

Philosophical Foundation for Interaction Design

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饶德伯

2014

TU / **e** Technische Universiteit
Eindhoven
University of Technology

Where innovation starts

The Tao Te Ching



Lao Tzu [5...400 BC]

**The Tao that can be spoken of is not the eternal Tao.
The name that can be named is not the eternal name.**

**The nameless is the beginning of heaven and earth.
The name is the mother of the ten thousand things.**

**Send your desires away and you will see the mystery.
Be filled with desire
and you will see only the manifestation.**

REF: Lao Tzu (400 BC) translated by Tolbert McCarroll
<http://www.owl.net.rice.edu/~laotzu/text/thetao.txt>

"In the beginning was the Word, and the Word was with God, and the Word was God.

He was in the beginning with God. All things were made through Him, and without Him nothing was made that was made. In Him was life, and the life was the light of men. And the light shines in the darkness, and the darkness did not comprehend it."

John 1:1-5

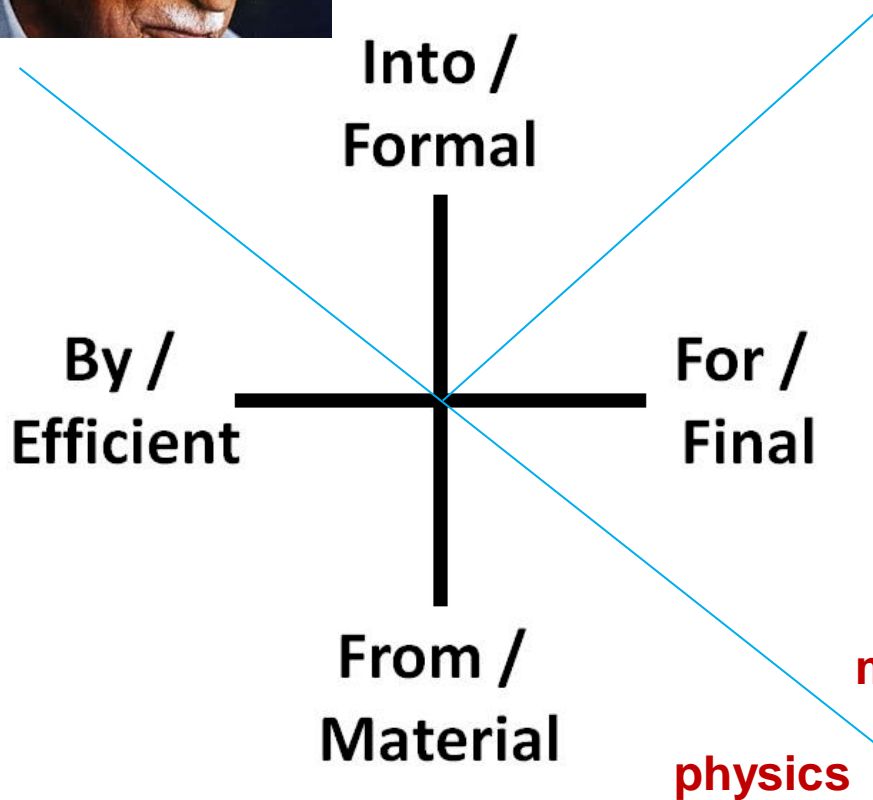
The Four Causes



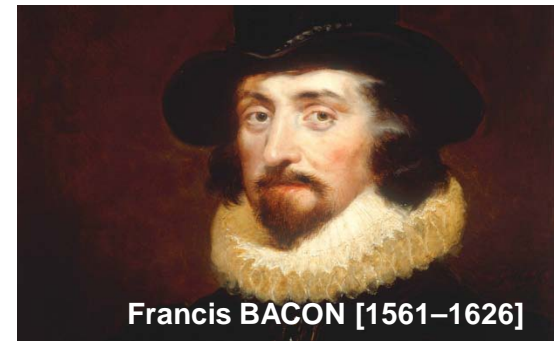
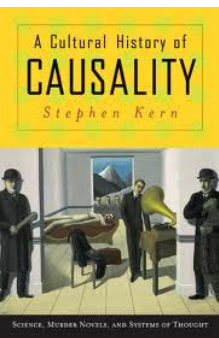
ARISTOTLE [384 – 322 BC]



Carl JUNG [1809–1882]
“archetypes as universal forms”



Charles DARWIN [1809–1882]



Francis BACON [1561–1626]

From Descartes till Today

René DESCARTES
[1596-1650]



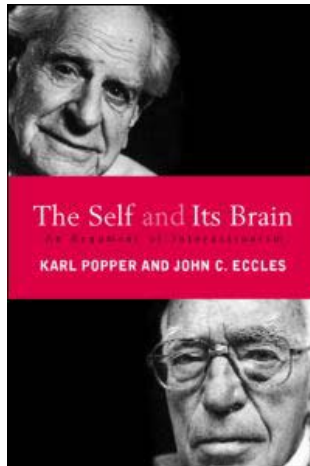
res cogitans - mind

GOD

res extensa - body, matter, etc

about 350 years later...

