projected Realities: Conceptual Design for Cultural Effect. CHI 1999

Dunne, A. & Raby, F. (2001). Design Noir: The Secret Life of Electronic Objects. Basel, Switzerland: August / Birkhaeuser.

The authors also cite the metaphor book I worked with a lot last semester for the independent study of metaphor-based embodied interaction and learning.

Lakoff, G., & Johnson, M. (1980) Metaphors We Live By, The University of Chicago Press.

Also cited are many wearable and affective computing sources.

Reflection on all three deliverables

- o How has this activity changed or informed your perception of this researcher?

This activity gave me a reason to finally investigate Kristina Höök, a name I had heard a lot during the first semester of the program but only read one paper before in 810. I now see how conceptual her work can be and how interdisciplinary her knowledge is. Kristina Höök draws on a lot of philosophy, mentioning phenomenology and Merleau-Ponty when discussing technology and experience.

- o How has this activity changed or informed the methodologies you want to use in your future research?

The methodologies used by Kristina Höök in these papers are pioneering. She is creating new ways to investigate and think about HCI in terms of other disciplines and practices. She is challenging the HCI area to continually refresh itself as other disciplines can uncover new pathways that may apply to HCI. Using her horse-riding practice for an autoethnography and bridging the gap between art and HCI in the case study paper demonstrate novel pathways for HCI research and inspire new approaches.

- o How has this activity changed or informed the kinds of contributions you want to make with your research?

This activity let me see the type of work you can do in this field if you get to a certain level of success. I am interested in new methods and interdisciplinary research and think Kristina

Höök lays down the foundation for a career to be creatively fulfilling while also contributing significantly to the field. I admire the depth of knowledge she has over multiple areas and feel that HCI could benefit from more interdisciplinarity.

o How has this activity changed or informed your publication plans?

I think Kristina Höök demonstrates having one main thematic focus (somaesthetic interaction design) but also several creative offshoots indirectly related to the main theme of her research. I am working on tying together my creative work and HCI themes using peripheral interaction, slow technology, and ubiquitous computing. The body is also very important to my work, which this activity led me to the new theme of “technology as experience.” I feel like I can work on smaller ideas in papers that start to tease out the relationship between these themes until I finally have a grasp of them and can hopefully coin a new type of interaction or system. Kristina Höök demonstrated this path with many papers on the body and interaction leading up to her full book on somaesthetics in 2018.

o At least one other important reflection point.

I am really excited by autoethnography. I thought the horse paper was so cool and I was surprised I had only heard Dr. Mentis mention it once in 805 and saw it mentioned in two of my embodied interaction research papers. That this kind of research can be done in this field is amazing and should be advertised and celebrated! I think autoethnography opens up absolutely everything to study and reflection that can reveal endless new layers of insight into our lives. I feel like it is important to look at autobiography as well to show how personal experience has been structured in the past. This activity also reminded me of Carl Jung’s Red Book which consists of his own self-analysis through his dreams, paintings, and writings. The discipline that autoethnography requires is very appealing to me, as is the personal nature of the discoveries.