

# Advanced Interaction Design

## Creativity

# What is creativity?

- The making of something unknown (for you)
- A novel way to do something
- Reuse of a thing/method in a new context
- Establish a new perspective
- Deliberate or by chance
- Everyone can be creative
  
- = *something outside the box*

# Theory

- A couple of stages
  1. **Preparation** – defining what the problem is
  2. **Incubation** – putting the problem to rest
  3. **Insight** - inspiration
  4. **Verify and implement**
  
- *Any suggestions on how we can do these 4 stages?*

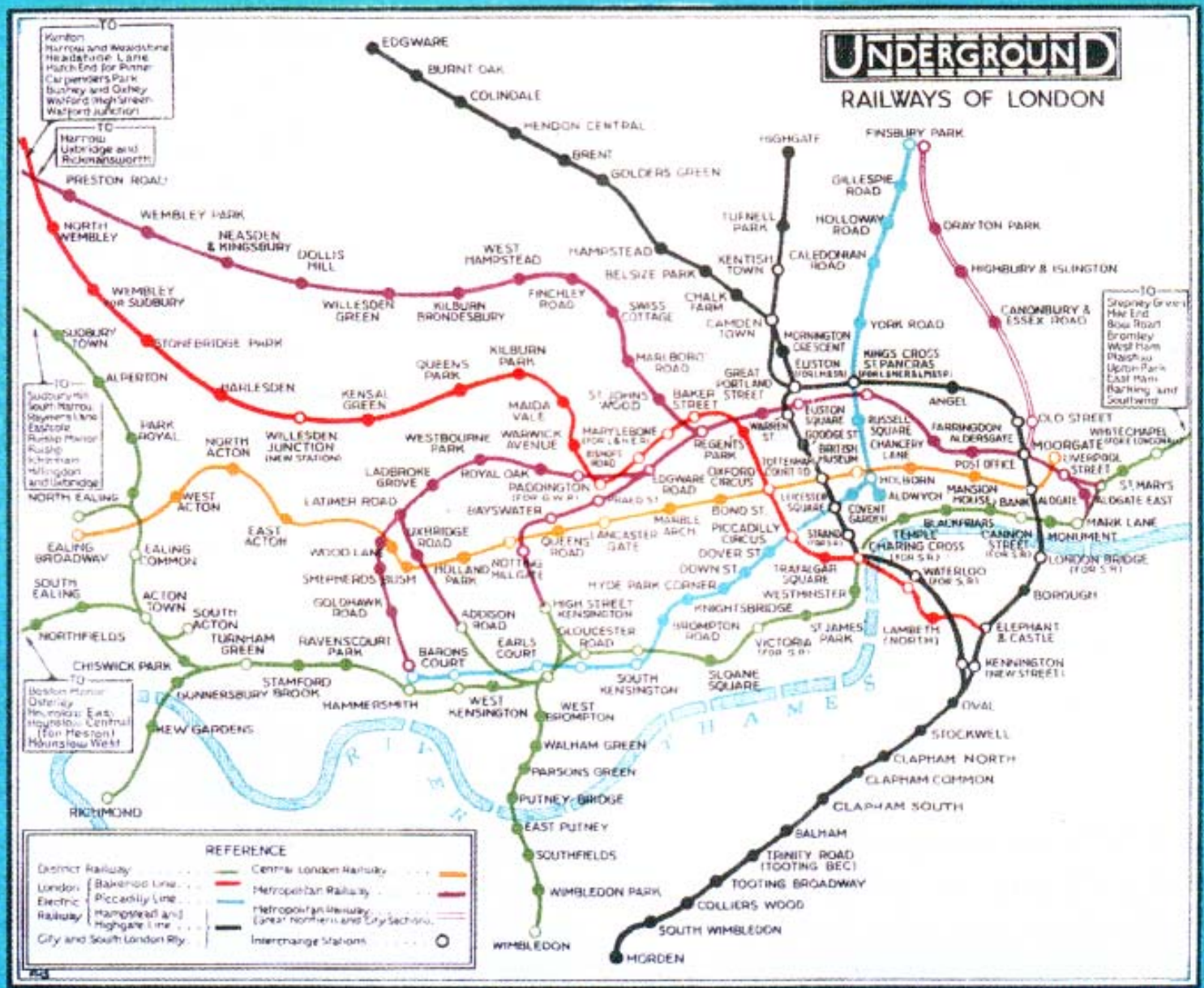
# Prerequisites

- Understanding the problem
- Master the technology – see beyond details of implementation
- Motivation, endurance
- Concentration
- Discipline
- Hard work is not always a success
  - Physical activities, like walking inspires new thoughts
  - To do something completely different may help

