



TALK WITH ME

(INTER)FACES FOR MACHINES

»What can I help you with?«. This is the usual greeting that welcomes you if you use Apple's voice-controlled assistant Siri. Machines are starting to interact and talk with us, becoming almost a social partner. We can ask Amazon's Alexa about the weather, but also ask her to tell a joke.

The relationship between humans and machines has always been filled with functional expectations and unspoken sentiments. Emotion can also create functionality. Nowadays, we mostly experience human-machine interaction via screen or voice-controlled interfaces. Nevertheless when we design an emotional character we should not forget its body, posture, expressions and movement.

But what is the »new« nature and form of these things, especially as they become part of our everyday lives? What alternative (inter)faces could allow them to communicate with us without imitating human voice and nature? What will our future relations with these social machines look like?

We will start by looking at current research of human-machine interaction and examples from science fiction. In a next step, we will develop simple analogue studies using low-tech materials and technologies (for example puppeteering) to animate and play out our characters. Finally, we will develop initial working prototypes in order to experience possible scenarios and narrate design fiction.

TOPICS

Human-Machine Interfaces, Design Fiction, Animation, Kinetic Design, Natural User Interfaces, Affective Computing

MEETINGS

Thursday

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The project is open to KD and IA students.