tangible timelines

Dr. Peter Bennett
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overview:
- my background
- ChronoTape
- ChronoTable
- ChronoThings
- New Projects
Digital Media Art & Design

MA
amplitude controls the braking force
PATINA

“Personal Architectonics Through INteractions with Artefacts”
How can you help researchers record their research process?
(2) How can this research trail help researchers later on?
ChronoTape design
Josiah Wedgwood (Potter)
SUSANNAH (died when 8)
MOTHER

ERASMUS
Poet Merchant

Robert (Hugh) 6'

EMMA (cousin)

DARWIN
b. 1809
married 1839

CHILDREN x 10

RALPH VAUGHAN WILLIAM
JOHN WEDGWOOD

SUSANNAH died when she was 8.

ERASMUS

FATHER: ROBERT

EMMA WEGEWOOD (cousin)

DARWIN 1809
1844
Richard Rowe
b. 30th July

1847
Maria Warren
married Richard Rowe in 1865
chronotape
chronotope

tangible timeline
Brian Martin Bennett

y position = 20
fade value = 255

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SLOW TECHNOLOGY
DESIGNING FOR REFLECTION

Iars Hallnäs & Johan Redström

Abstract

As computers are increasingly woven into the fabric of everyday life, interaction design may have to change – from creating only fast and efficient tools to be used during a limited time in specific situations, to creating technology that surrounds us and therefore is a part of our activities for long periods of time. We present slow technology, a design agenda for technology aimed at reflection and moments of mental rest rather than efficiency in performance. The aim of this paper is to develop a design philosophy for slow technology, to discuss general design principles and to revisit some basic issues in interaction design (user experience) and in design (worldviews).
Slow Technology is Inefficient but Resilient

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ABSTRACT
This paper presents ChronoTape, a tangible timeline for family history, as an example of ‘slow technology’. We discuss how the experience of using ChronoTape has led us to believe that successful slow technology is designed to be inefficient but resilient.

Author Keywords
Slow Technology, Tangible User Interface, Time, Design.

ACM Classification Keywords
H.5.2. User Interfaces (D.2.2, H.1.2, I.3.6)

INTRODUCTION
ChronoTape was designed to allow the long term capture of ‘research patina’, traces and notes created by a family historian or genealogist in the process of their research [1]. Researchers can write notes on the tape both digitally (photos, text, icons) and physically (pen, pencil), the result being an accumulation of notes and peripheral information along the paper timeline. The experience of designing the ChronoTape system has led us to consider two main aspects of slow technology [3]. Firstly, will a less efficient technology aid reflective contemplation? Secondly, can a resilient interface be designed to encourage the long-term use of a system?

The ChronoTape project explores the design-space of ‘temporal-tangibles’, tangible user interfaces designed for the physical manipulation of temporal media [2]. Temporal-tangible theory concentrates on how time, being an abstract

CHRONOTAPE
ChronoTape is formed of strips of paper printed with dates and computer readable markers (fig.1). The device used to read the tape, the ChronoTape reader, back-projects digital notes and information onto the ChronoTape (fig.2). Researchers create their own length of ChronoTape by printing out the tape on sheets of A4 paper, cutting the lengths out and taping them together. The act of having to construct your own ChronoTape, rather than using a premade roll, means that the user gains some attachment to the length of tape before they even start to add notes; considerable effort is required to construct the tape, with a 200 year length taking approximately 30 minutes to make.

Figure 2. The ChronoTape reader. Digital information is back-projected onto the paper tape. Researchers can write on top of the ChronoTape that is projected onto the viewer.
ChronoTable
Research Activity Seismograph
ChronoThings
rotate
brain
...many questions!

- how to program behaviour?
- how to does the physical mix with the digital?
-

also busy with other projects...
teleporter
concept sketch