# A COUPLE OF APPROACHES

# Inversion (ref. Tõnis Tõnisson)

- Use of negations, the opposite
- Negate your problem
- It is about thinking outside the box
  - Making your self free from limitations
  - Not predictable
- Not solving the problem at hand, but changing the problem
  - New walkways
  - Kids playground



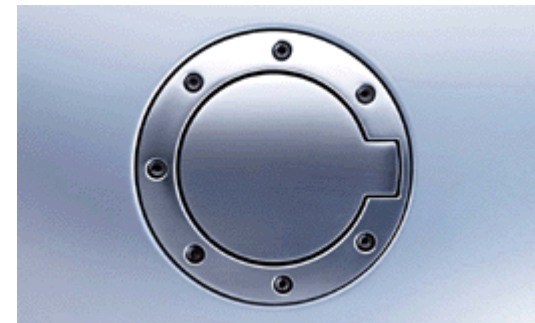
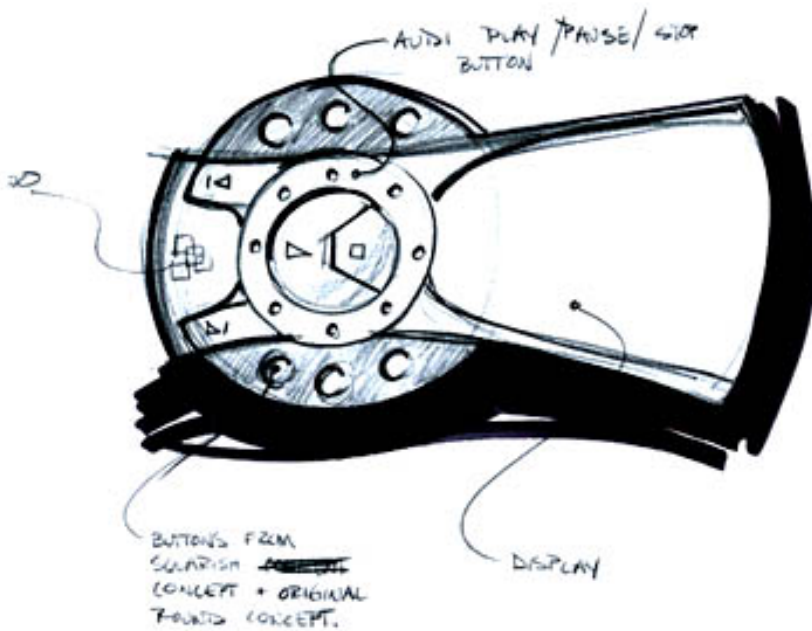




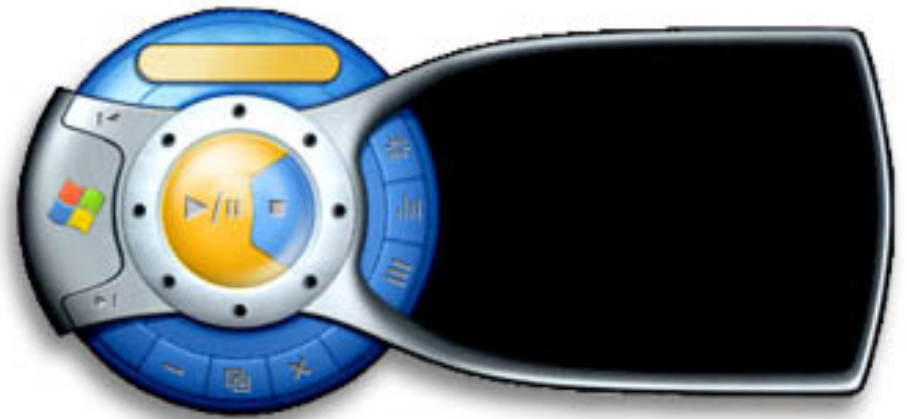
# Analogy - Metaphor

- Finding analogies or metaphors
  - A thing that reminds us of something else (but different), we see the similarities
    - Camera - eye
- Select something random, and compare different attributes to find analogies
  - A book has a protecting cover, like a car has a body

# Audi TT vs. Media player



# Screen dump



# Xerox Star, 1981

**XEROX 6085 Workstation**

**User-Interface Design**

To make it easy to compose text and graphics, to do electronic filing, printing, and making all at the same workstation, requires a revolutionary user interface design.

