

NORDES WORKSHOP:

DESIGNING DYNAMIC INTERFACES FOR MOBILE DEVICES

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Are you compelled by the rapid development of mobile devices and their graphically sophisticated screens?

Have you noticed the increasing employment of visual motion in screen-based interfaces?

Are you interested in the possibilities and challenges for designing such interfaces?



The Apple iPhone is an example of a mobile device that employs motion in the screen interface.

THE WORKSHOP

This workshop will be carried out in three sessions:

1. an introductory session providing a theoretical and methodological frame for the workshop (1 hour)
2. a hands-on session where the participant are asked to try out new ideas and theory in practice (4 hours)
3. presentation and discussion (1 hour)

I. INTRODUCTION

In the introductory session, the participants will be introduced to screen-based interfaces that employ visual motion (Woolman 2004), framed within the concept of *navimation*. This concept denotes the intertwining of

visual motion with the activity of a user navigating a digital system (Eikenes 2009, Eikenes and Morrison under review). The interface is in this setting not only seen as a flat layer between the user and the device, but as a communicative and mediating artefact in itself.

Several related concepts that are developed in an ongoing research project will be introduced, that might help us conceptualise, analyse and discuss digital interfaces that are dynamic and visually rich. A selection of examples of innovative mobile phone interfaces will be presented and discussed. Further, possibilities and challenges for design practice will be addressed by introducing design methods like storyboard techniques, paper prototyping,

and video prototyping (Vertelney 1989) as *communicative prototyping*. In the end of this session, a task will be given, and participants will be asked to join groups.

II. HANDS ON

In this session the participants will work in groups and explore the possibilities for physically designing and prototyping screen-based interfaces that make use of visual movement. The techniques that were introduced in the first session will be used. Participants are encouraged to use paper prototyping techniques for testing their ideas with potential users. Finally, video and simple software tools will be used to document and present the ideas to the rest of the workshop group. The participants will get the necessary facilities and help as needed.

III. PRESENTATION AND DISCUSSION

In the last session all the groups will gather and present their final *communicative prototypes*, and asked to explain how they approached the task, and reflections on the process.

When all groups have presented, there will be an open discussion focusing on core design challenges for constructing engaging artifacts in the form of dynamic mobile interfaces. Participants are encouraged to share their own experiences on the design and use of such interfaces, and relate to relevant research topics. The open-ended discussion may deal with issues such as prototyping techniques, usability, branding, user experience, digital materiality, engagement, interactivity, play, media consumption, social media and participatory design processes. The discussion may raise issues pertinent to both design activities and research definitions.

AIM AND RELEVANCE

This workshop will focus on employing recently developed theoretical concepts and approaches into design practice. This will hopefully embody and question the theoretical concepts related to *navimation*, as well as explore a range of different design techniques for developing *communicative prototypes*. These activities may feed into a more general discussion on how we can research and design emerging forms of

interfaces, focusing on interfaces and design prototypes as mediating artefacts (Wartofsky 1979).

PARTICIPATION

The number of participants is limited to 10-12 people. Design researchers as well as design practitioners are welcome; participants are expected to participate in creative hands-on experiments as well as relating the experiments to the theoretical discourse. If possible, please bring along digital cameras and laptops.

REFERENCES

Eikenes, J.O. 2009, 'Social navigation: engaging interfaces in social media', full paper presented at the Nordes ENGAGING ARTIFACTS conference, August 30 – September 1, Oslo.

Eikenes, J.O. & Morrison, A. Under review, 'Navigation: exploring time, space and motion in screen based interfaces'.

Vertelney, L. 1989, 'Using video to prototype user interfaces', *SIGCHI Bulletin*, 21 (2), pp.57-61.

Wartofsky, M. 1979, *Models: representation in scientific understanding*, Dordrecht, Reidel Publishing.

Woolman, M. 2004, *Motion design: moving graphics for television, music video, cinema, and digital interfaces*, Mies, RotoVision.