INTERFACES

PlayLab

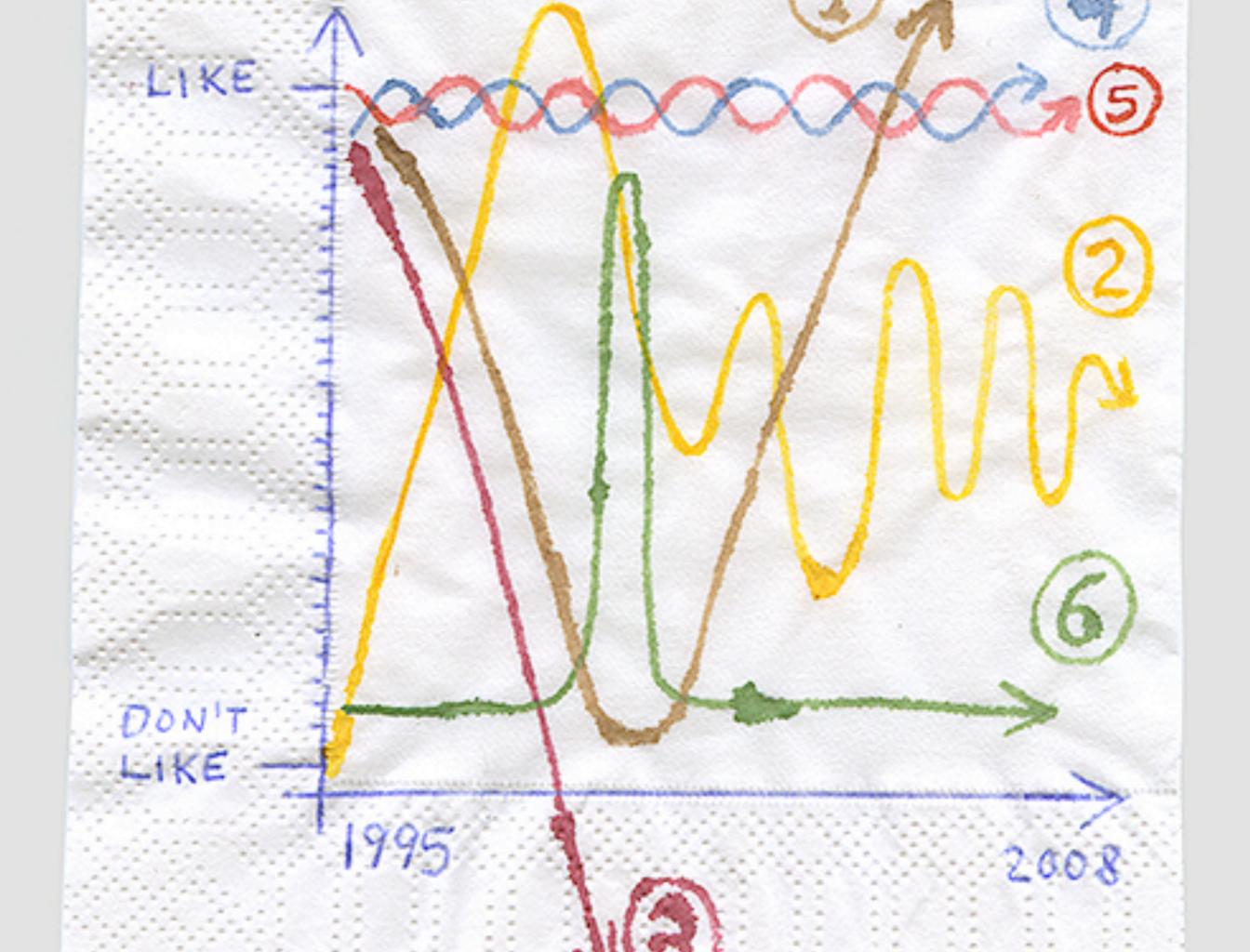
Today

- Recap: computers as machines
- What is an interface?
- The things we look at
- Sites
- Practices

