

Slow Technology

Research on
Computational Technology as Design Material

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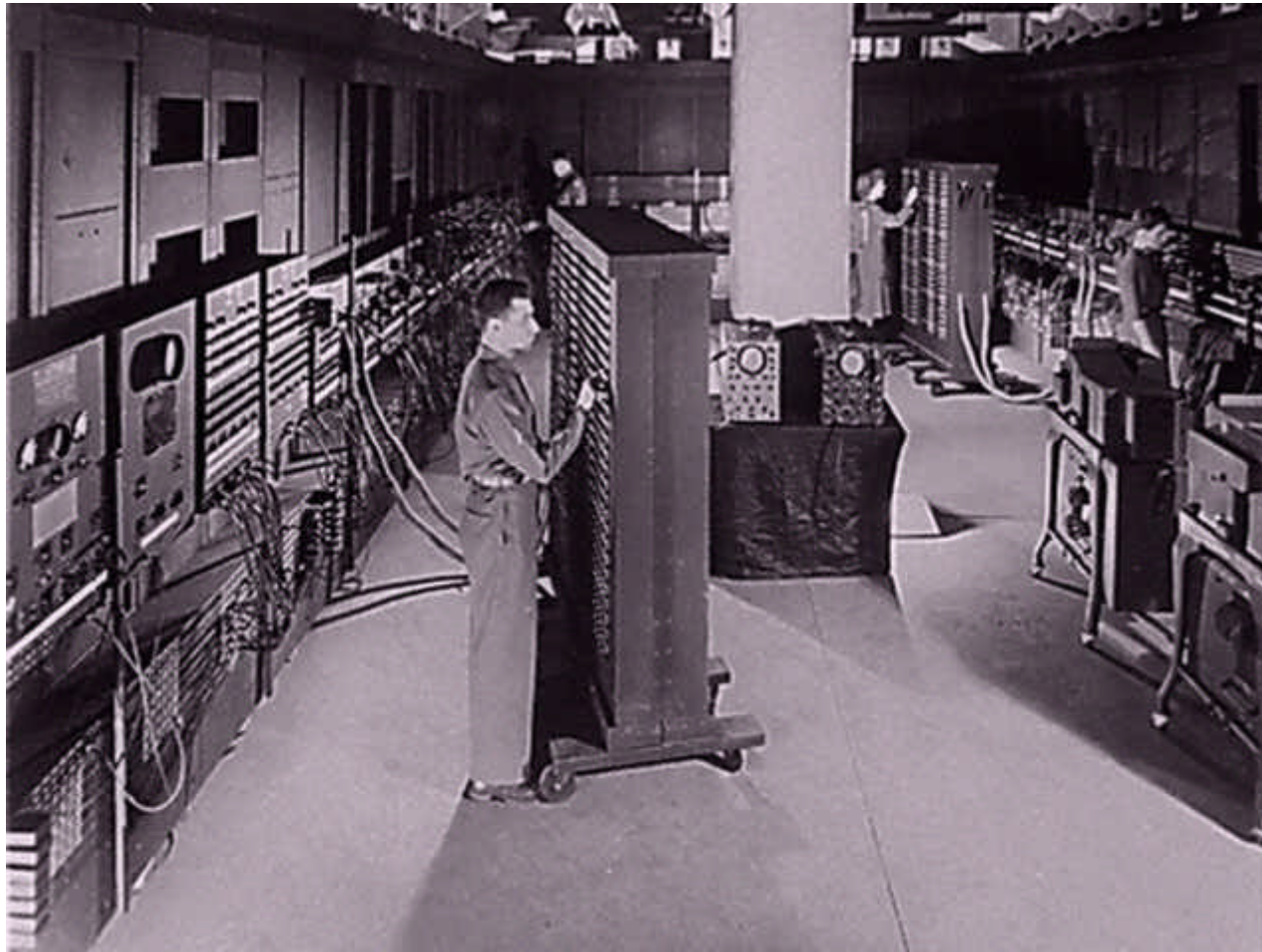
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Human-computer interaction...

