

RETHINKING INTERACTION WORKSHOP CHI 2018

RETHINKING INTERACTION IN CREATIVE WORK

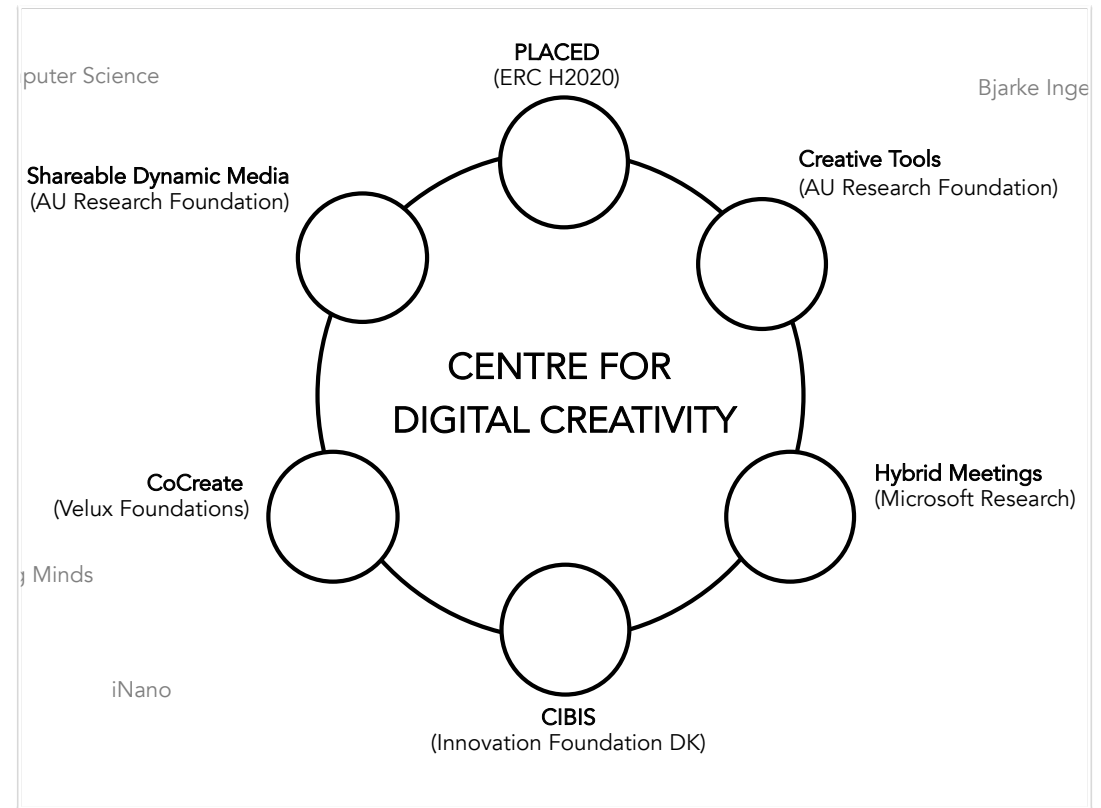