**Bit-map display** - Each of the pixels on the 19" screen is mapped to a bit in memory; thus, arbitrarily complex images can be displayed. The 6085 displays all fonts and graphics as they will be printed. In addition, familiar office objects such as documents, folders, file drawers and in-baskets are portrayed as recognizable images.

**The mouse** - A unique pointing device that allows the user to quickly select any text, graphic or office object on the display.

**See and Point**

All functions are visible to the user on the keyboard or on the screen. The user does filing and retrieval by selecting them with the mouse and touching the MOVE, COPY, DELETE or PROPERTIES command keys. Text and graphics are edited with the same keys.

**Shorter Production Times**

Experience at Xerox with prototype workstations has shown shorter production times and thus lower costs, as a function of the percentage of use of the workstations. The following equation can be used to express this:

Year	Men	6085	6085
1978	95.2	15.8	
1980	61.1	39.3	
1982	45	55	
1984	30	70	
1986	10	80	
1988	5	95	

Table 1: Percentages of use of methods.

Activity under the old and the new methods

Figure 1: Data from Table 1 drive

Workstation usage percentages Table 1 and illustrated in Figure 1. 6085 users are likely to do the composition and layout, centre process including printing and distribution.

**Text and Graphics**

To replace typesetting, the 6085 offers a choice of type fonts and sizes, from 6 point to 36 point:

Here is a sentence of 6-point text.

Here is a sentence of 12-point text.

18-point text.

24-point text.

36-point text.

KEYBOARD: edit, move, copy objects  
MOUSE: edit objects, move

Example ViewPoint Document: Close Save Reset Save&Edit Help

Brother Dominik: Close Redisplay

DOS & Lotus data: Close Redisplay

NAME	EXTENSION	SIZE	DATE
COMMAND	COM	22677	15-11
ANSI	SYS	2556	18-8
ASSIGN	COM	984	28-7
ATTRIB	EXE	15091	14-8
BACKUP	COM	17024	30-4
CHKDSK	COM	9435	24-0
CHMOD	COM	6528	27-4
COMP	COM	3018	10-1
DEBUG	EXE	15364	15-11

12294 Free Disk Pages

9:27:24  
10-29-88  
N.H.

