Experiential Design – Rethinking relations between people, objects and environments

• Paper / Proposal Title:
Methods to Map or Translate Meaning through Modes of Sensing

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• Abstract (300 words):
In order to create a richer, more diverse space, designers stimulate our many senses. Control of light, pattern, and color provides visual stimulation; materials provide tactile stimulation; and environmental sounds and acoustical attenuation provide aural stimulation. However, the information or stimulus conveyed has historically been limited to only certain senses. In the past, one could not easily express things like excitement or worry through touch, changing market conditions through heat and cold, or provide a description of colors or smells with sound. With the introduction of electronic sensors and actuators controlled by microcontrollers, the designer can now map or translate information from one sense to another with simple coding of conditional phrases and some hardware. This presentation provides simple methods to map information from one sense, such as sight, to another, such as touch. In addition, the presentation offers precedents, possibilities, and an overview of strategies for interface and integration into the built environment, especially with items that the user contacts, such as handles,
personal items, furniture, floors, and walls. The examples given will use coding for the popular Arduino and various sensors, and these will be given in a simplified, accessible format that is limited to a twenty-minute presentation.

• Author(s) Biography (200 words each):

Ryan Crooks is an architect and assistant professor in interior design at Georgia State University’s Welch School. His practice and academic research explore ways to improve the built and natural environments through technology and the senses.