Slow Technology

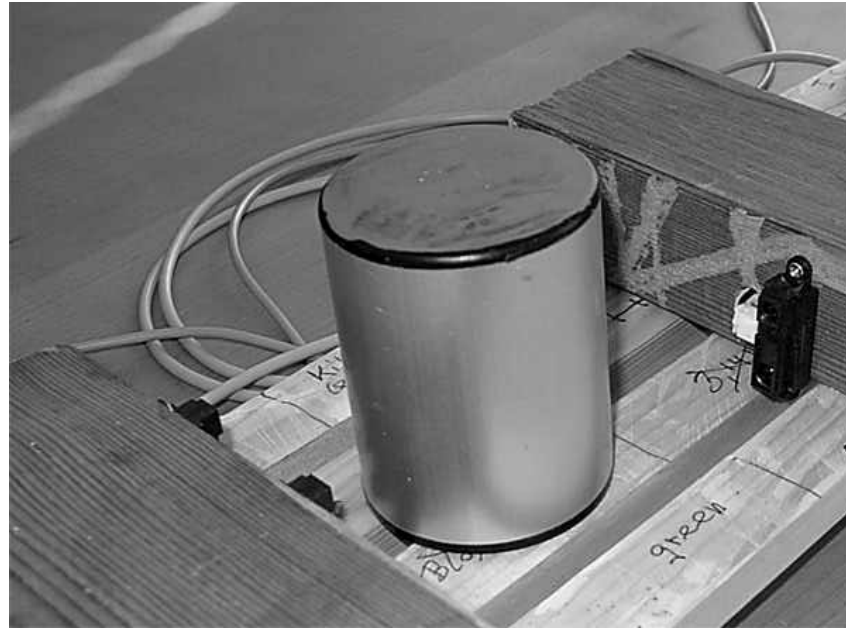
Slowness in appearance and presence
as a result of...

- ... focus on time presence

- ... focus on the aesthetics of functionality



Computational technology as design material



Computational technology as design material



Computational technology as design material

```

Function ReadLightMux (byval address
    dim bit as byte

    Call PutPin(Mux_E1,1) 'Disse
    Call PutPin(Mux_E0,1) 'Disse
    bit = address and 1
    address = address \ 2
    Call PutPin(Mux_S0,bit) 'Addi
    bit = address and 1
    address = address \ 2
    Call PutPin(Mux_S1,bit) 'Addi
    bit = address and 1
    Call PutPin(Mux_S2,bit) 'Addi
    Call PutPin(Mux_E0,0) 'Enak
    Call Delay(0.01)
    ReadLightMux = 1023 - GetADC

End Function

'-----
Sub Light()

    Dim v0 as integer, v1 as inte
    Dim v2 as integer, v3 as inte
    Dim v4 as integer, v5 as inte

    v0 = ReadLightMux(0)
    v1 = ReadLightMux(1)

```



Temporal structures



"Reading" and "writing"

Video...



Abstract clocks

Development...



The ChatterBox

Development...



SoundMirror

Development...



Chest of Drawers

Development...



Sail House

Development...

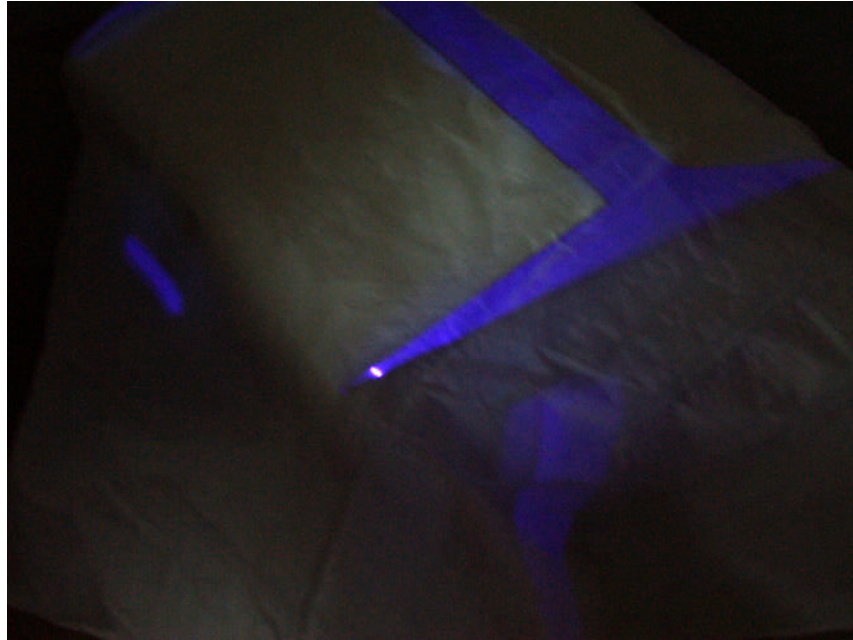


Fan House

Development...



Current work



Current work



Current work



Current work



<http://www.interactiveinstitute.se/>



<http://www.playresearch.com/>