Local Kevin J. Outbask

Mail Merge Mail from Ken

Calendar Calc Loader

Blank User Dictionary Empty Dictionary Blank Record File

Blank Document

2.0 Beechnut Monthly Profit Blank Folder

C Tools Blank Illustration Blank Canvas

PC Converter Blank Shared Book Blank Book

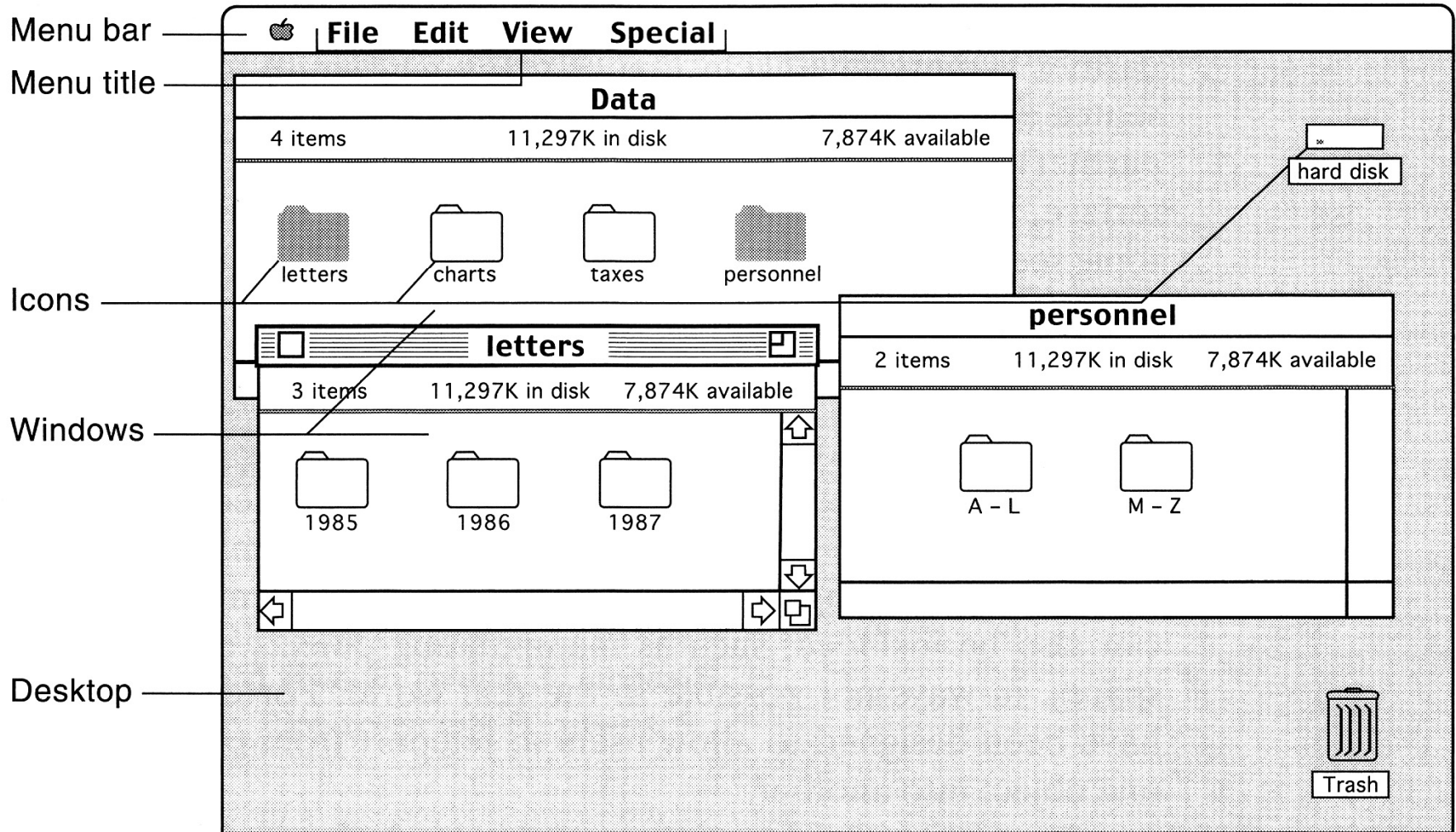
Emulator Virtual Floppy Example ViewPo Remote files

