

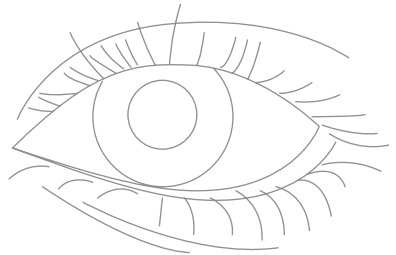


affordances



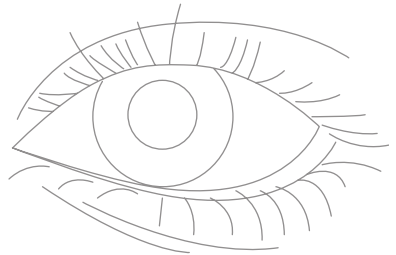
GLANCEABILITY

How might we first learn about this object?



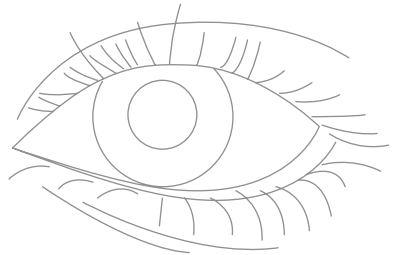
GLANCEABILITY

How might the networked object be designed in order to immediately communicate what it does?



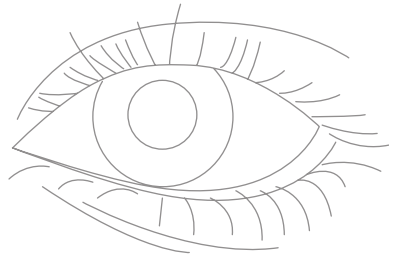
GLANCEABILITY

How might the networked object be designed in order to communicate who it's for?



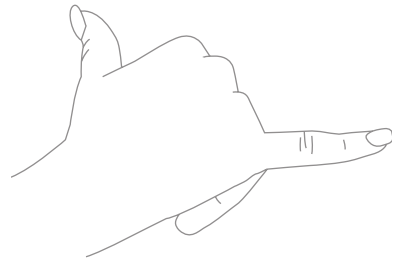
GLANCEABILITY

Does the design of the networked object encourage users to try or buy the technology at the first glance?



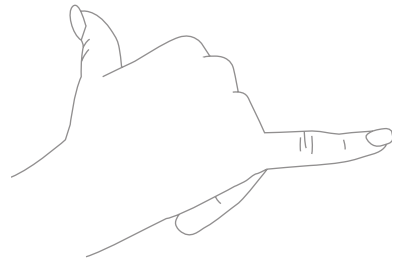
GESTUREABILITY

How might the networked object take advantage of culturally embedded gestures as a form of interaction?



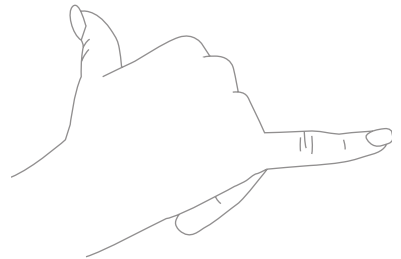
GESTUREABILITY

How might new gestures be learned in order to interact with the networked object?



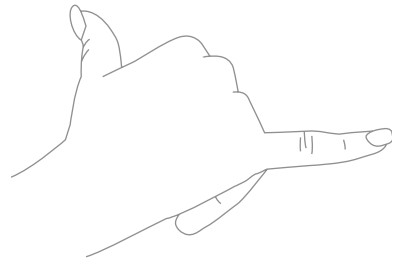
GESTUREABILITY

How steep is the learning curve for users to interact with the networked object?



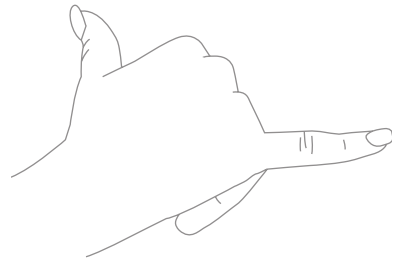
GESTUREABILITY

Are there any unusual gestures that could be used as a way of interacting with the networked object?



