

Exploring Biomimetic Interfaces

CIID Summer Course 2013

Brainstorming Exercise

DIVERGE

1. Write your group's POV statement in the center of your paper.
- To reiterate : A User has a Need, based on a particular Insight.

2. Spend 10 minutes free writing. Word associations, connections, questions, sketches, anything that comes to mind when you think about your user's needs, and the system of waste that you're addressing. What are the needs of the system? What did you learn from the Research stage?

3. What kinds of biological systems could you take inspiration from for your designed interface or system? If you have researched one type of system, can you think of any others? Write at least 3 ideas. (feedback loops, interspecies relationships, interfacing with organic materials, pavlovian conditioning).

Be specific, don't say feedback loops. Instead, say "The negative feedback loop I am addressing is: When I am hot, I sweat, which in turn, cools my body"

Categories / Qualities:

4. Interfaces

Write at least 3 ideas for the form this project could take (a mechanism, a toolkit, a performance, an experiential installation, a data logging device, a prosthetic, a robot)

5. Texture / Materiality (concrete, plexiglass, living tissue, rice paper, cake)

6. Scale

Write at least 3 possibilities for the scale of this interface (use analogies: big as a house, small as a marble)

7. Affects / Emotions of the design (clumsy, cheerful, morose, businesslike)

8. Verbs that the design does (motivate, collapse, upset, tickle, spin, surprise, frighten)

9. Ideal audiences (be specific: Guyanese senior citizens, tech geeks in online communities, Danish mothers, etc. Consider demographic, economic, social circles, other specific qualities to the user or audience).

10. Context / Location (gallery, dark alley, the internet, public park, suburban cup-de-sac, bridge)

CONVERGE

Direction: trade sheets and respond on paper for 3 minutes
Use a different color sharpie.

For respondents:

Circle what's jumps out at you. What's most exciting, interesting?

Note questions, where you're confused, or want more information.

Make connections/links where you see them.

After comparing your individual brainstorming sheets, have a discussion amongst your group. Did any new ideas for forms this device could take emerge? What did you all have in common, what new insights came out?

As a group, come up with 10 ideas for what this interface might be. All of these ideas should try and address the same system of waste reduction and user, but should take a variety of forms.

Choose three concepts to prototype the interaction using analog methods, wire-framing, sketching and story-boarding.