Karl POPPER
[1902-1994]



World-3: knowledge in objective sense

World-2: states of consciousness

World-1: physical objects and states

John ECCLES
[1903-1997]

Critique of Pure Reason



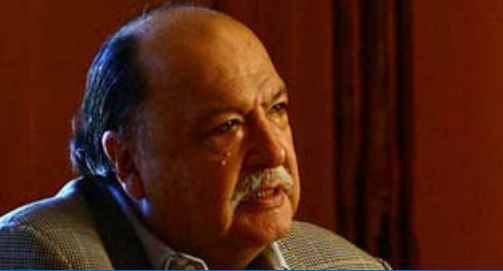
Immanuel KANT [1724-1804]

Kant, requires that we frame the epistemological problem in an entirely different way. The crucial question is not how we can bring ourselves to understand the world, but how the world comes to be understood by us.

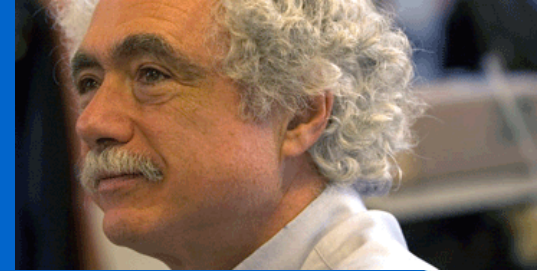
Analytic *a priori* judgments include all merely logical truths and straightforward matters of definition; they are necessarily true.

Synthetic *a priori* judgments are the crucial case, since only they could provide new information that is necessarily true.

REF: Kant, I. (1781) Kritik der reinen Vernunft.



Thrown-ness



Fernando FLORES

Terry WINOGRAD

Flores and Winograd (1990) illustrate the ‘thrown-ness’:

“When giving a lecture, you are in a situation that

(I) you cannot avoid acting (doing nothing is also an action);

(II) you cannot step back and reflect on your actions;

(III) the effects of actions cannot be predicted;

(IV) you do not have a stable representation of the situation;

(V) every representation you have of the ‘situation’ is an interpretation;

(VI) you cannot handle facts neutrally; you are creating the situation you are in”.

REF: Winograd, T. and Flores, F., “Understanding and being,” in: T. Winograd and F. Flores (Eds.), Understanding Computers and Cognition: A new Foundation for Design. Ablex, Norwood, 1990, pp. 27-37

Thrown-ness of Design



Kees DORST

Dorst characterizes engineering as design activities as ‘thrown’ into a design ‘situation’.

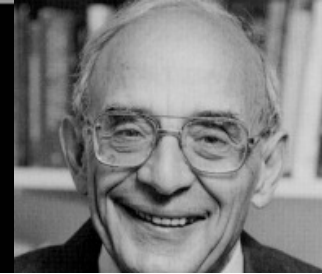
A design situation based on ‘thrownness’, is a typical situation characterized by

- (1) no possibility for ‘reflection’ (see (I), (II), and (V)), and**
- (2) no stable and predictable reality (see (III), (IV), and (VI)).**

