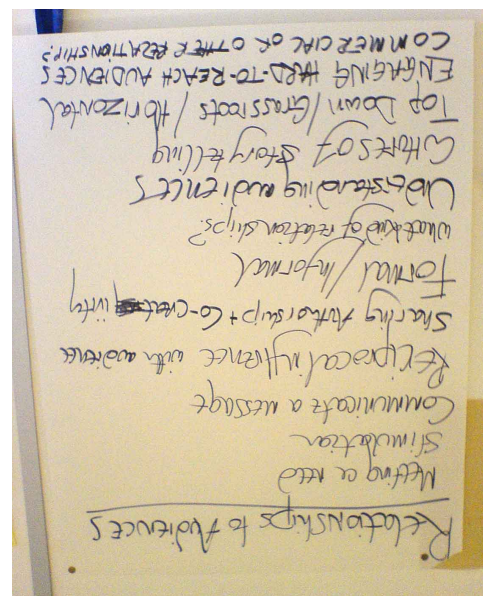


Handwritten list of spaces: WAITING ROOM, HOSPITAL, CAR, SCHOOL, FOREST/WOOD, RESTAURANT, TAKE AWAY, Disaphine space, Surgical Theatre, Phone/train/tube, Bus shelter, Pleasure space, Sun and 2 story light box, High Glass space, SKY LIFT.

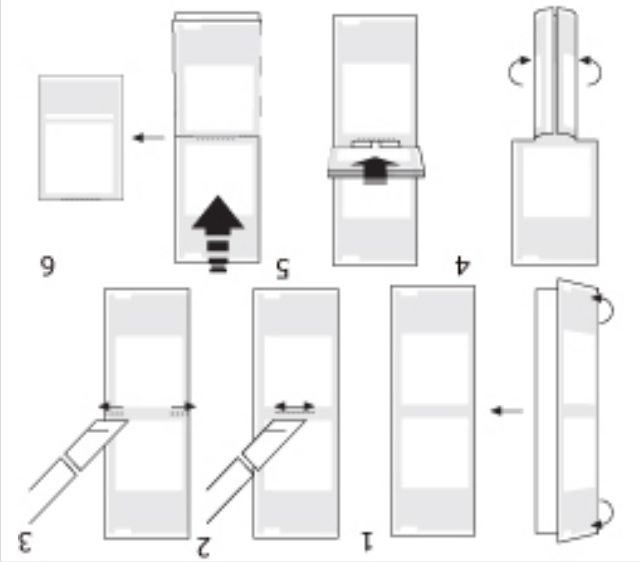
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Rave MA Spatial Design Workshop

Giles Lane



Ravensbourne College, November 2006



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Rave MA Spatial Design Workshop
 Giles Lane
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ENVIRONMENTS
 PLAYFUL SPACES
 DOMESTIC/EVERYDAY/PERSONAL SPACES (FLUID)
 DESIGNED SPACES (SHOP, THEATRE, GALLERY ETC)
 WILD
 CONVENED/CAPTIVE/TAME
 REPURPOSING PLACES FOR DIFFERENT USES
 CHANGING 'EXPERIENCES'
 'INNOVATE AS A LAST RESORT' CHARLES EAMES
 WELCOMING
 OFFERING A NEW PERSPECTIVE
 INTENTION + MOTIVATION
 INCREMENTAL CHANGE

TRIGGER (INTERFACES)
 PAPER/MATERIAL OBJECTS
 (CONTENT OF OBJECTS)
 MODELS (PH/IMAGE/VIDEO)
 PHYSICAL COUNTERPART TO DIGITAL EXPERIENCE
 MATERIALS/MATERIALITY
 SENSATION/PHYSIC/SIGNALS
 SENSE OF THINGS
 PERCEPTION + SCALE
 SOUND
 TOUCH
 TRASTE
 RITUAL-EXCHANGE/GIFTS
 PLEASURE/HUMOUR/HOSPITALITY
 MAKING UNDESIRABLE (ASPECT TO TRIGGER)
 GROUP + SPARED EXPERIENCES
 MAKING VISIBLE SHY UNVISIBLE
 MAKING VISIBLE
 i.e. NON-TRANSITIVE

REFLECTIONS

SPACE CONTEXT SEPARATION OF ELEMENTS

PROTOTYPING (REQUIREMENTS) ITERATION

USER EXPERIENCE

NOT FOLLOWING 1ST IDEA

KEEP QUESTIONING

FIND EXISTING THINGS/SPACES TO TEST ASPECTS OF DESIGN/INTERACTION

INTERACTIVITIES

MODS

CONVERSATIONS

ACCRETIVE OF USERS IDEAS ETC.

'MUTUALLY INFLUENTIAL' ?

COLLABORATION AS LEARNING FROM OTHERS NOT NECESSARILY INFLUENCING OTHERS

SCALES OF INTERACTIVITY + PARTICIPATION (ACTIVE/PASSIVE)

SITES OF INTERACTION

AUDIENCE AWARENESS

ACCESSIBILITY

ITS ONLY INTERACTIVE IF THE USER PERCEIVES THE EXPERIENCE AS INTERACTIVE.

CHOICES + DECISION MAKING.