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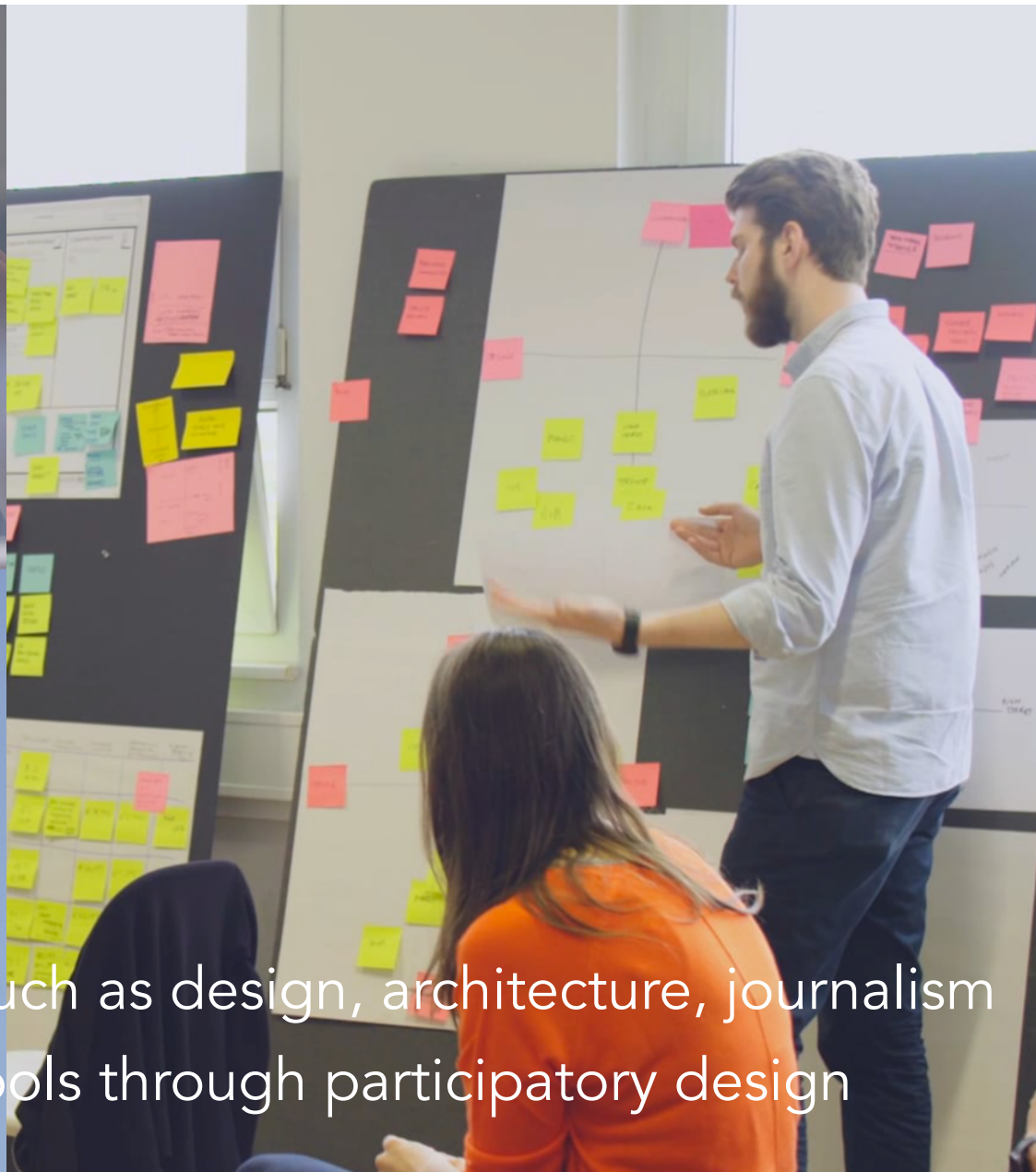


