

Creative Process of Time-and-Space: Based on Non-static Forms

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Abstract

Creativity is latent power of the imagination brought out by internal drive.

Imagination is not taught but continuously rediscovered and improved upon through self-imposed drives and inner urges.

This paper discusses a new approach to the creative process of time-and-space, which is conducive to the improvement of creative ability, as follows:

- a. Students are required to use art forms to explore various ways of understanding the world. The art form students use should be non-static which is, in principle, based on time and space.
- b. The process of establishing creativity shows how communicative material, such as stimulus and response, circulate and develop in the course of a class critique and how the material transforms into a kind of resource for creativity.
- c. The process is not aimed at creating an immediate product but designed to emphasize the process that gives rise to creative art products.

Keywords

time-and-space, non-static, process, theme presentation

Emerging Approaches in Interaction Design ? Application of Tangible Interaction in Design Education

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Abstract

Making full use of human senses, Tangible Interaction enables more intuitive interactions with computer-based applications and appliances. Furthermore, it makes possible more engaging experiences in interacting with them. Following the track, the study aims to find the ways to apply the schemes in Tangible Interaction researches, to grope the connections to design education, and finally to suggest required considerations in view of design education.

The study explores various aspects in Tangible Interaction with concentration on how the design education can support the designing processes in the light of Tangible Interaction. It first reviews fundamental attributes of physical actions and reactions in real world basis, and allows students to perform diverse experiments with related techniques? micro-controllers, multimedia authoring tools and serial communication? with specific focus on interactions. In the mean time, it explores further into the application arena to see the possibilities and prospects.

The study is able to frame the issues in Tangible Interaction design especially concerning the education of it. By performing various experiments on the issues, the study ends up gathering useful resources for developing educational curriculum within the context of Tangible Interaction design, and providing rich possibilities applicable to other related educational efforts. And, it extends the discussion towards the practical application of the new conventions.

Keywords

Tangible Interaction, Interaction Design, Design Education