Emulated Rigid Disk Swaps DOS & Lotus 1427 Blank Reference

Drawers in Japan

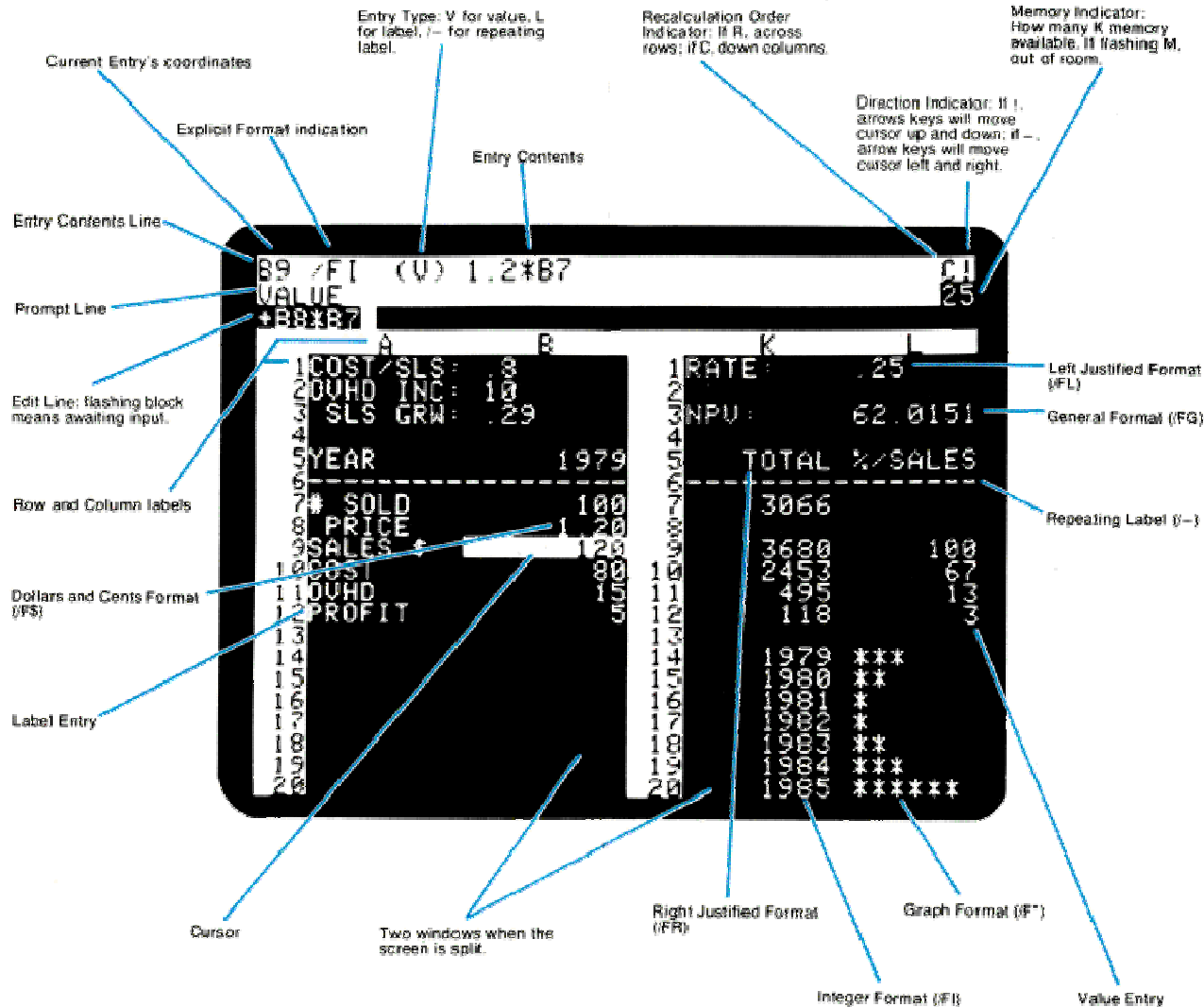
Mackey OSBU Xerox Tape Drive Floppy Drive Wastebasket Directory

