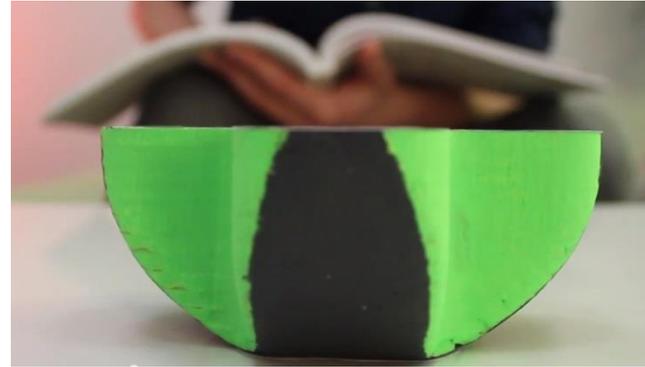




The tangible Spotify interface that we designed was Swingle. Which found its inspiration from the rubix cube and the gumboc. The vision behind this product was to create an interface that could be used without using the computer or a phone.



Swingle's shape was created in a way that when it was turned on it would return to its previous position after each action. At least the actions that didn't involve picking up the device. All the movements this shape affords are connected to the function. This affordance of action together with the augmented feedforward given by the icons on the device, gives a clear feedforward of the action needed to get a functionality.



The shape of the device also creates an inherent feedback when used, when a side of the device is pushed to use a certain functionality the weight of the device makes the user feel that the device wants to return to its previous state. By returning to its initial position the devices shows that the action has occurred and that a new action is possible.



The interaction with this device combines perceptual-motor skills with emotional skills. It uses the users motor skills to use the controls. The shape gives some freedom of interaction to the user, an example of this is when changing the volume. When changing volume one would be able to slowly increase by pushing it down only a little part, but when someone thinks "Ow I love this song" he or she could just hit the volume up side all the way down to increase the volume a lot.

Most intuitive and aesthetic interaction connects perceptive-motor skills to digital interfaces. By creating a more physical interface that could be easily manipulated, would create in our opinion a more intuitive and aesthetic interaction.

In the swingle most of the basic functions of the Spotify interface were mapped in the physical object. With this device the use of buttons was avoided this was done in order to increase the richness of action. The shape of the swingle affords these possibilities of interaction.

# Personal

I chose this assignment because I further wanted to develop my knowledge and skills in interaction. The main reason I wanted to develop this is because my vision regards triggering curiosity and in my opinion interaction is going to be my best friend in this.

During this assignment I learned that the spectrum of interaction is way broader than I imagined before. Good interaction isn't simply intuitive or aesthetic. It involves way more than that to create good interaction.

The development I made during this assignment is mostly related to overall knowledge of interaction. I learned how to implement this knowledge into a design. However this knowledge is mostly related to the article that I read together with the group I had to present with. In the future I will read the rest of the articles and make sure to fully grasp the theory discussed in those.

In the second week of the assignment we had to create two new interaction designs, one intuitive and one aesthetic. For this assignment I created an aesthetic coffee machine and an intuitive coffee grinder. The concept for this coffee machine was that the user was able to create its own cup of coffee by combining different ingredients. These ingredients would then be stacked just like coffee pads are placed inside a coffee machine. Giving the user a lot of freedom. The coffee grinder worked similar to an egg alarm. But instead of time the user would be able to choose the amount of cups of coffee he or she wanted to make. Grinding the coffee till that amount was grinding. To explain these concepts to the rest I created two different paper prototypes.

During the group activity I didn't have a specific role, but most of the time spent I put into the creating the prototype. From creating the 3D model to transforming this into laser cut files which my team members could cut and put together.

Overall I think it was an amazing assignment, which taught me a lot. However for the future I will have to practice implementing the knowledge and test it for myself. I will also often have to look back to the articles seeing I still don't have a full grasp of all the theory explained in these.