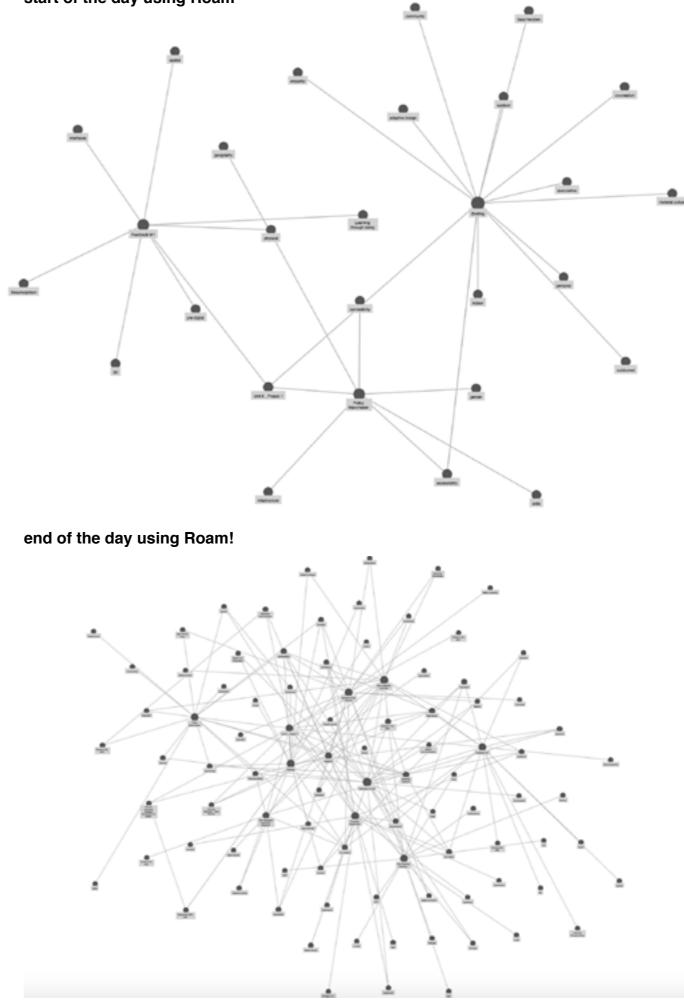
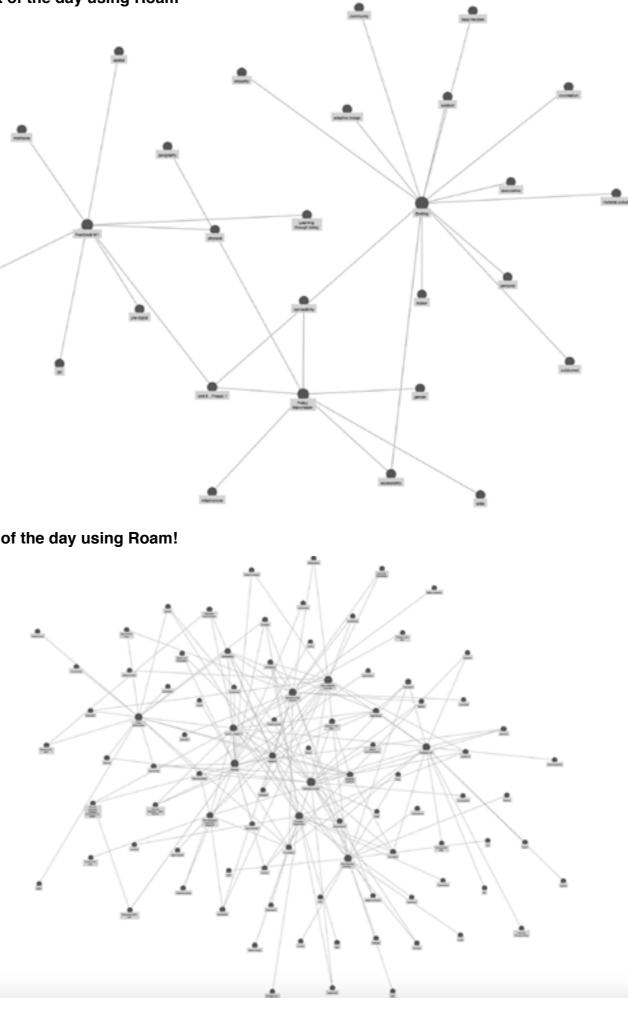
Unit 9 _ Project 1