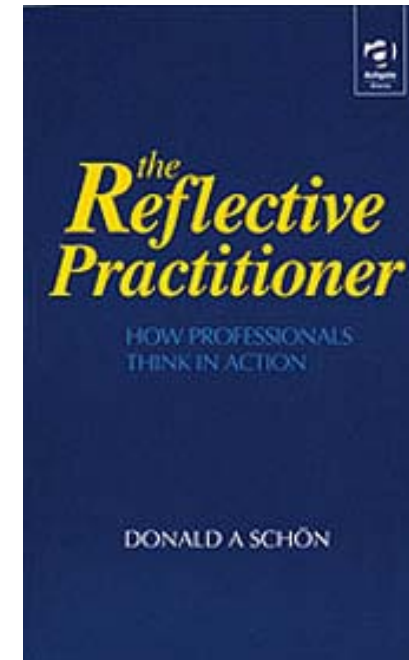
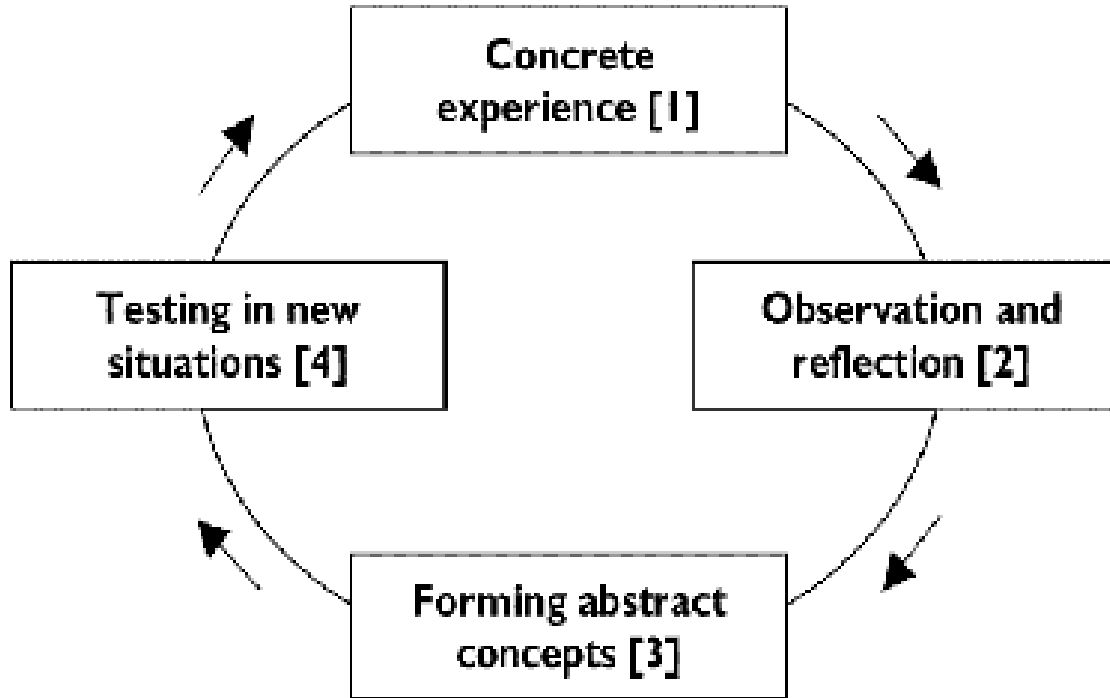
The designer creates and synthesizes the situation while he/she is *acting in it*.

REF: Dorst, K., Describing design: a comparison of paradigms. PhD Thesis, Delft University of Technology, The Netherlands, 1997

