STAY IN THE LOOP

| APD1  | Design Methodology |
| APD2  | Degree Project     |
| BA1   | Video and image techniques |
| BA2   | Internship          |
| BA3   | Rhino (level 3)     |

ID1     Interaction and Expression / User Studies
IxD1    Form Workshop
IxD2    Degree Project
TD1     Vehicle Design Theory
TD2     Degree Project

WEDNESDAY KITCHEN CLEANING // TD
FRIDAY KITCHEN CLEANING // IxD

CHANGES TO KITCHEN CLEANING SCHEDULE

On Wednesday, January 18, Ställverket hosted a workshop on finding solution to keeping the kitchen clean. One of the immediate changes is introducing cleaning twice a week: a mini cleaning in the middle of the week on Wednesdays and regular Friday cleaning. Further solutions based on the results of the workshop will be discussed on Monday, January 23, by Ställverket board and announced later.

WEKNLY TED TALK

THE PLAYFUL WONDERLAND BEHIND GREAT INVENTIONS
Steven Johnson | Oct. 2016 | 7 min | https://goo.gl/nFk2BW

“Necessity is the mother of invention, right? Well, not always. Steven Johnson shows us how some of the most transformative ideas and technologies, like the computer, didn’t emerge out of necessity at all but instead from the strange delight of play. Share this captivating, illustrated exploration of the history of invention. Turns out, you’ll find the future wherever people are having the most fun.”

UPCOMING EVENTS

Medan Klockan Tickar
January 31 // Tuesday
11:10-12:15 // Bildmuseet, Flexhallen
A theatre performance about four researchers who have dedicated their professional life to climate research. The show will be held in Swedish.
Attention: limited seats available, see Swedish Kultur på campus homepage for online application!

Quite a Character
January 23 // Monday
12:15-12:55 // Lindelhallen, Hall A
Just bring your lunch box and enjoy a great portion of shorts!

The Protagonist
January 26 // Thursday
19:00 // Norrlands Opera
Cullberg Ballet is back at NorrlandsOperan! The ensemble’s strong stage personalities take turns playing the lead role in a new epic works of the choreographer Jepthah van Dinther.

// CREDITS

Graphic design and editing: Justyna Fryczak
Contributions: Sabina Lindgren, Linda Bogren, Frida Stenlund, Jillian Buchheim and all #lifeatUID contributors!

@2017 UID
As emotive, verbal AI colonizes our world, “user-friendly” doesn’t mean what it once did.

The End of User-Friendly Design

As emotive, verbal AI colonizes our world, “user-friendly” doesn’t mean what it once did. In many cases, these affordances do nothing more than enhance the user experience, benefiting users. Several great examples could be seen at this year’s Consumer Electronics Show in Las Vegas, like the new home robot Kuri, an “insanely cute” robot that “fills a void in your empty human soul.” The company behind the robot, Mayfield Robotics, hired veteran Pixar animator Doug Dooley to design Kuri’s “animations,” or its expressions and behavior. “To make sure that everything he does is not going to be creepy, we had to make sure that you knew a split second beforehand exactly what he’s going to do,” wrote Dooley before CES. Kuri’s perfectly round eyes crinkle into a sweet half-moon when it interacts, rather than responding with words. In fact, Kuri speaks its own language. In one Kuri commercial, a pet parrot repeats some less than flattering things to its owner’s in-laws. “Kuri won’t repeat the things you say at the wrong time,” a narrator says. “Kuri isn’t like any other robot,” explains another commercial as a young child comforts Kuri. “And that’s a good thing!”

Designing a car’s personality first, as Calty’s studio chief designer Ian Cartabiano explained, is “a really great way to feel an affinity for an AI.” This kind of thinking can be traced all the way back to Disney, whose illustrators in the 1930s established 12 basic principles of animation to give inanimate objects the “illusion of life,” using behaviors that would be inherently understood by viewers—even if they’d never seen a magic carpet with a personality. There’s a lot of good evidence for this approach to interaction design. For instance, last year, a study from the University College London led by robotics researcher Adriana Hamacher illustrated its power vividly and hilariously. Human subjects were invited to whip up an omelette with help from a series of robots. One of the robots was programmed to “accidentally” drop one of the eggs—but then apologize for its mistake and use heart-rending cartoon facial expressions to show it felt sad. The cooks preferred the robot that had made the mistake to the robots that made no mistakes but didn’t communicate. Then the researchers twisted the knife: They programmed the sad robot to ask for the job of sous-chef. “It felt appropriate to say no, but I felt really bad saying it,” one cook reported. “When the face was really sad, I felt even worse. I felt bad because the robot was trying to do its job.”

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Hahaha sorry fika team! I made scams... scones made by eyesight measurement what happened to these?!

Winter isn’t over yet

Luckily everything turned out to be good. Feel so nice to be a member of such a good class that we can inspired and learn so much from each other
SUSTAINERGIES CUP

There is still time for students to compete and win 25 000 SEK!

1. Understand the case
Break it down and ask yourself: What is the challenge, specifically? What is the organisation asking for? What are the possibilities and limitations?

2. Brainstorm ideas
Visualize a specific situation. What sustainability challenges can you identify? What are the potential solutions?

3. Develop your idea
Select your most appealing idea and develop it in detail. Clarify the how's, when's, what's, and why's. It may be crystal clear in your mind, but you need to communicate this clarity to the readers and jury.

Remember that you can compete individually or in a group! Do you want to know more about the cases of Skandia Fastigheter, the Swedish Energy Agency or Atlas Copco?

INVITATION TO UMEÅ SNOW SCULPTURE CHAMPIONSHIPS 2017

Application deadline Sunday 5 February
The tournament begins Friday 10 February at 10:00 with a lottery of snow cubes.
Location: Rådhustorget Stage.

The organizers will provide shovels, rasps and ladders. No power tools are allowed
In the snow cubes lottery, each participant receives a ticket to one meal (skrovmål) which can be used during the contest period.

1st 7000 SEK
2nd 4000 SEK
3rd 3000 SEK
4th through 8th 2000: -/each
The audience’s choice + 6000: -

Wozzop NEEDS DESIGNERS!
Like... for real. Please help out.

CONTACT US AT WOZZOP@GMAIL.COM
or find Lisa Selin or Sebastian de Cabo Portugal from IDI
or Justyna Fryczak from IxD1

Get paid & contribute to the UID spirit