

Padlock

1. Describe the object

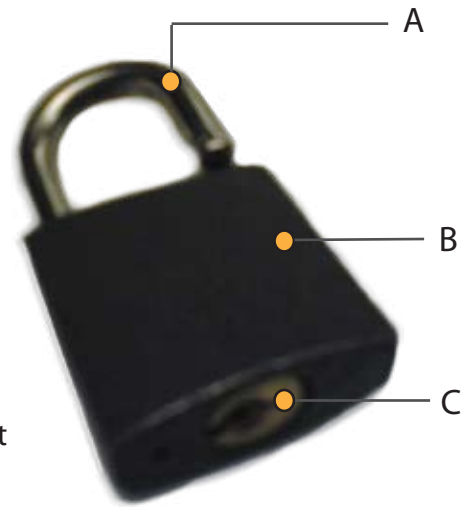
Parts:

A. Hook made of sturdy metal, U-shaped, on a spring, turnable

B. Body, made of weighty metal, four holes (two for the hook, one for the cylinder and one small hole for unknown purpose)

C. Lock mechanism (partly cylindrical) - metallic with a keyhole that turns a bit

- Two states (open - closed)



2. Represent the object's Affordances as well as their Constraints

a. What do they tell us about the environment of the artifact?

b. What do they tell us about the structure of the artifact? (e.g. of the way the parts are organized, its functionality, its sense-making, or meaning?)

Affordances

a) The lock provides information of ownership. The locked object belongs to someone and is not supposed to be used without authorization.

b) You can secure objects that have closed circuits within them by attaching them together with the lock.

Constraints

b) Without the key you can only lock it if it's open.

b) Size, shape and weight determine where the lock can be used.

3. Is it an enabling artifact?

It is enabling if open. It is non-enabling if locked.

4. How would you translate the artifacts that you have described above into artifacts for the digital dimension? In your translation, please consider and describe the following factors:

a. Form

a) Open-closed state (binary state)

b. Interaction

b) Restrict access to files or actions

c. Emotional investment, response

c) Assurance of safety, indication of no-access space, frustration if there is no key and there is a need to access

Examples:

net bank account protected by passkeys

Word document in read-only state (?)

Network access in Mlab protected by password

Bouncy ball / super ball

1. Describe the object

- Elastic, made of Zectron (synthetic rubber)
- Spherical shape
- Only one part (solid)
- Bounces from solid & hard surfaces
- Bounce produces a sound
- "Unpredictable" behaviour



2. Represent the object's Affordances as well as their Constraints

a. What do they tell us about the environment of the artifact?

b. What do they tell us about the structure of the artifact? (e.g. of the way the parts are organized, its functionality, its sense-making, or meaning?)

Affordances

- b) Independent of orientation because of the symmetrical shape
- b) Can be bounced
- b) Can be squeezed slightly
- b) Can be rolled

-> Possible uses for the ball are easily seen and tested.

Constraints

- a) Requires hard surface for bouncing well
- a) The behaviour of the ball is dependent on the surface it comes in contact with

3. Is it an enabling artifact?

It enables amusement, coordination & motor skill development

4. How would you translate the artifacts that you have described above into artifacts for the digital dimension? In your translation, please consider and describe the following factors:

a. Form

b. Interaction

c. Emotional investment, response

- a) Bouncy simple form
- b) When bounces back it possibly gives information about the target
- c) Excitement/uncertainty whether or not it bounces back (or further away) , joy when it does

Examples

ping (network tool)

Flash games that use the simulated behaviour of a ball on screen as the objective of the game. e.g. Pong