CENTRE FOR DIGITAL CREATIVITY

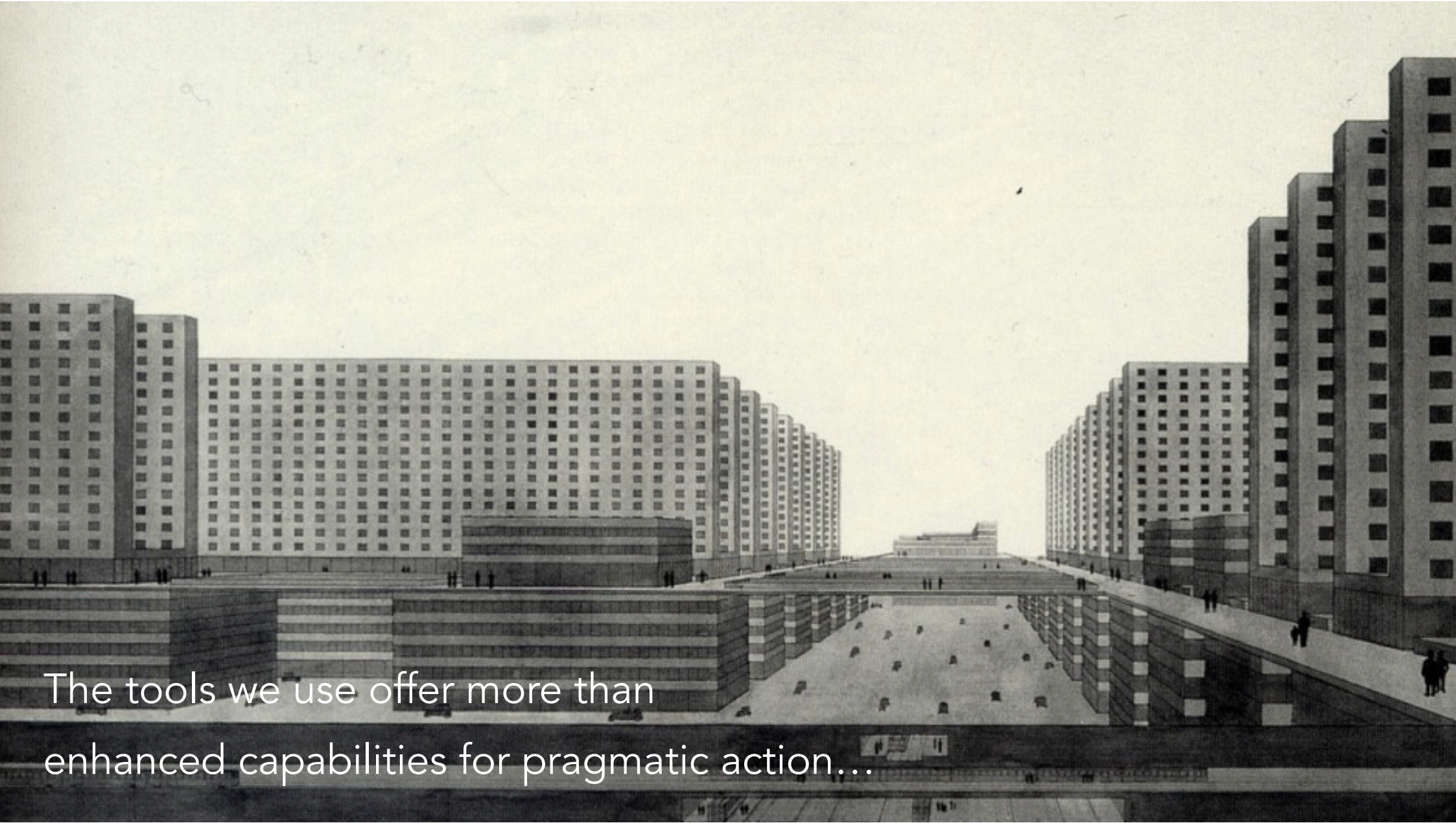
How can we develop digital tools that support and augment creative work?

Which theoretical foundations can inform the development of such tools?





We study creative work in domains such as design, architecture, journalism and science labs and develop new tools through participatory design



The tools we use offer more than enhanced capabilities for pragmatic action...



They also influence what we see in the world,
how we think about it, and how we explore opportunities for change.

- Creativity-related HCI research
 - focus primarily on the properties of single systems studied in controlled settings
 - often with little or no grounding in theories from Creativity Research

- Creativity Research
 - long history of developing theories on creative processes
 - largely ignores the role of tools, including IT, focusing instead on mental mechanisms and social interactions