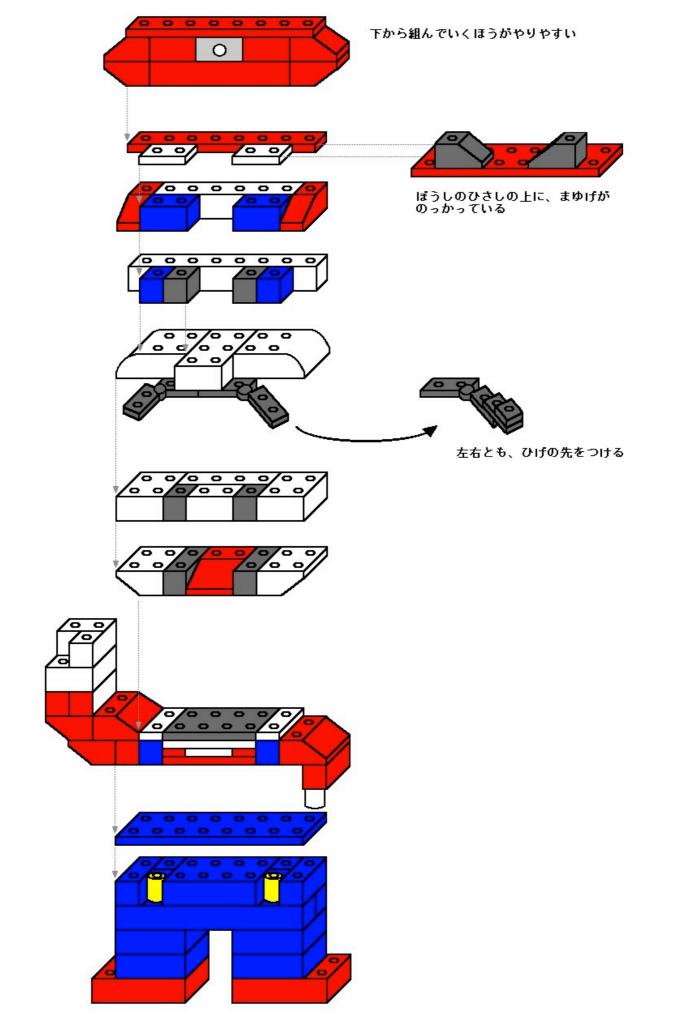
COMPUTERS

- Mediating machines
- Representation
- Play as a way of making sense of computers (in their being in the world)
- Programming as instructions for machines, algorithms as experienced