# Desktop metaphor – the original 1983

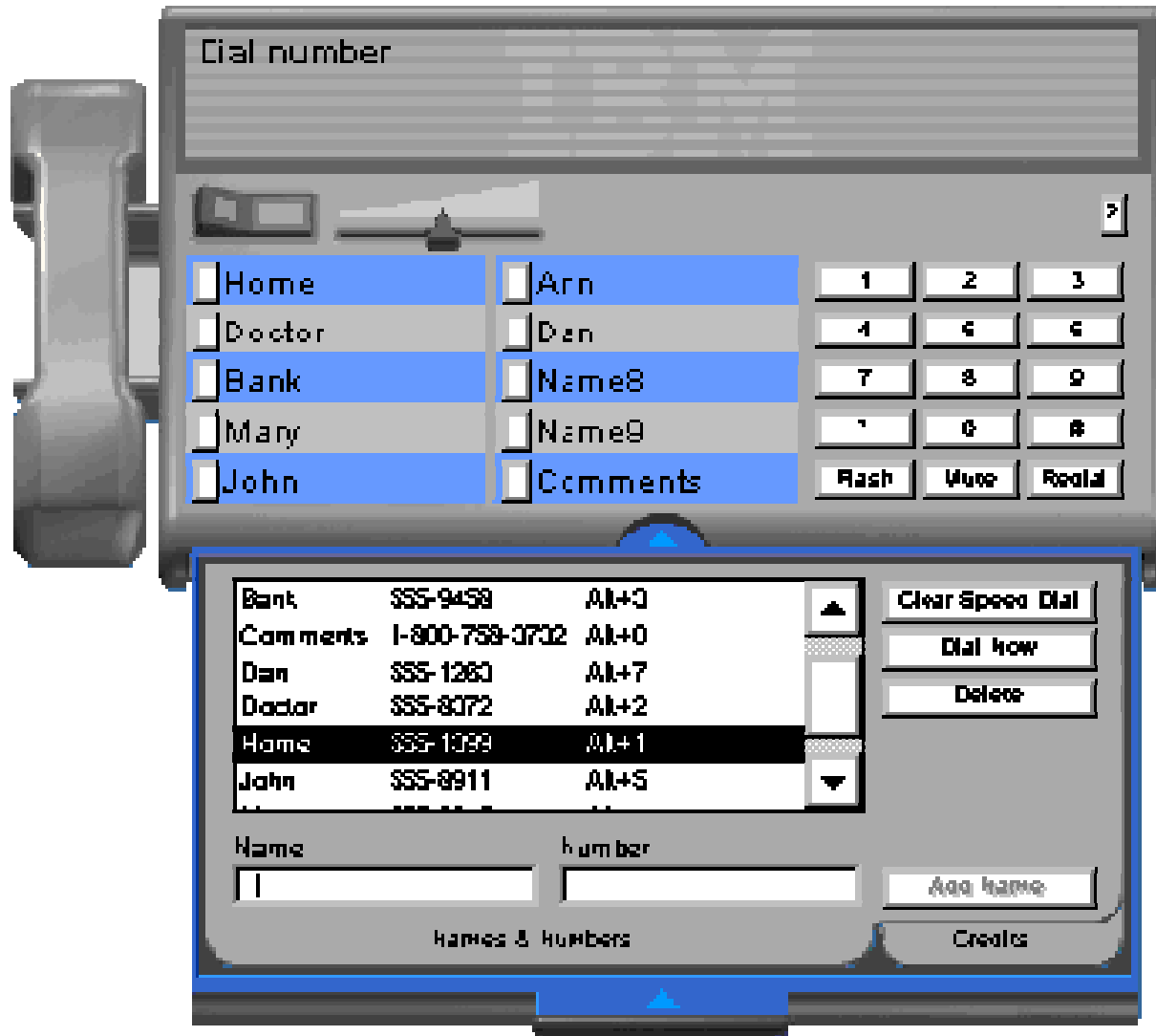


# 1979

## A VISICALC™ Screen:



# RealPhone



# Wizard

- Does this confuse help with helpful?





# Reduce the conditions

- What if...
- A successful way to generate ideas is to display the assumptions/limits of a certain problem, and then examine what will happen if you change/remove these assumptions
  - What if software was free?
  - What if gravity didn't exist for one minute each day?
- Extrapolate
  - Will it compress? Can we make it larger?
  - Can it melt? Will it freeze?
    - Eric Drexler - nano

# Change old patterns

- View the normal as strange, and the opposite
- Try out something new, walking in a new route, talking to strangers
- Combine two completely different ideas
- Do the unexpected

# Bodystorm



<http://www.slideshare.net/whatidiscover/method-cards>

# Use randomization

- Use random words and ideas
  - Cards with images and pictures
  - On-line generators for words
- Important to use the first word/association one gets
  - Then, in a second step, refine and find new associations

# Use the right side of the brain

- The left part is language-based, resulting in a certain type of activity
- To use the right side may bring new answers
  - Silent creation, images, pictures, collage



# Collaging

1. Paper + magazines + glue
2. Creating Collages with Picasa
  - <http://www.computorcompanion.com/LPMArticle.asp?ID=227>