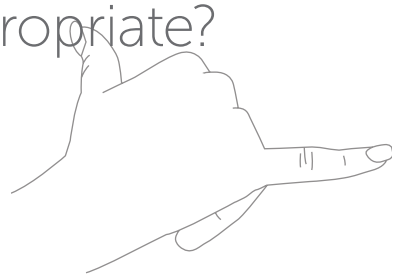
GESTUREABILITY

Does the networked object generate a new cultural gesture that improves social interactions?



GESTUREABILITY

In this world of globalization and online shopping, what happens when the object is sold to a culture where the original gesture is considered inappropriate?



AFFORDABILITY

How might networking this object make it more affordable?



AFFORDABILITY

How might the networked object be planned as a more affordable option to substitutes?



AFFORDABILITY

How might the networked object provide affordable options for all segments of society?



AFFORDABILITY

Does the networked object represent any social level in terms of its cost?



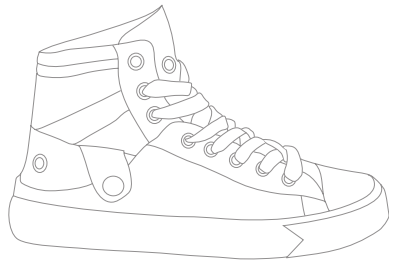
WEARABILITY

Does the networked object connect to any other wearable devices?



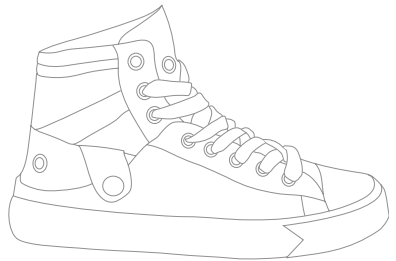
WEARABILITY

Does the networked object require users to wear any devices in order to connect to this networked object?



WEARABILITY

Does the networked object require users to wear any specific garments in order for it to work?



WEARABILITY

Do users feel comfortable wearing the networked object?



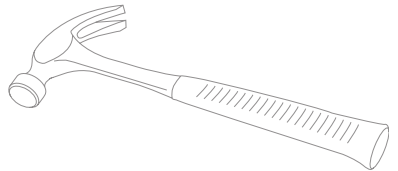
WEARABILITY

Does using of the networked object bring anxiety in terms of strange and odd appearance?



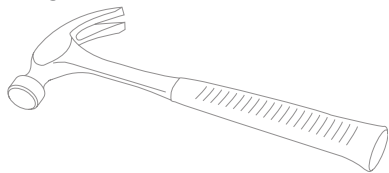
INDESTRUCTIBILITY

How might the networked object advocate for its own maintenance?



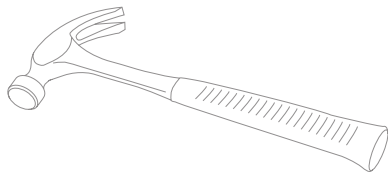
INDESTRUCTIBILITY

How might we plan for the obsolescence of the networked object considering its recyclability/reusability?



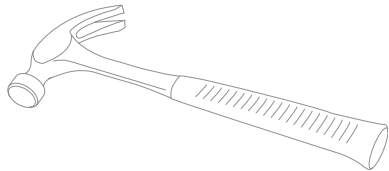
INDESTRUCTIBILITY

How might we source materials that will be respectful of natural resources?



INDESTRUCTIBILITY

How often does this product need upgrading? Can it be done strictly through software?



USABILITY

How do users “learn” to use your networked object?



USABILITY

Do users require any prior knowledge in order to use the networked object?



USABILITY

Are there any networked objects that provide a “preview” to the necessary abilities to use this networked object?



USABILITY

What limits does this networked object impose?



USABILITY

Does the networked object need to update regularly or can it work as the way it is for a long time?



USABILITY

Do users require any action to maintain their networked object?
Does it need to be cleaned or regulated?



USABILITY

Does the networked object
have a proper size for its usage?
Is it too small or too big?



LOVEABILITY

How might interactions with the networked object increase fondness for its brand?



LOVEABILITY

How might the networked object be developed as to create an emotional connection with its users?



LOVEABILITY

Does the networked object create any barriers to users establishing an emotional connection with it?



