



INSTRUCTOR

SONATA DEV

Talentica

Sonata Dev is a transdisciplinary designer who seeks to create meaningful experiences that question normative design practices through speculative and discursive design. Her work consists of novel interactions and interfaces connecting humans and technology based on serious research, with a pinch of humour and a dash of play.

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OVERVIEW

We love getting sassy replies from Siri and using our smartphones ubiquitously. Technologies like AR/VR glasses, tilt-brush, haptic suits, gesture-based interactions help us communicate more playfully and fluidly with the digital world. How can we, with advanced interaction tools, wearables, perhaps new sensors of smell and taste coupled with smarter systems, envision more playful ways to communicate with our non-organic environment? Does the power dynamic between humans and machines change? Can a Grammarly filter in mics change what we say? Will devices evolve play structures among each other such as gossiping? Let us imagine what futures could play out.

OBJECTIVE

This workshop will introduce students to the concepts of speculative design and design fiction and its application in the highly relevant field of interaction and interface design. The workshop will engage students in playful imaginations, scenario building, script writing and storytelling. The creation of novel interactions / interfaces / artefacts that engage open-ended discussions about the future of HCI is the expected outcome of the workshop.

METHODOLOGY

Methodology:

1. Exploratory Research (Evolution of Current interfaces / Science Fiction / Theory of Design fiction and Speculative design)
2. Analysis of various kinds of 'future' interactions / Insights / Trends / Scenario Building
3. Ideation (Brainstorming / Speculative design tools and techniques/ Design Thinking)
4. Refining Intents and setting a Brief (Understand why interfaces work in their context / simplifying communication to align with or redefine HCI concepts/ play and shape buildable concepts)
5. Representation (Storytelling / Communication methods / Planning of artefacts)
6. Prototyping (Mixed media concept development)

KEYWORDS

Speculative Design , Impact of Technology

WORKSHOP MODE

Online

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openelective.nid.edu