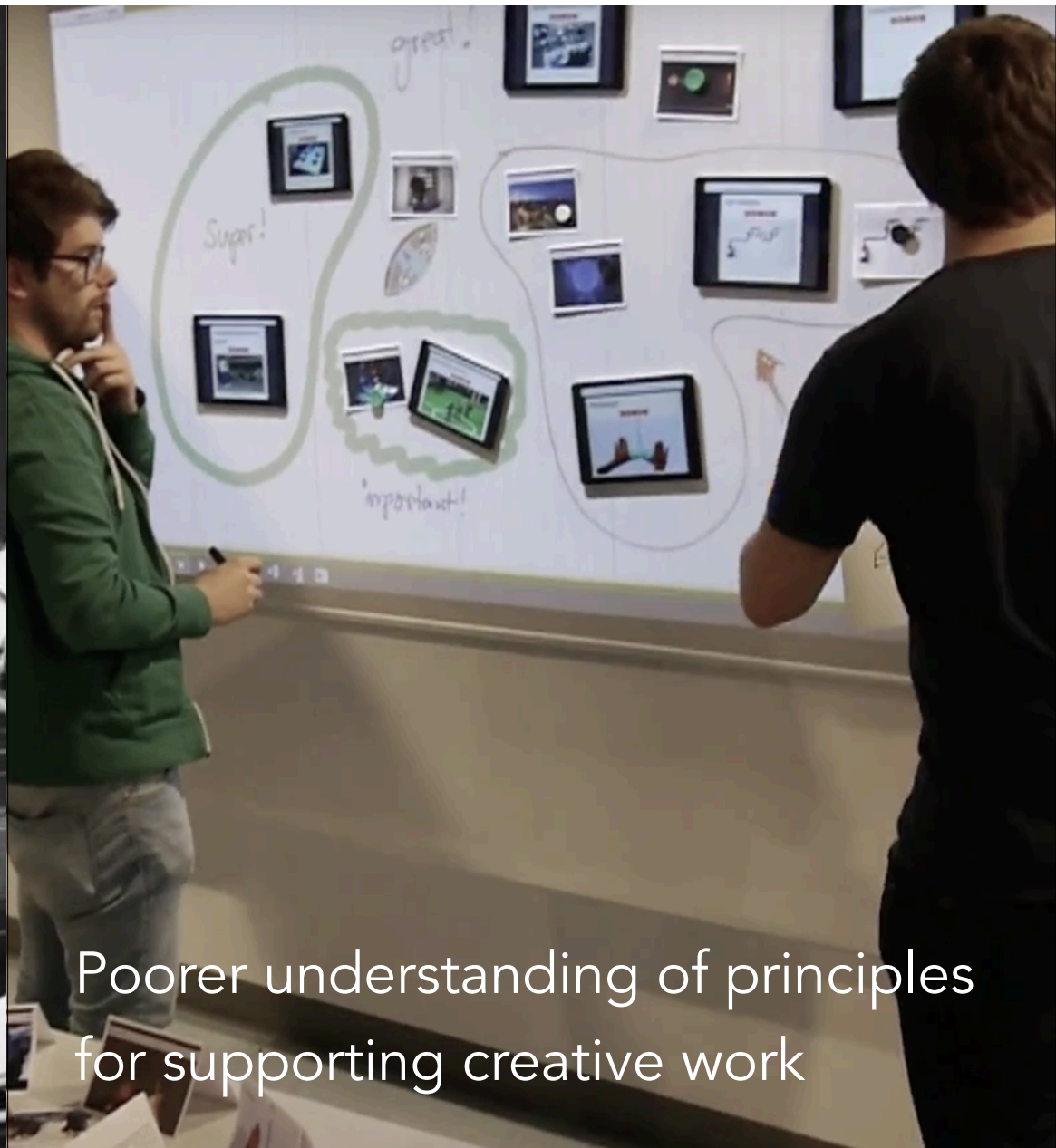
THEORETICAL
INSIGHTS

- › Creative practitioners often use idiosyncratic and dynamically evolving assemblages of tools, both digital and physical
- › They experience many of the issues described in the workshop call
 - › loss of control of their digital environment
 - › tensions between their desire to appropriate and adapt tools in the face of a digital world that is not designed for appropriation
 - › silos of applications and information that lend themselves poorly to the collaborative and dynamic processes that characterize much creative work

