

Digital Life Center

Minor Intelligent Environments

Wouter Meys

Minor

Minor created by research center

Ambient Intelligence and human interaction

Co-makerships

Students

Background in:

Game Design

Technical Computing

Computer Science

Communication and Multimedia Design

- Very technology driven
- Never thought about interactions
- Never did research

What do we try to learn our students?

Technology should be Human Centered not technology driven

Awareness of interactions

Perform Action Research

1. Plan
2. Act
3. Monitor
4. Evaluate

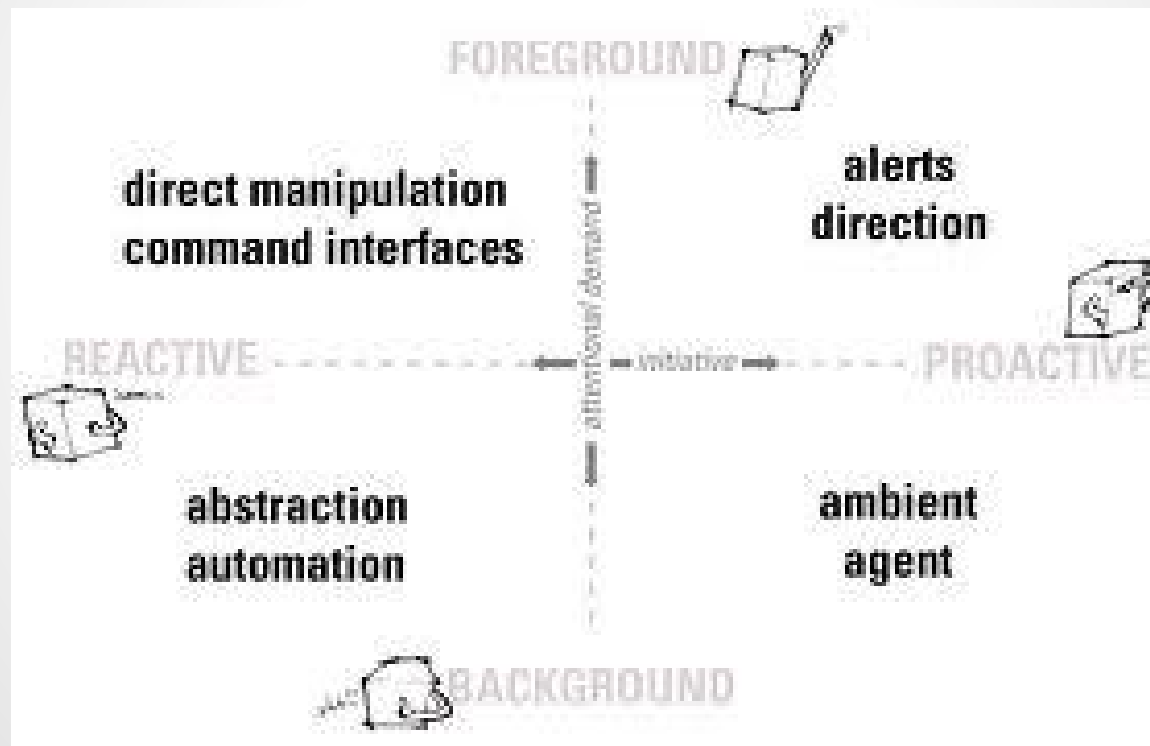
Human Centered

Ubicomp (embed the technology into environment)

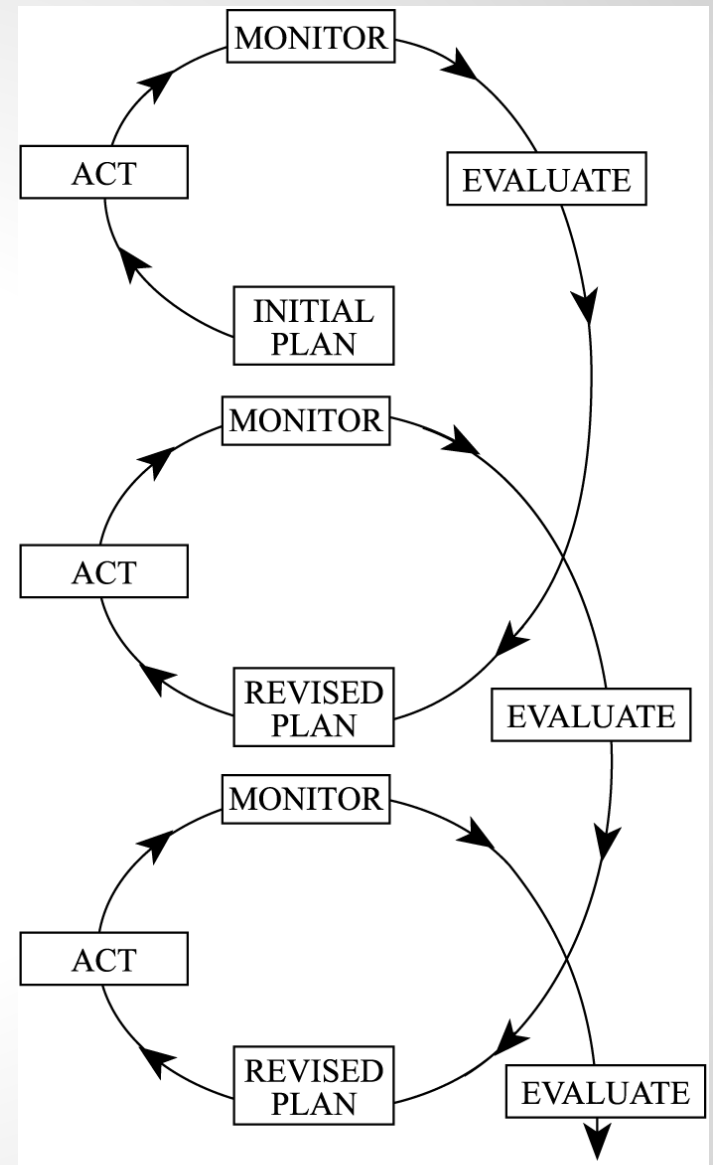
Co-creations

Interaction

Implicit interaction framework



Action research



Source: Kemmis (1983)

Some projects



Future plans

Continue to collaborate with companies

Sensing the City

- Digital representations for space context

- Data visualization and visualization of sensors

- Persuasive computing

We believe...

Technology should be human centered

Technology will become more persuasive, but what kind of technology is uncertain

We provide students tools to use whatever will come in the future

**More information can be
found at**

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