

HOMING INTERACTIONS – TACTICS AND CONCEPTS FOR HIGHLY MOBILE PEOPLE

2012
Side 1 af 2

Aviaja Borup Lynggaard

This dissertation introduces the taxonomy of Homing Interactions, which can be applied as a tool for designing interactive technologies in the era of mobility. The overall objective for this dissertation is to investigate how we can design for a sense of home feeling through interactive products and services when away from the primary home.

The rise of mobility has led to new ways of establishing home feelings in several locations outside the home. This dissertation builds an understanding of the new premises of mobility and exemplifies ways to meet these needs from a designerly approach.

Research findings from other fields are extracted into a list of home characteristics that can be used for establishing a home feeling. This dissertation builds upon related work, with emphasis on work by anthropologist Ida Winther (Winther, 2006), suggesting that the home feeling is not dependent on the traditional notion of home as a house, but as an activity of establishing home feelings in various places through homing. Research from the field of HCI provides a basis for understanding the complexity of home and draws attention to the potential in looking at specific practices in homes.

This dissertation is an example of constructive research (Koskinen, Zimmerman, Binder, Redström, & Wensveen, 2011), where ethnographic studies and qualitative in-home interviews have been adapted into the design process of experiments in form of prototypes that are further evaluated. Both the empirical studies and the experiments provide insights that support a new understanding of homing interactions.

Empirical findings from the studies lead to an identification of seven tactics people use in order to establish a home feeling. These tactics are converted into the taxonomy for homing interactions that are met through design sensitivities aimed at establishing a home feeling. The homing interactions consist of:

Territorializing is a way of taking in more/new territory

Bubbling is shutting out context

Artifacting is obtaining a home feeling through artifacts

Connecting is staying in touch remotely

Differentiating is contextualizing the home feeling

Doubling is duplicating things between multiple places

Rhythming is continuation beyond physicality

2012
Side 2 af 2

“Connecting interaction” is further explored as an example of conducting a collection of design experiments that are based on the taxonomy. This is achieved through creation and evaluation of digital interactive artifacts that aim to support staying in touch with other people and places.

The main contribution is found in the taxonomy of Homing Interactions. This can be used as a tool to understand mobility in relation to design with sensitivity towards the ethnographical data and characteristics of home. Other contributions concern the findings about connecting interactions and the relevance of studying the lives of the wealthy with heavy travel activities as an inspiration for design. Lastly, this dissertation invites future work to address the design of information technology that supports Homing Interactions for people leading highly mobile lifestyles.

References

Koskinen, I., Zimmerman, J., Binder, T., Redström, J., & Wensveen, S. (2011). *Design research through practice : From the lab, field, and showroom* (1st ed.). Waltham, MA: Morgan Kaufmann.

Winther, I. W. (2006). *Hjemlighed : Kulturfænomenologiske studier* (1. udgave ed.). Kbh.: Danmarks Pædagogiske Universitets Forlag.