Sustainable Interaction Design

Sustainable

Interaction

Design

"*[D]esign* is defined as *an act of choosing among or informing choices of future ways of being.*"

Sustainable Interaction Design: Invention & Disposal, Renewal & Reuse
Eli Blevis
School of Informatics, Indiana University
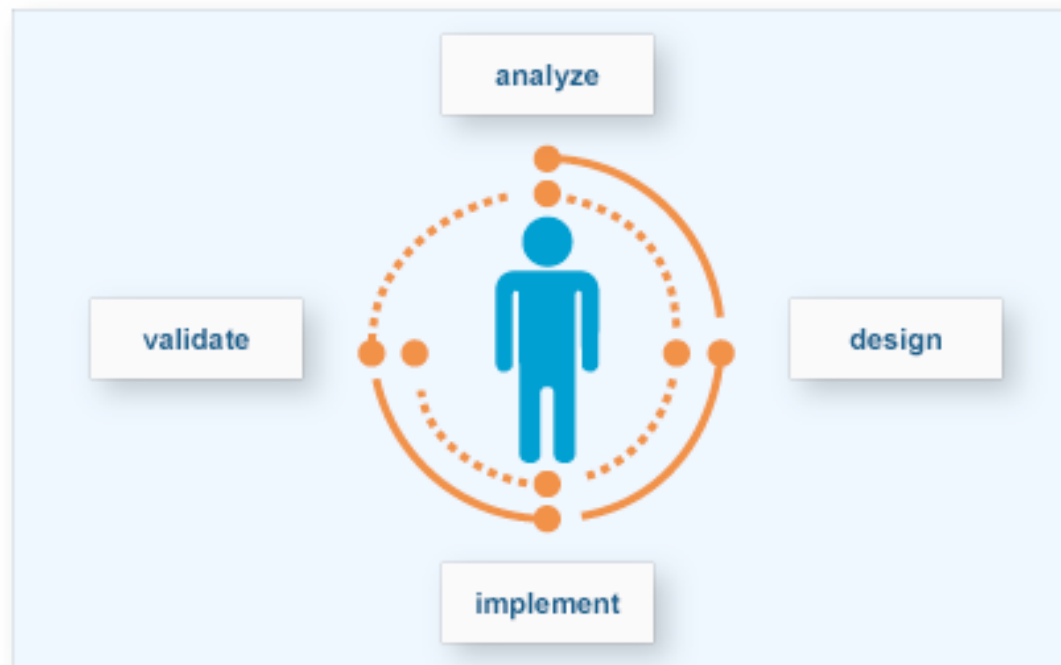
Activating Environments
Jenny Schweers
11.17.09