The Reflective Practitioner

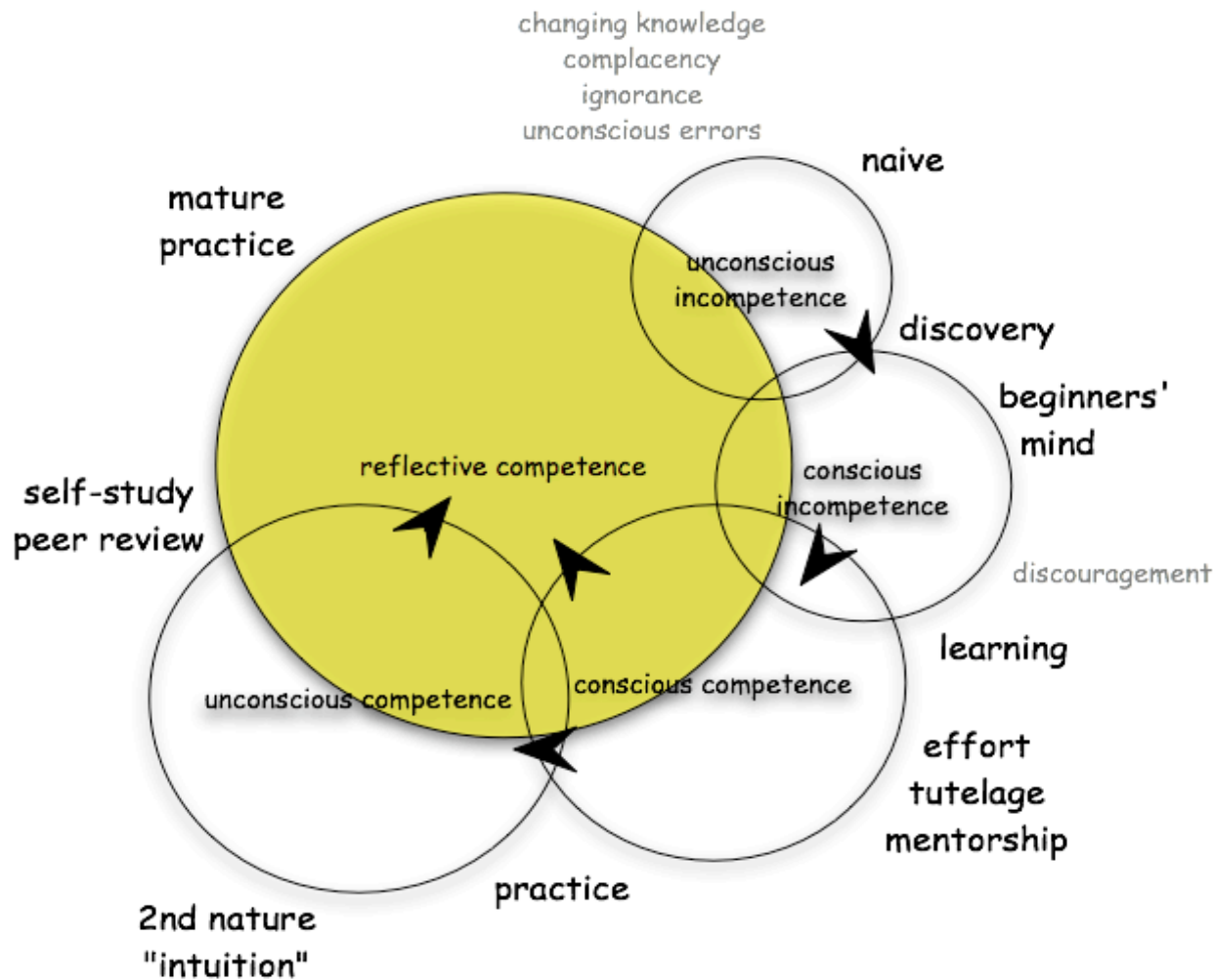


Donald SCHON [1930-1997]



REF: Schön, D. "The reflective practitioner" Basic Books 1983

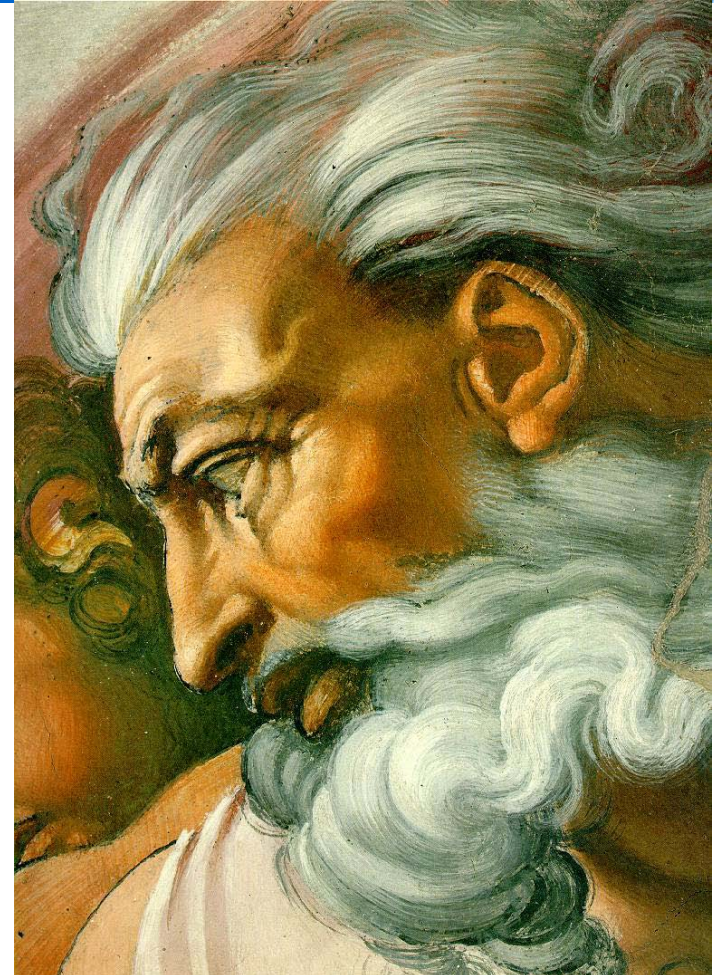
How to achieve 'Reflective Competence'?



