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User Participation in Intercultural Children's Website through Online Interactivity

Suggestion for User Participation in website of 'Wake Up, World!'

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Abstract

The psychological and spiritual orientation of children becomes more independent through their exploration of the world. The participation of a user on the web can be categorized into three types of online interactivity; the user's interactivity with online data, indirect communication with other users through a person (webmaster or guest), and direct communication with others (users or guests). Through these categories, I would like to analyze how users from different cultural backgrounds and geographical locations share their ideas on the web and the significance of sharing ideas through the net to the new generation.

- The nature of the main findings: the effects of user's participation in the contents of a website.

1. The user's interactivity with online data
2. The user's interactive participation with other users through web master
3. The user's interactive participation with others (users or guests) directly

Children can participate in flexible contents of online multimedia, which is frequently updated. They are able to share ideas with others through a Bulletin Board System (referred to as BBS), e-mail, and chatting. Finally, the user's participation also doubles as a new element of the online multimedia contents and design.

Keywords

User Participation, Online, Interactivity, Intercultural contents, Sharing idea,

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How does designer think with keywords in design process?

Approaching to the Creative Thinking in Design Process (1)

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Abstract

The purpose of this research is to know what is the specific feature of design thinking process in creating visual images of design object from given goal descriptions.

On the basis of this thought, we made two experiments to know how designer think with keywords as the constraints to get visual images.

Experiment 1 was held to know how the subjects could build visual images by only description of words and sentences. In the experiment 1, two subjects' groups were shown different photos of some products, and were instructed to describe the images of the products. Then, exchanged each other the descriptions, and instructed to draw forms of the products by only given descriptions.

From the results of this experiment we concluded that the metaphoric descriptions were efficient to get images of objects, and only when suitable metaphor was not found, geometrical descriptions would become indispensable.

Experiment 2 was held to know how the subjects created different images of design objects from different keywords in initial description of design goal. Five groups of subjects were assigned different tasks to design of streetlight giving different image in each: "calm", "vigorous", "familiar", "cool" and "elegant".

From the results of experiment 2, we found that the keywords could be classified into several groups from the viewpoint of capabilities of generating object image, and the classification would be related to designer's thinking modes. We concluded, at this stage, that in design process, designer had several thinking modes and he changed his thinking mode depending on the keywords. If designer's thinking mode were successfully fit to the keyword, the capability to make creative design would be improved.

Keywords

Design, Thinking process, Creativity, Experiment, Word to form conversion