# Ask questions

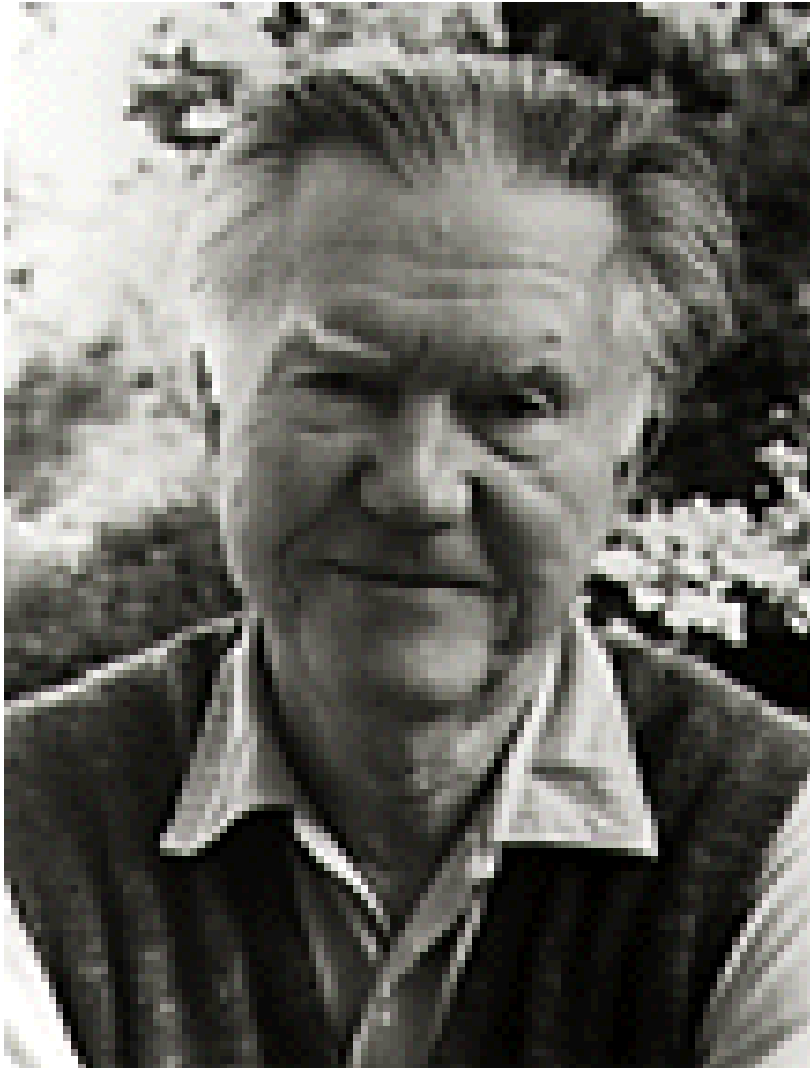
- A formal scientific deduction and a creative game
- Find causes and contexts
  - Why?
  - What?
  - Where?
  - When?
  - How?
  - Who?

# Questions...

- Why do so many die in traffic accidents?
  - Because people do not watch out.
- Why do people not watch out?
  - They are not used to observe their surroundings, and they get easily distracted.
- Why do people not observe their surroundings?
  - The modern society does not premiere or teach observation, but rather abstraction.
- Why is the skill of observation not taught?
  - It might be more difficult to teach observation than to give the students abstract (more easily corrected) tasks.
- Why is observation skill difficult to teach?
  - Because it differs from the traditional school, and no-one has invented any good exercises.
  
- Conclusion: If we can find simple and good exercises for practicing observation skills, then we might reduce the number of car accidents.



# Lower your standards



- William Stafford
  - Poem-a-day
  - Writers block
  - Training
- Less harmful critique

# Brain storming

- Stimulates creative thinking in groups.
- Other's ideas used to find own ideas
- Moderator – presents the problem and make sure the rules are followed
  - Positive thinking
  - Interruptions not allowed
  - Never criticize other's ideas
  - Select the good ideas only afterwards
  - Document
- <http://www.scottberkun.com/essays/34-how-to-run-a-brainstorming-meeting/>

# Notes on brainstorming

- All ideas should be documented
- No premature critique
  - <http://www.scottberkun.com/essays/35-how-to-give-and-receive-criticism/>
- The tools used must be as efficient as the process, meaning simple tools appropriate
- Practice needed
  
- Learn to...
  - Use things already there: the room, etc.
  - Change perspective, force yourself to use the method
  - Tools

# Weekly assignment

- Yes. See course homepage later today.

# Exercise

- Find a design solution for a computer firewall
  - Some traffic is allowed to enter, some is not
    - We need to be able to configure this
  - We want to be sure it is working