

Conference Proposal Form
Philosophy of the Internet of Things

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Submission format (delete as appropriate):	Video	
Submission title:	Designing context driven connected products	
Abstract / synopsis (500 words max)		
<p>Several connected, or internet of things, products are available on the market today, yet they only appeal to a niche of people with a specific affinity for technology. This is confirmed in related academic research, in which it is apparent that the internet of things is mostly approached from a very technical point of view. As identified by Koreshoff (2013), the human-centered influence within the internet of things is still rather limited. This observation immediately highlights a major risk for the internet of things, which has the tendency to become occupied by technology-driven products and services. Thereby, the importance of taking the broader context of use into account in which a network-connected product is placed becomes minimised.</p> <p>In order to include a broader context of use in the design and development of connected products, some challenges arise. When digital elements become an integral part of our world, it becomes essential to design products and systems for this world in an interactive and experiential way (Frens, 2013). However, in order to design a digitally interactive object, a strong affinity with the ‘digital’ world is in most cases a prerequisite. Currently, this implies that people in creative industries are required to learn and understand digital systems before the design process can start. A problem that arises when doing so, is that the available design tools to create and prototype connected products are often too limiting for experimentation (Knörig, 2008). The current pitfall for designers is that interactive design tools (such as Arduino, Processing or RaspberryPi) have too much influence on the eventual product, this can be either because of their physical appearance or the fact that designers need to switch between a digital and a physical environment during the design process. On the other hand, people that are comfortable with the digital material have difficulties in finding a meaningful application area of the products or technologies they create.</p> <p>In this video presentation, two issues will be addressed:</p> <ol style="list-style-type: none"> 1. How does ‘designer’s logic’ match with ‘engineering logic’ within the design and development of connected products? And should this distinction be made in the first place? 2. What is needed to design for the internet of things from a designer’s point of view? What could or should the position of the designer be in the creation of a product that integrates the digital and the physical? 		

Please Provide a mini-biography (50-100 words) for use on the conference web site if your submission is accepted:

After graduating as a Master in Product Development (Antwerp, Belgium) Dries further specialised in design research and (interactive) prototyping. In his ongoing PhD research, he explores useful ways to support industrial designers in the creation of products that blend digital and non-digital realms. Looking at several sociotechnical tendencies, being able to experiment with digital technology in combination with non-digital elements is becoming a key competence for the future of industrial design. Dries' research explores how such product ideas can be better defined and prototyped by industrial designers using Do-it-Yourself inspired tools & methods.