REF: Courtesy of Will Taylor,
Department of Homeopathic
Medicine, National College of
Natural Medicine, Portland,
Oregon, USA, March 2007

Reflections through the God's Eye View

- The “God’s eye view” is based on the fundamental distinction between:
- **God** versus **the World**
- **Perceiver** versus **Perceived**
- **Subject** versus **Object**
- **Meta-Physics** versus **Physics**

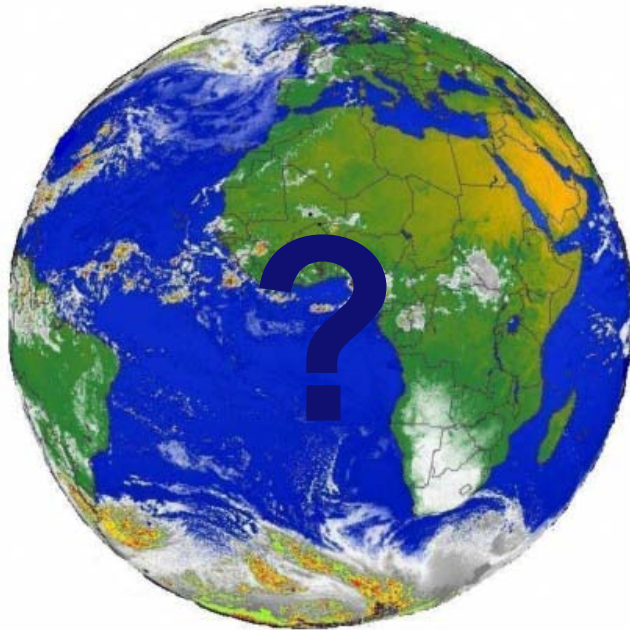


This is the standard view in Science!

The Cartesian Anxiety



Richard BERNSTEIN



Reality

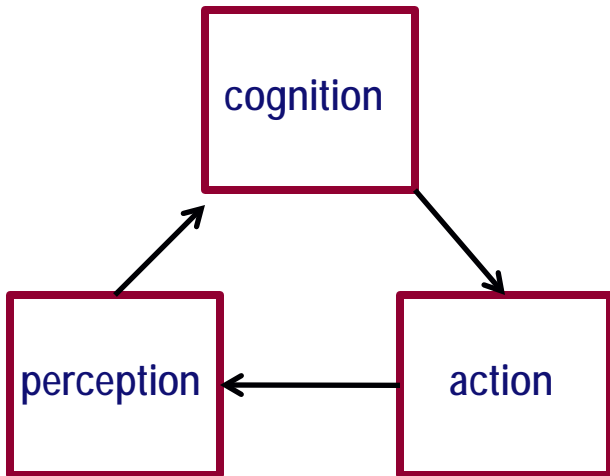
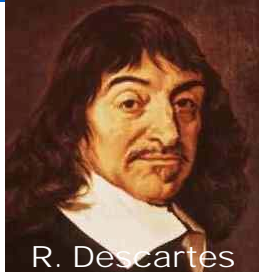


Mind

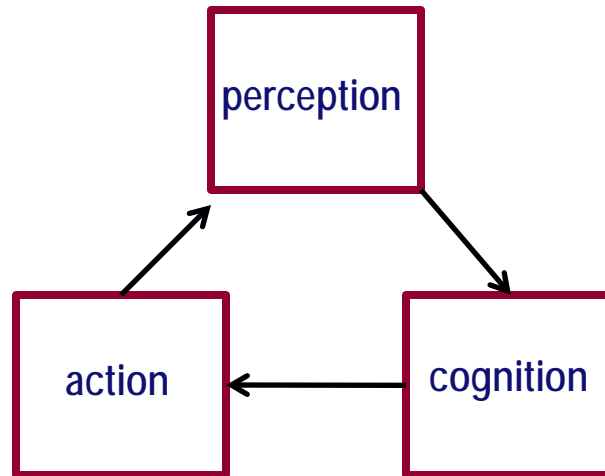
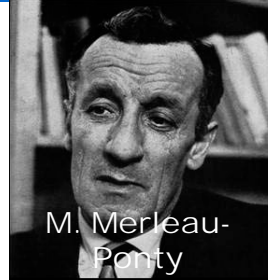
REF: Bernstein, R.J. (1983) Beyond Objectivism and Relativism: Science, Hermeneutics, and Praxis.
Univ. of Pennsylvania Press.