LOVEABILITY

Does the networked object represent any nostalgic character that create stronger emotional connection with its user?



LOVEABILITY

Can the networked object
be addictive?



PRIVACY / SECURITY



PRIVACY / SECURITY



PRIVACY / SECURITY



FAIRNESS



FAIRNESS



FAIRNESS



ACCESS / INCLUSION



ACCESS / INCLUSION



ACCESS / INCLUSION



EMOTIONAL



EMOTIONAL



EMOTIONAL



AESTHETICS



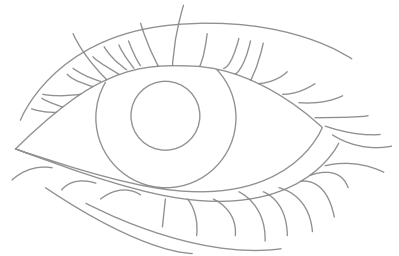
AESTHETICS



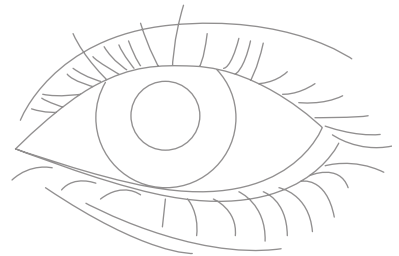
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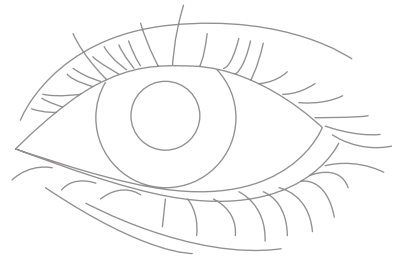
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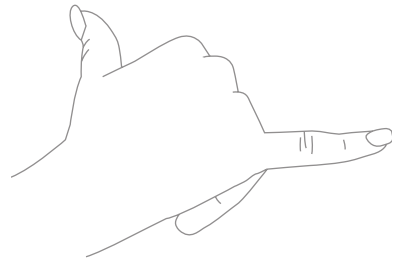
GLANCEABILITY



GLANCEABILITY

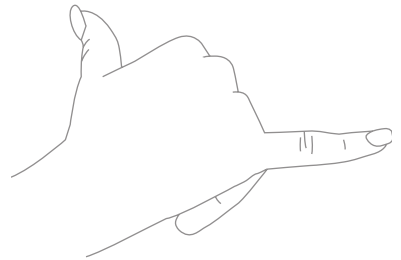


GESTUREABILITY

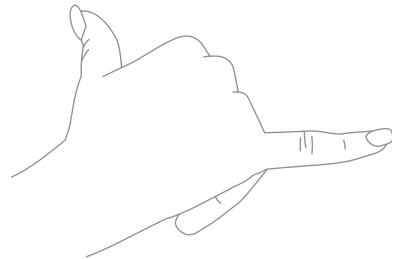


Authors: Forlano, Ichikawa, Jung, Rad, Baccarelli Justino, Vodopivec

GESTUREABILITY



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AFFORDABILITY



AFFORDABILITY



AFFORDABILITY



WEARABILITY



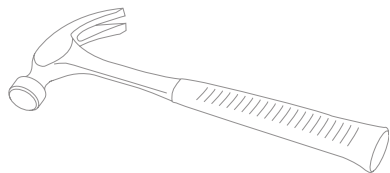
WEARABILITY



WEARABILITY

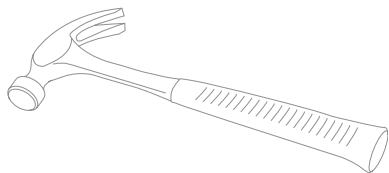


INDESTRUCTIBILITY



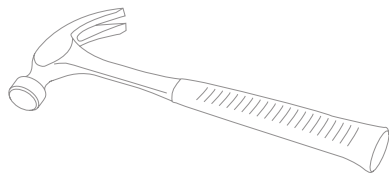
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INDESTRUCTIBILITY



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INDESTRUCTIBILITY



USABILITY



USABILITY



USABILITY



LOVEABILITY



LOVEABILITY



LOVEABILITY