- [[Briefing]]
- [[How an Industrial Designer discovered the elderly]]
- [[Empathy Experiment]]
- [[Borders of the Internet]]
- [[Policy Manchester]]
- [[Sampling Documentary]]
- [[Non-Keyboard Interaction Research]]
- [[Feedback W1]]
- [[Xbox adaptive controller]]
- [[Real Sense]]
- [[Reflection for beginning of W2]]
- [[Sion Fletcher meeting 1]]
- [[Intimate Hardwear Alice Stewart]]
- [[Aesthetic research]]
- [[GUI Research]]
- [[flower development]]









Reflection for beginning of W2

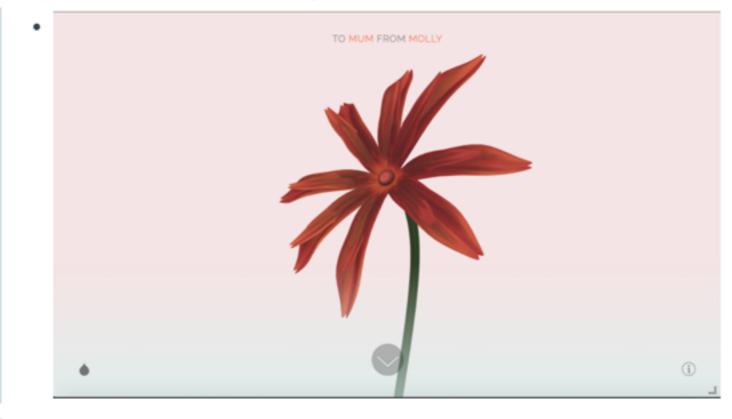
- [October 11th, 2021]]
- [[development]]
- after [[Feedback W1]] and a bit of a break due to other commitments, I have decided to re-focus in on exploring these five concerns for my project:
 - [[accessibility]]
 - [[confidence]]
 - [[digital exclusion]]
 - [[digital literacy]]
 - [[co-creation]] of [[interfaces]]
- These are based on my top 'mentioned' links here in Roam

٠	accessibility	ô	0	October 11th, 2021
	co-creation	0	0	October 11th, 2021
	interfaces	0	0	October 11th, 2021
	pre digital	0	6	October 11th, 2021
	confidence	0	3	October 11th, 2021

- I have also decided to refine my [[audience]], rather than focusing on my grandma for this project, I will design with my mum in mind, as I am able to keep in more regular contact with her, and she has access to digital tools that will enable a level of [[co-creation]]
- she is also from the [[pre digital]] generation and as a result of this, plus [[gender]] specific issues, struggles with confidence around her own levels of [[digital literacy]]
- · I have also decided to move away from the idea of involving game controllers in this project such as the [[Xbox adaptive controller]] as my mum does not have access to these technologies, and therefore designing with game controllers would render this project [[inaccessible]] to my mum as there is a significant [[financial barrier]] to providing her with the [[equipment]] to test my designs.

Sion Fletcher meeting 1

- [[October 11th, 2021]]
- [[research]] [[development]]
- With Sion I discussed the idea of an [[app]] using a [[three.js]] interface that could push [[notifications]] to my mum's phone inspired by this project:
- http://wildflower.resn.co.nz/?Molly+Mum



- Due to limitations of the project Sion suggested if I want to go down [[notifications]] route, to look at the [[browser]] as an interface --> the browser can send push [[notifications]] to a user's phone using a [[node]] based [[server]] however this requires lots of steps, but is easier than using [[swift]] or [[xcode]] within the limitations of this project
- Sion pointed out that [[notifications]] tend to be added on towards the end of an application's development however two options that might be feasible include [[firebase]] and [[IFTT]]
- [[IFTT]] I may be able to create a recipe using this to push notifications and it is achievable in a week, there is also room to grow after the project
- Upon reflection, I will probably focus my attention for this project and the time I have left on developing accessible [[interfaces]] using [[three.js]] [[html]] and [[css]]

Intimate Hardwear - Alice Stewart

- [[October 11th, 2021]]
- [[research]]
- https://alicestew.art/intimate-hardware
- "Together apart, we find alternative ways for the hug of tomorrow
 - Intimate Hardware is an internet-connected jewellery device to be worn at home. Its function is to heat up when it is worn on the body, enabling an exchange of thermal energy between users."



Aesthetic research

- [[October 11th, 2021]]
- [[research]]
- my mum likes things that look pretty and I want to make a visual connection/nod to the eras of [[technology]] I am exploring such as going back to early days of the internet. It it also mentions in the [[Policy Manchester]] talk that the [[pre digital]] generation are motivated to use digital technology the most when it connects them to something [[physical]] they already have an interest in.
- also links to [[outdoor]] lol !
- https://www.are.na/josh-pindjak/early-00-s-rave-poster-archive





1 Linked References