The Primacy of ...

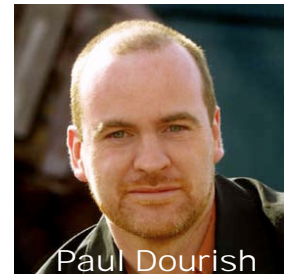
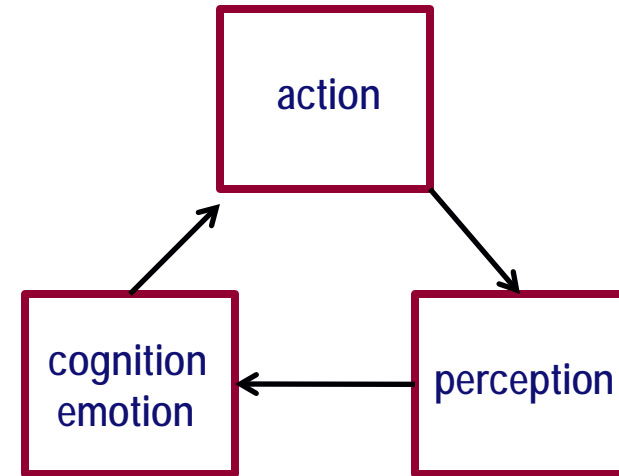
1600



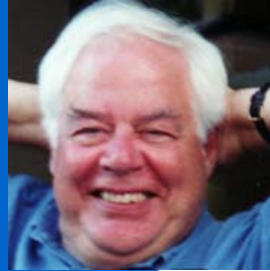
1900



2000



So, what's left after Descartes?



Richard RORTY
[1931-2007]

Decrease the “God’s Eye View” perspective.

Increase the “First Person View” perspective.

Connect with the environment through action.

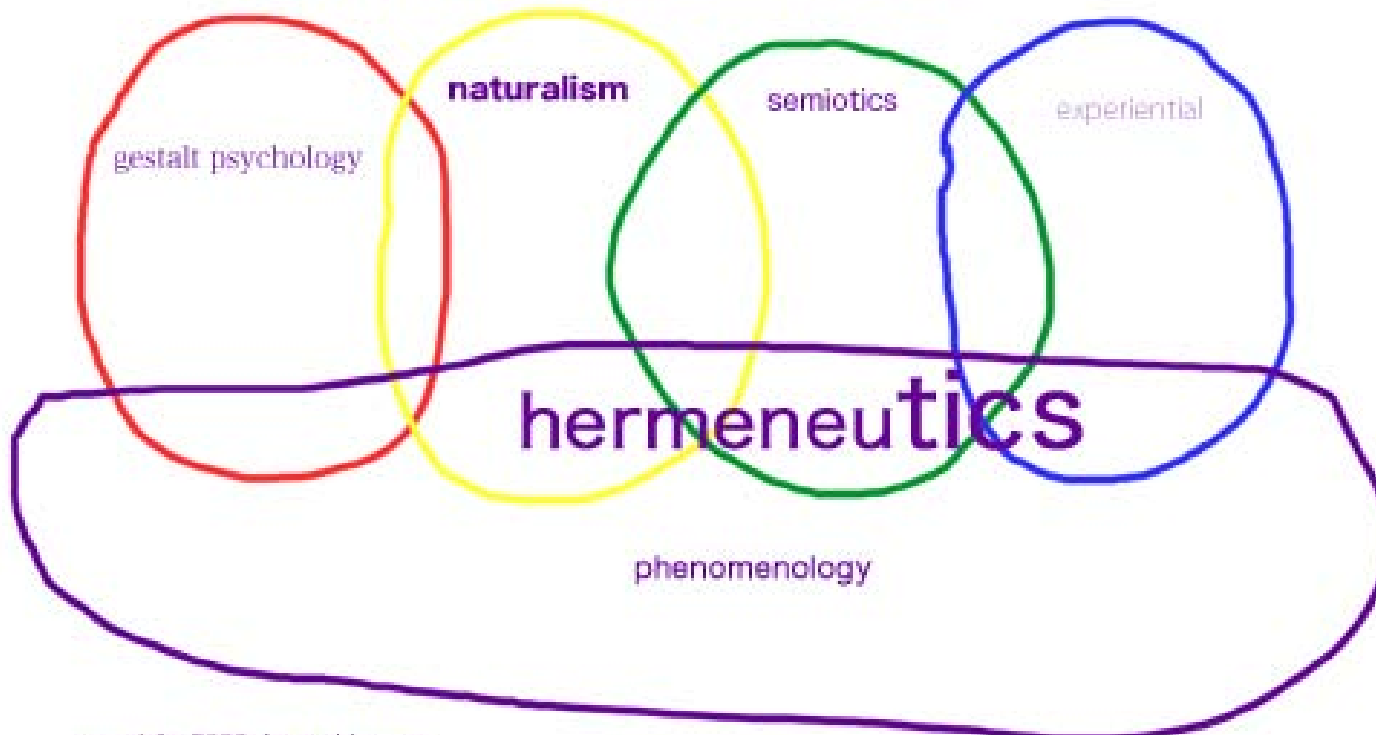
Find a proper balance between all three.

