

Making Preciousness: Interaction Design Through Studio Crafts

Higher Seminar in Media Technology: Wed 7/3 at 13–15 in MD 338



SÖDERTÖRNS HÖGSKOLA | STOCKHOLM

VASILIKI TSAKNAKI has just graduated from KTH Royal Institute of Technology, in Stockholm, where she did her PhD in the field of Interaction Design. Her research is on the intersection of interaction design, material experiences, and crafts—including hybrid crafts. She also works with critical views on the making of interactive artefacts. Her approach to materiality extends to studying both theoretically and practically the quality of preciousness for designing computational artefacts, through practices of studio crafting.

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Fika is generously provided.

PRACTICE-BASED DESIGN RESEARCH in the interaction design domain can contribute with studying the many facets involved in a making process, including materials, tools or methods applied, while at the same time it can inform how users engage, interact with, but also value interactive technology in the long term. In this presentation I will talk about some of my research studies, in which I have been engaged in studio crafting, as a particular approach and attitude towards making interactive artefacts. In particular, I will focus on how studio crafts allowed me to articulate and explore making preciousness for interaction design, which arrives from the core attributes and values that are embedded in crafts, and especially from the three craft attributes of impermanence, incompleteness and imperfection.

Elaborating on making preciousness can provide a way of reflecting on crucial aspects that seem predominant in contemporary computing, but it can also be utilized as a practical resource to guide the design of new interactive designs.