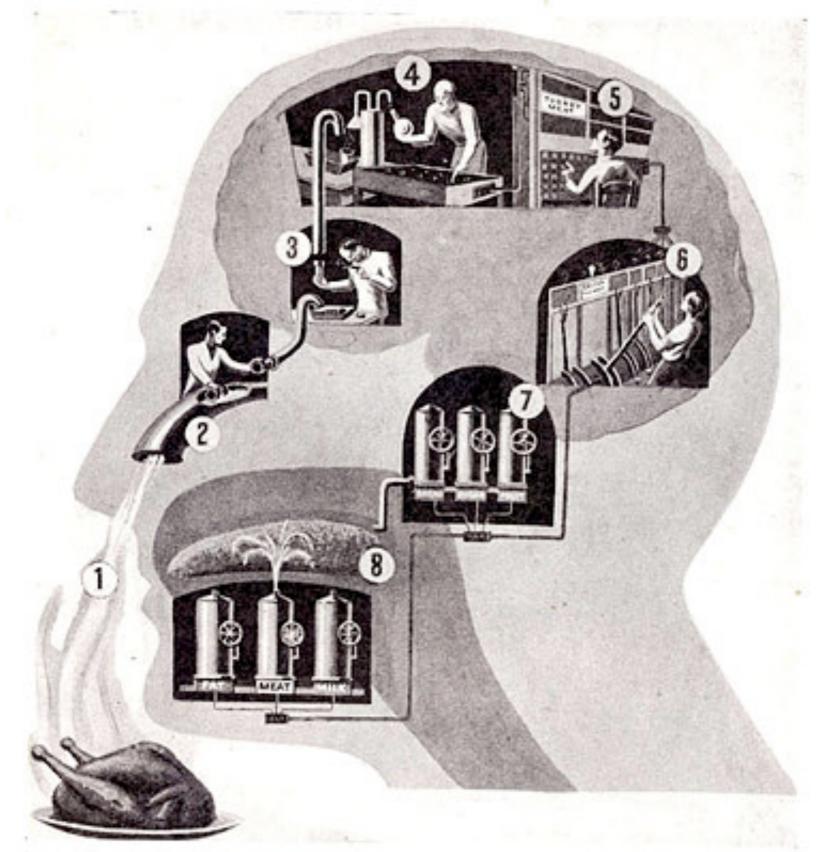


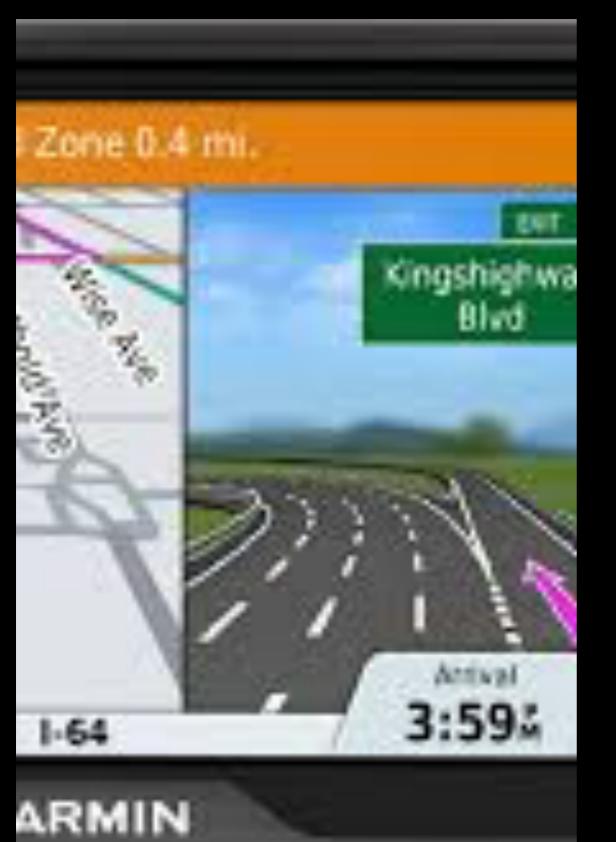
Fig. 179. The reflex mechanism of salivation. The roast odour (1) stimulates the olfactory cells of the nasal mucous membrane (2); this stimulus is passed to the olfactory centre in the brain (3). The memory centre (4) determines that the odour is that of roast fowl, and orders the gland centre (5) to switch on a salivary gland. The order is transmitted to the switchboard (6), where the required salivary gland—sublingual—out of several (7 and 8), is promptly turned on.

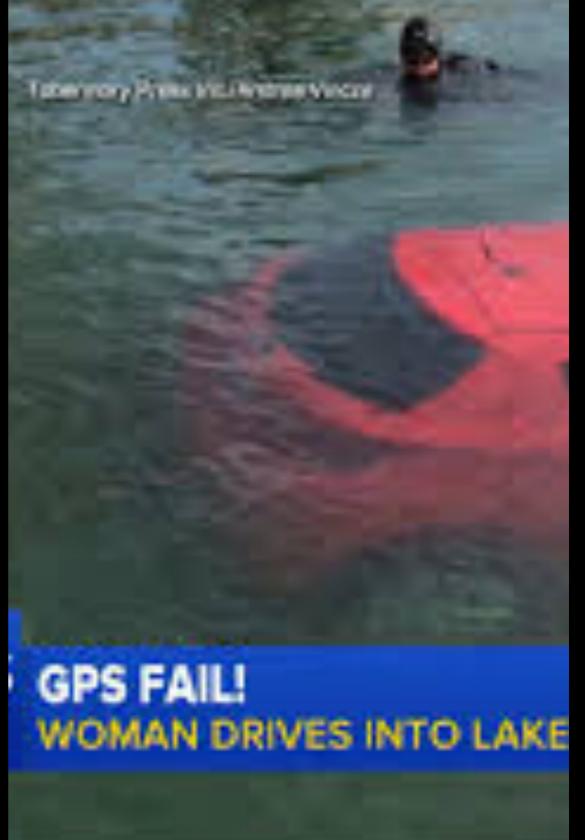


The Interface as a meeting point

- The place of the sociotechnical assemblage
- Human + machine
- Where do they meet?
- Interface as location for meeting
- Interface as the position in which both agents make sense of each other