Phenomenology



Maurice MERLEAU-PONTY
[1908-1961]

the very basic barebones resource diagram



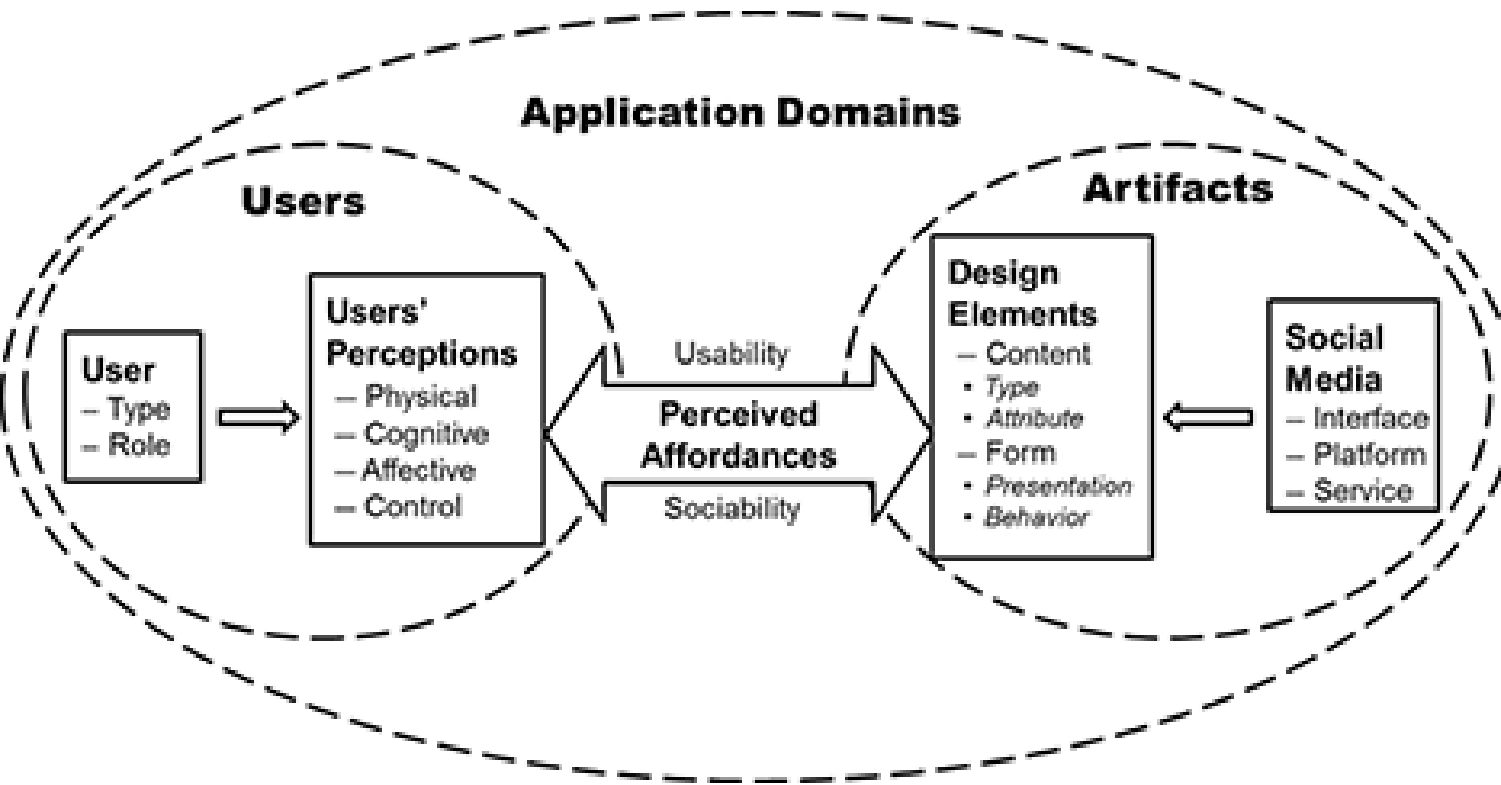
copyright 2008: knut skjærven.

