“Design is defined as an act of choosing among or informing choices of future ways of being.”
"[D]esign is defined as an act of choosing among or informing choices of future ways of being."
“[S]ustainability …[must become] a cultural paradigm shift away from technology novelty and induced consumption, towards an aesthetic of well-cared-for systems.” -CHI reviewer
Sustainable Interaction Design: Invention & Disposal, Renewal & Reuse

- Systems that encourage sustainable behavior
- Systems that are sustainable

Concerns:
- Environmental
- Humanitarian
- Planetary
- Social justice
- Public health

Sustainability

Activating Environments 11.17.09
Sustainable Interaction Design: Invention & Disposal, Renewal & Reuse

- disposal
- salvage
- recycling
- remanufacturing for reuse
- reuse as is
- achieving longevity of use
- sharing for maximal use
- achieving heirloom status
- finding wholesome alternatives to use
- active repair of misuse

most negative environmental impact

least negative environmental impact
Goals of SID

1. Linking invention and disposal
2. Promoting renewal and reuse
3. Promoting quality and equality
4. De-coupling ownership and identity
5. Using natural models and reflection
Linking invention and disposal

software

hardware

http://www.nytimes.com
Information Appliances

- Designed for a single application
- So easy to use they they are effectively invisible
- Capable of automatically sharing information

- ATMs
- Calculators
- Navigation devices
• non-essential
• quickly grows obsolete
• requires updates
• distracts driver, increasing safety risks

• shorten driving time
• portable
• supports updates
• effectively upgrades older vehicles
Public policy, simulation, and prediction

• How do we measure, simulate, and predict the unsustainable effects of information technology?

• What can we learn about sustainable behavior from past experience and other societies?

• How much damage has already been done?

• Who is responsible for ensuring that design embodies the value of sustainability?

Motivating sustainable behavior

• How can design encourage people to choose sustainable behaviors?

• How can design realize the goals of SID?
“In this situation, there are no passive or neutral solutions. Service providers who timidly subordinate themselves to the will of clients who trade in the unsustainable are enemies of viable futures.”

-Tony Fry