UNIVERSITETET I OSLO
Department of Informatics
IN 5470 Exam Spring 2022

Due date
June 2nd, 2022, at midnight 23.59.

Formatting
3000-5000 words, 12point font, 1.5 linespacing

Your exam response should have two parts. Part 1: two thirds of your essay should be spent discussing one of the four questions below. Part 2: one-third should be spent reflecting on three main learning points/takeaways from the course.

Submission
Inspera

Task
Phenomenology has provided design with concepts and vocabulary to describe our lived experiences in the world, the interplay between us and technology, the experiences we have and the meaning making that happens in these interactions.

Answer *ONE* of the following 4 questions. Make sure to refer to literature in your writing.

1. In HCI, the descriptions we attach to the *qualities* of the user experience are often things such as usability, learnability, effectiveness, efficiency, user satisfaction, consistency and so on. Phenomenologically inspired researchers, for example Lowgren, has suggested "fluency" as an experiential quality, other researchers have written about experiential qualities such as fun and aesthetic and so on. The quality of our experience changes depending on how efficiently or successfully we manipulate our surroundings, including technology.

   Develop a definition of user experience. Then discuss in what ways phenomenology with its focus on subjective experience and the intwining of action and perception, can contribute to a broader and deeper definition of user experience.

2. *Pick three of the concepts that we have encountered in this course, explain your chosen concepts using literature, and discuss ways in which they are relevant for design of technology. You are free to include examples from your own experience when you explain the concepts. You are free to describe relevance to the topic of your master thesis.*

   Here is a non-exhaustive list of *concepts*: intersubjectivity, embodiment, embodied interaction, body space, situatedness, intentionality, tacit knowledge, functional tone, ready-to-hand, present-to-hand, entry point, being there, affordance, familiarity, lived body, action and perception, tool/equipment use, skill, subjective experience, mediation etc.

   When you describe *relevance*, you could for example write about how phenomenologists describe tool use and learning skills. When we learn a new skill, we acquire, organize and use knowledge about our movements and spatial environments, and this can be used both to design for and evalualue f ex tangible technology. Or you could discuss how phenomenology's way of attuning to and describing perception and bodily experience open for new ways of framing human-computer interactions, and that these could be starting points for design. Marie Sondergaard's research and design practice is one example, but by no means the only one.

3. Merleau-Ponty said, "*We know not through our intellect, but through our experience.*" Ihde suggested that one can learn plenty about phenomenology by studying it, though without practicing phenomenology, it may be impossible to understand (1986). Van Manen expressed a similar thought when he said: "*We tend to get a certain satisfaction out of grasping at a conceptual or "theoretical" level the basic ideas of phenomenology, even though a real understanding of phenomenology can only be accomplished by "actively doing it*" (1990, p. 8).

What are your thoughts on Merleau-Ponty, Idhe and van Manen's statements? Discuss experiences, understandings and insight (f ex about learning a skill, tool use, familiarity, learning, bodily experience etc.) you have developed from obligatory assessment 2, exercises in Jo Herstad's lecture and other exercise in class, using theory and concepts from phenomenology to describe, explain and discuss. You can pick 3-5 relevant readings for your discussion.

4. *Tangible and embedded interaction is one area of interaction research where phenomenology has been popular in recent years. Prominent researcher/writers in this field are Hornecker, Hummels, Høøk, Loke and Svanæs, just to mention a few. Discuss reasons why phenomenology has been readily adopted in this area of interaction design.*

---The exam document is two pages ----