Sustainable **I**nteraction **D**esign

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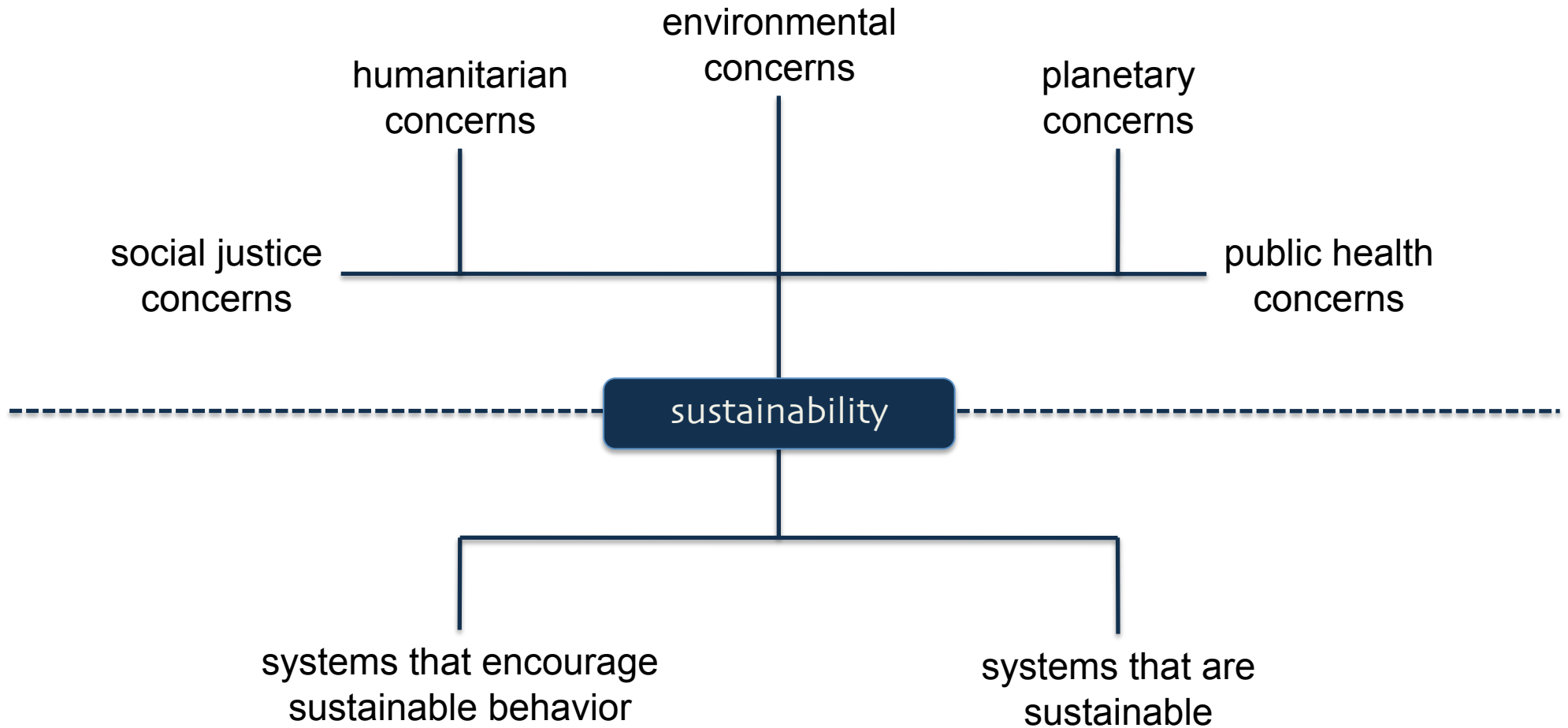
Sustainable Interaction Design: Invention & Disposal, Renewal & Reuse
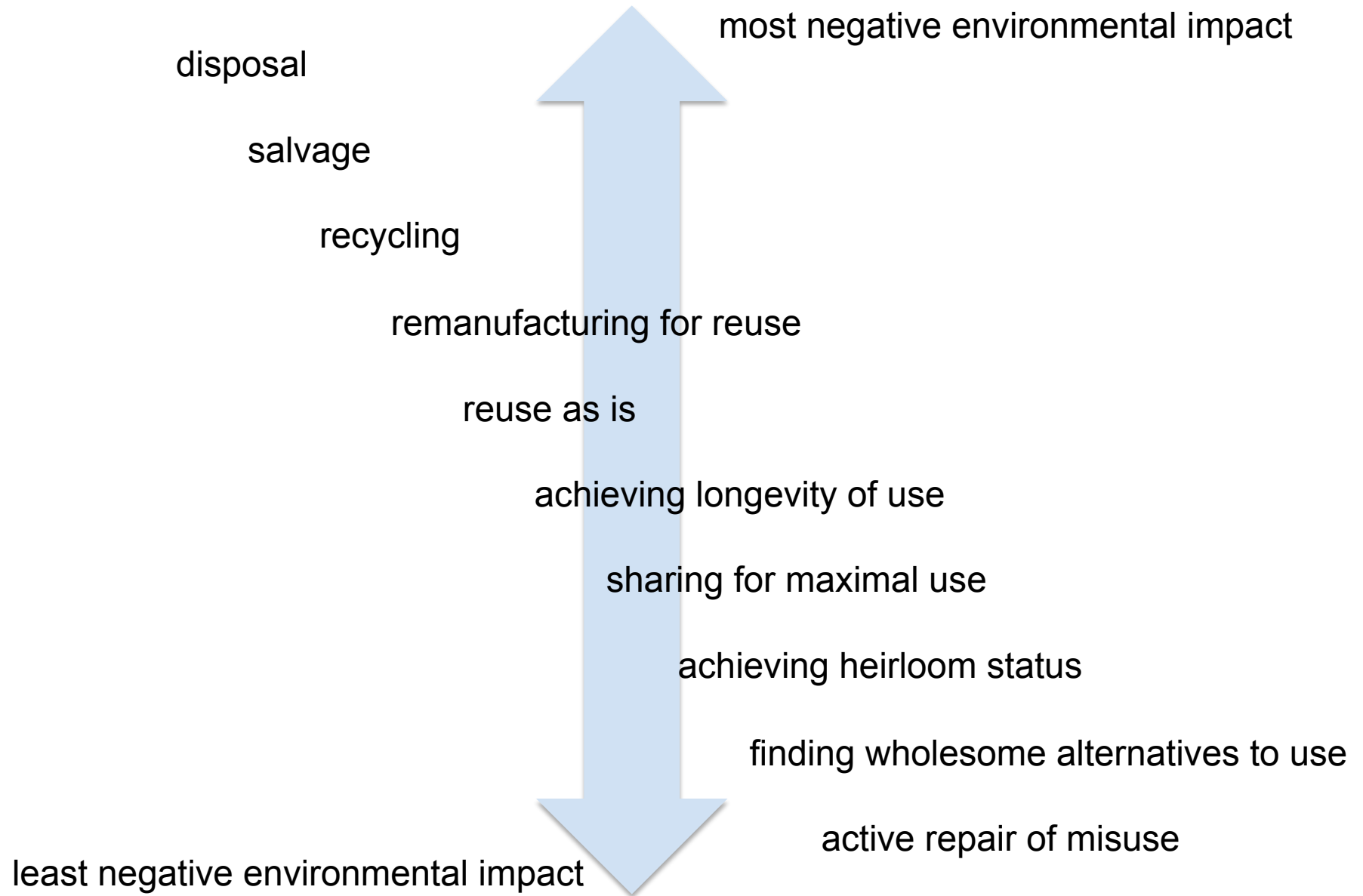Eli Blevis
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"[S]ustainability …[must become] a cultural paradigm shift away from technology novelty and induced consumption, towards an aesthetic of well-cared-for systems." -CHI reviewer