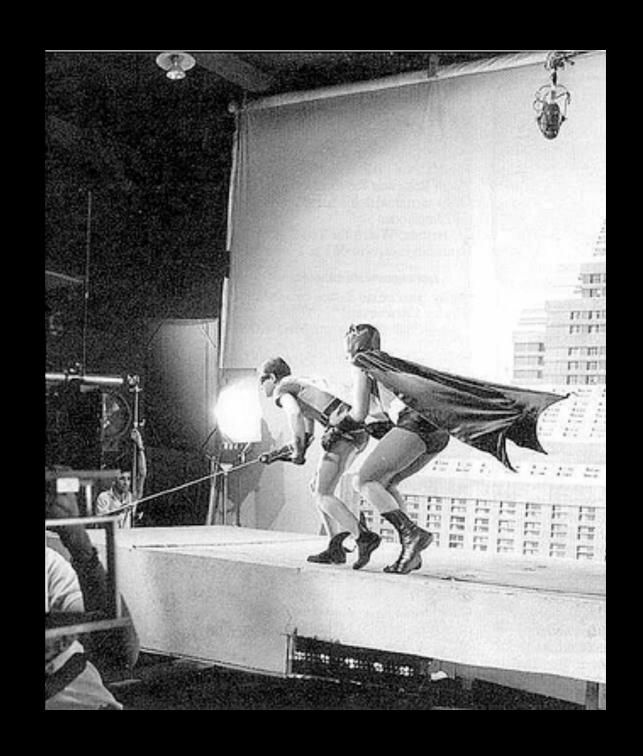


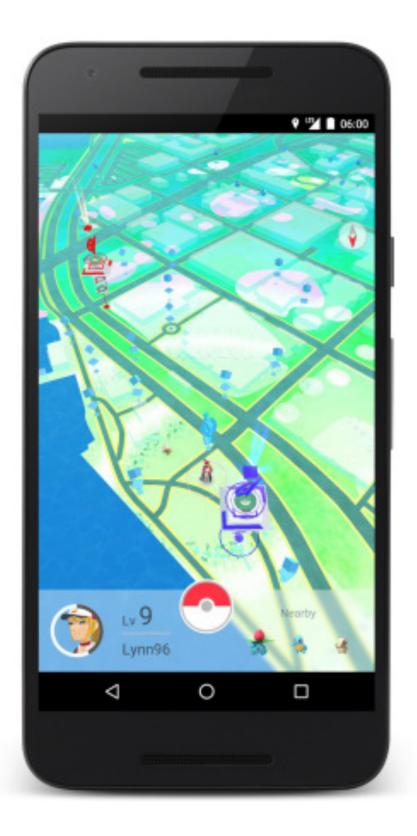




Interfaces as practices

- Interfaces as ways of practicing computation
- Allows for "double agency": human-machine, and machine-human
- In the interface, we engage in activities with(in) the world