REF: Merleau-Ponty, M. (1945) *Phénoménologie de la Perception*. Gallimard

Affordances as Design Grounding



James Jerome GIBSON
[1904-1979]

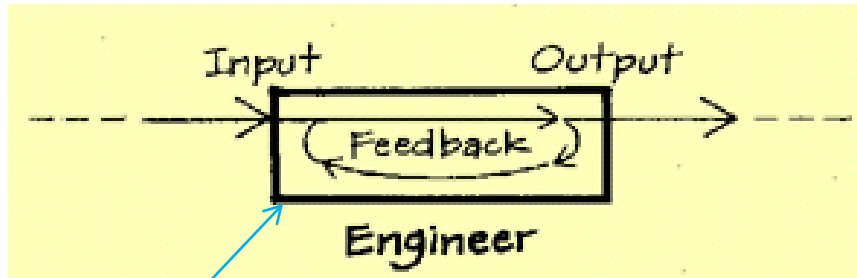


Klaus KRIPPENDORFF

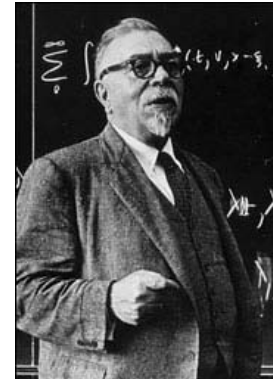
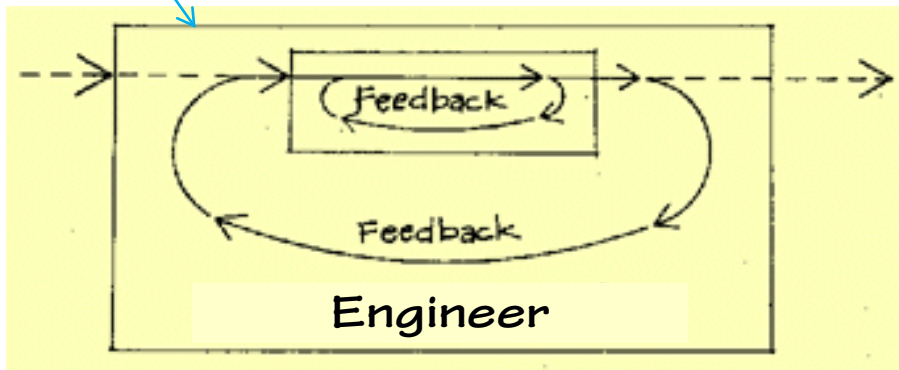
"Humans do not see and act on the physical qualities of things, but on what they mean to them."

REF: Krippendorff, Klaus (2006). *The Semantic Turn; A New Foundation for Design*. Boca Raton, London, New York: Taylor&Francis, CRC Press.

Designing Systems from Inside Out!



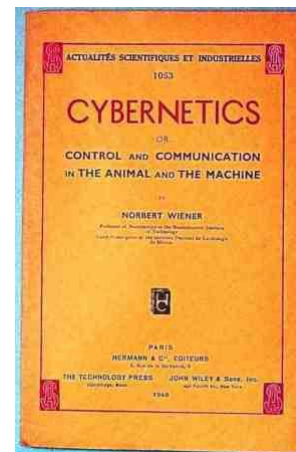
System boundaries



Norbert WIENER
[1894 – 1964]



Gregory BATESON
[1904-1980]



Margaret MEAD
[1901-1978]

SOURCE: CoEvolutionary Quarterly, June 1976, Issue no. 10, pp. 32-44.

What we need is Conscious Design!



‘aware’:
knowing about
relationships, facts, etc.

‘responsible’:
being committed to action of ethical value

Our Future lies in OUR hands...

The End



René MAGRITTE
[1898-1967]



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