

## Design av Samverkande System D-kurs, 5p



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## Emergenta Interaktionssystem

Bakgrund

•A kind of **environment** in which a number of individual actors share some experience/phenomenon.

•Data originating from the actors and their behaviour is collected, **transformed** and **fed back** into the environment.



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## Interaktion

Bakgrund

•The defining requirement of emergent interaction is that this feedback has some noticeable and interesting effect on the behaviour of the individuals and the collective

•That something '**emerges**' in the **interactions** between the **individuals, the collective**, and the shared phenomenon as a result of introducing the feedback mechanism.

•The immediate effect may be enhancement of the individual **experience**

•With resulting effects on the individual's behaviour, choice of action, and so on.

•The immediate effect can also be some kind of **change** in the observed, shared phenomenon.



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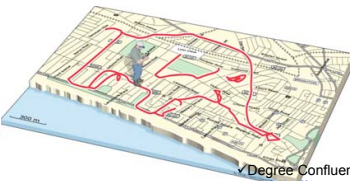
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## Influenser

Bakgrund



- ✓ Degree Confluence
  - <http://www.confluence.org/>
  - <http://www.utsidan.se/gps/rt90/>
- ✓ Art
  - <http://www.gpsdrawing.com/>
- ✓ Treasure hunting
  - <http://www.geocaching.com/>
  - <http://www.utsidan.se/gps/cachelista.htm>


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## Influenser


Bakgrund


1945: Vannevar Bush article In Atlantic Monthly about a photo-electrical mechanical device called a **Memex**, for memory extension, which could make and follow links between documents on microfiche

1989: "**Information Management: A Proposal**" written by **Tim Berners-Lee** and circulated for comments at CERN.

1990: The first weblog was the first website, <http://info.cern.ch/>, the site built by **Tim Berners-Lee** at CERN. From this page TBL pointed to all the new sites as they came online.

Today: "Everyone" are publishers on the web, personal web pages, **blogs**, etc




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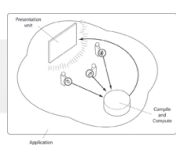
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## Tillämpningar

Bakgrund


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## Design

**Bakgrund** Is it really possible to design emergence?  
Is it possible to design the unexpected?

It may seem that "designed emergence" is a contradiction in terms.



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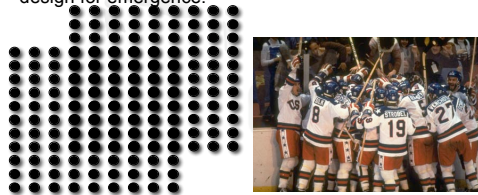
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## Design

**Bakgrund** Unpredictable outcome is inherent in the concept of emergence, but what we might be able to do is to design for emergence.



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## Implikationer

**Bakgrund**

- ✓ Emergent interaction systems are hard to design
  - ✓ High Costs
  - ✓ Technical hard
  - ✓ Foresee the resulting behaviour
- ✓ Worries about A "1984" or Big Brother Scenario
  - ✓ Security issues
  - ✓ Integrity issues
  - ✓ Misuse of the basic techniques
- ✓ Critical Mass
  - ✓ Shared phenomena

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**Kursupplägget**

## Kurslitteratur

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**Kursupplägget**

## Referenslitteratur

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**Kursupplägget**

## Kursstrukturen

- [Föreläsningar](#)
  - Kursansvarige (Anders Broberg ca: 10 föreläsningar)
  - [Gästföreläsare](#) (6 stycken)
  - [Studenterna](#) (8-10 stycken)
- [Projektarbete](#)
- [Workshop](#)
  - "Kick-off" för projektet
- Tentamen

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