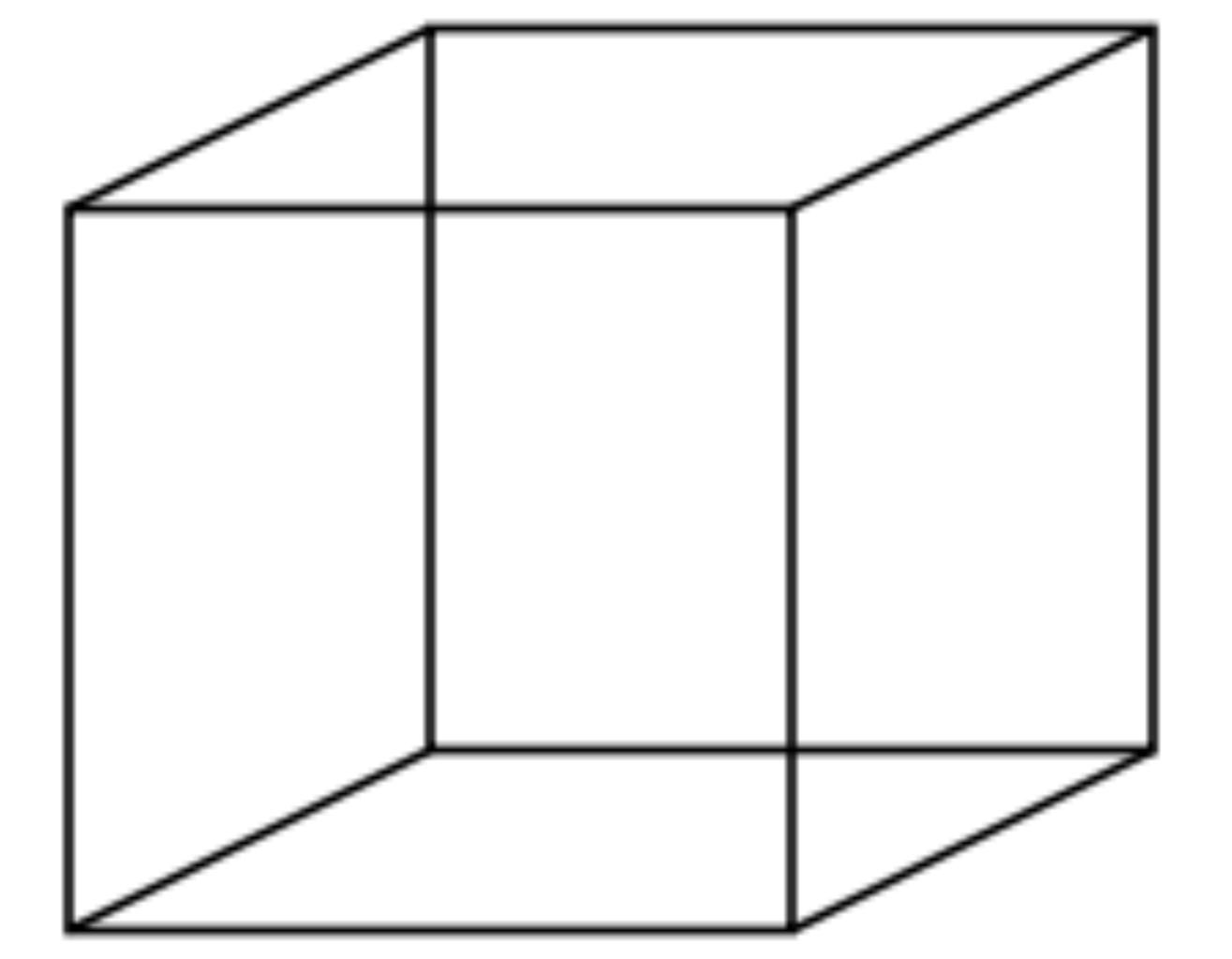


Why does this matter?

- Understanding what we do with computers
- Understanding the concept of play



Computers are multistable technologies





Play is an Interface

The Interface of Play

- Play is a relational strategy
- Through action, we make sense of computation
- What type of action?
 - Appropriative
 - Expressive
 - Autotelic

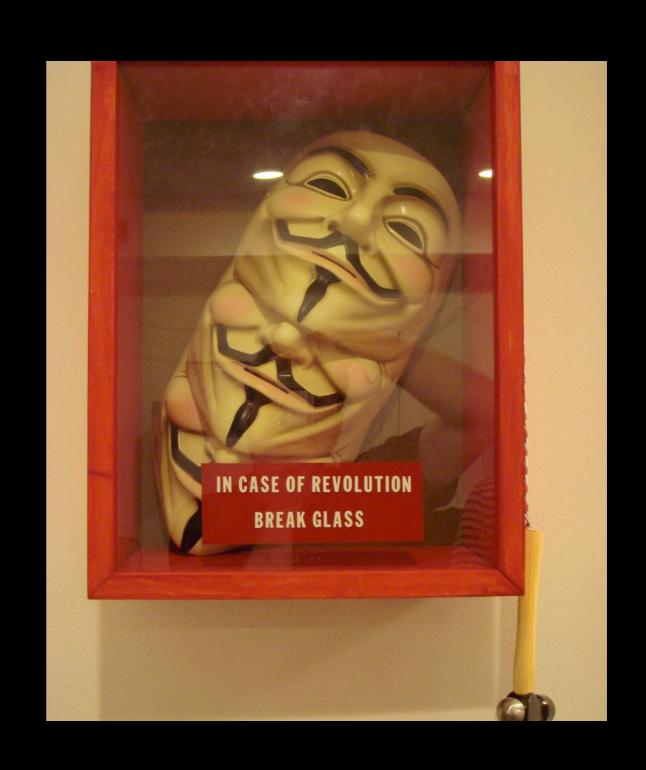


IJUST WANT TO GO HOME AND DRAW BUNNIES...



Interface Design Redux

Designing interfaces is designing practices



Summary Slide