http://www.medical-safety-design.de

environmental
concerns

humanitarian
concerns

planetary
concerns

social justice
concerns

public health
concerns

sustainability

systems that encourage
sustainable behavior

systems that are
sustainable

most negative environmental impact

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

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
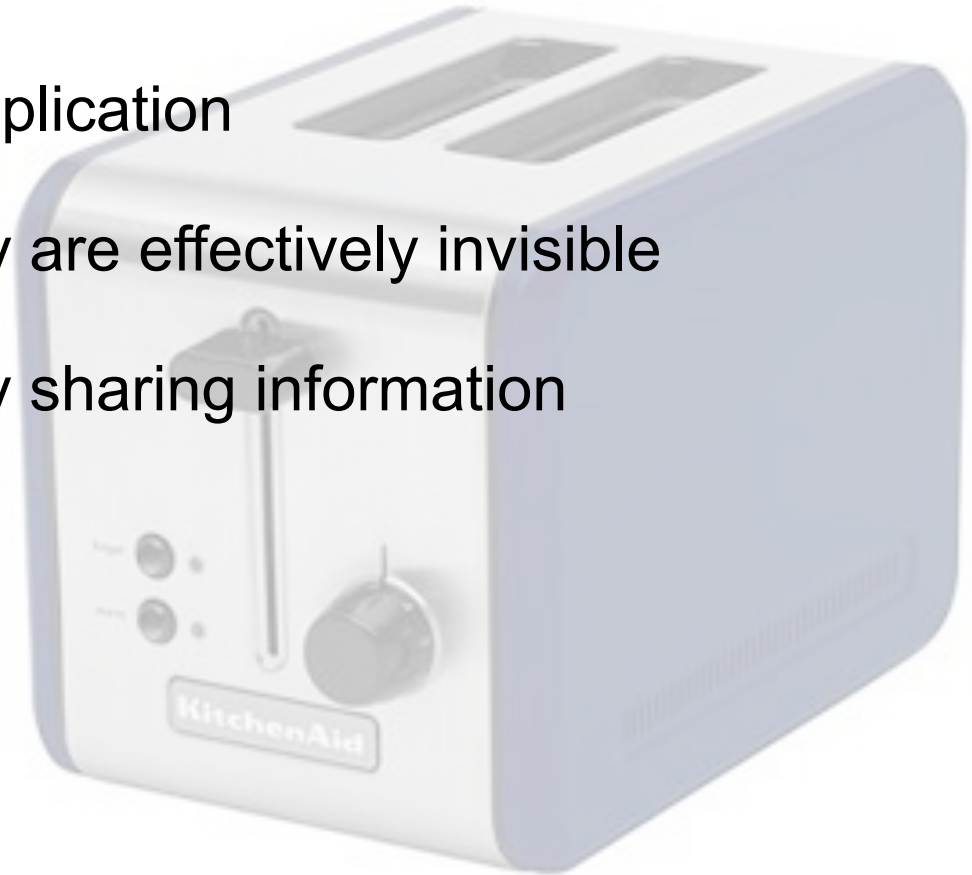
http://www.amazon.com

http://www.ipodhistory.com
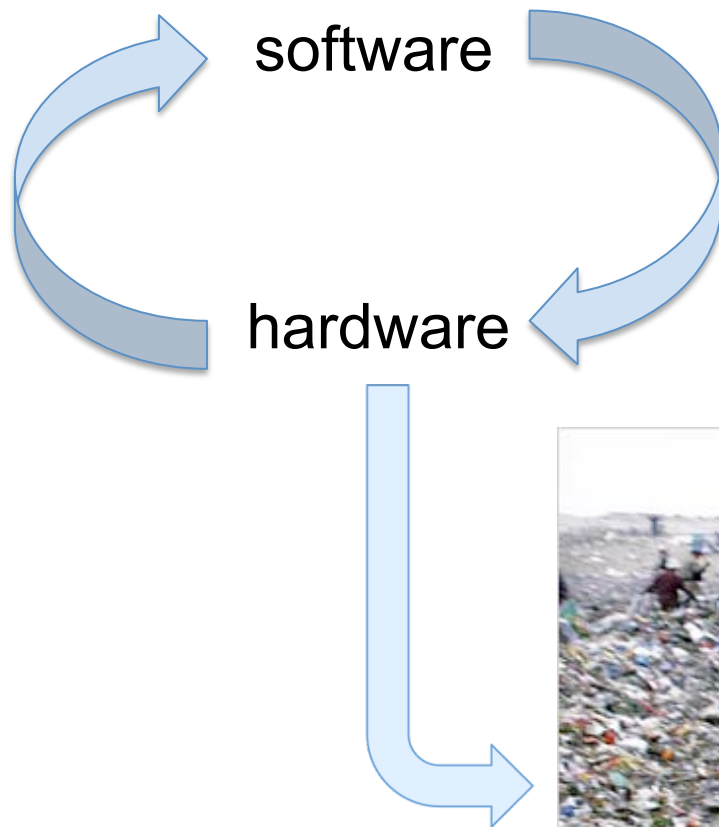
Information Appliances

- 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