PRACTICAL
INSIGHTS



Good understanding of principles
to support routine work

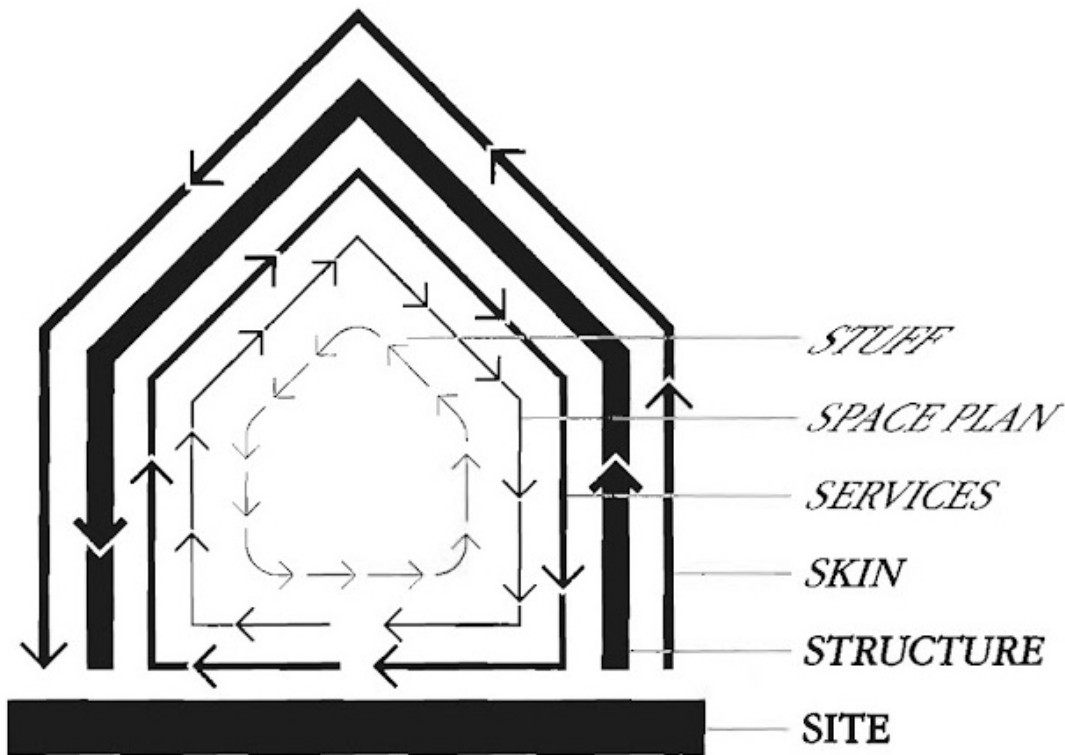


Poorer understanding of principles
for supporting creative work

Malleability / dynamic reconfigurations

- New ways of thinking about tools destabilise traditional understandings, for better or worse
- we normally think of the tool as stable, and we use it to manipulate content, which is dynamic
- if the tool can be reshaped, these dynamics shift
- how can we create malleable interfaces that meaningfully present these opportunities to the user?

ISSUES FOR THIS
WORKSHOP



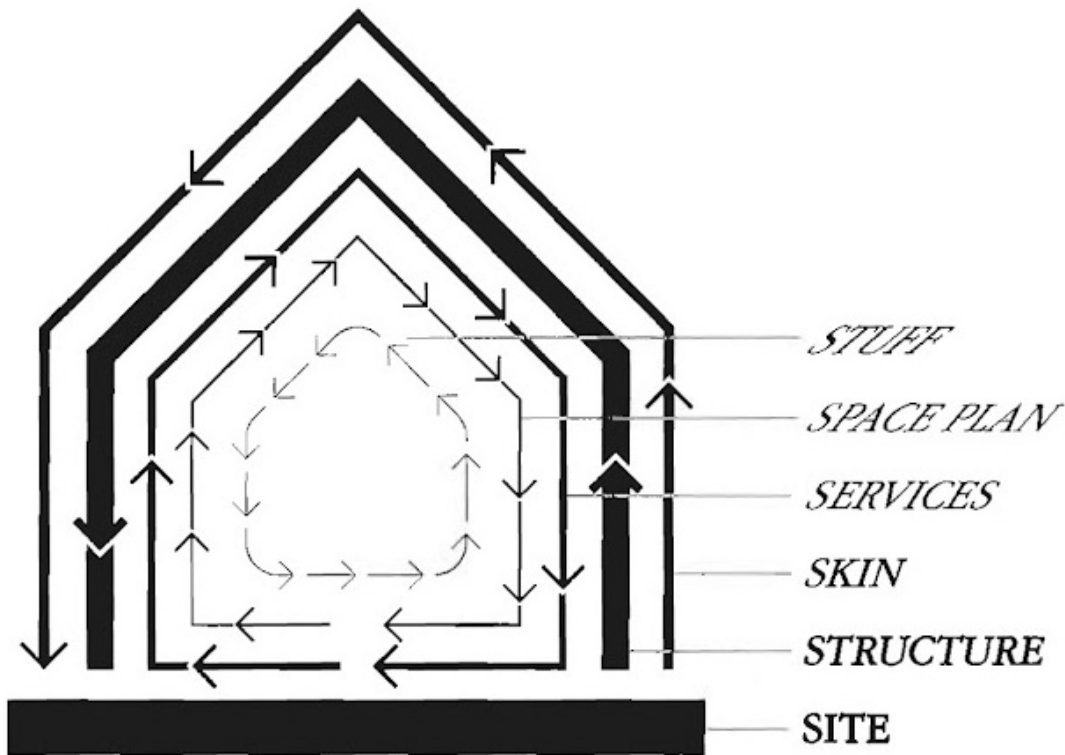
SHEARING LAYERS OF CHANGE. Because of the different rates of change of its components, a building is always tearing itself apart.

Layers of change in interactive systems

How can we create interfaces and systems in which users can understand, navigate, and change components in different layers of change?

- › Content
- › Structure (information substrate)
- › Tool
- › Platform / infrastructure

How do we handle this when both the individual user, her team, and her AI companions can change these multiple levels of dynamic components?



SHEARING LAYERS OF CHANGE. Because of the different rates of change of its components, a building is always tearing itself apart.

Layers of change

How can we design systems in which we can navigate, and change, across different layers?

- › Content
- › Structure
- › Tool
- › Platform / infrastructure

How do we handle this when both the individual user, her team, and her AI companions can change these multiple levels of dynamic components?

We're hiring a Postdoc