

Art, Technology and the Role of Aesthetic Values in HCI

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Overview

- Introduction
- Values in Technology
- Ethics and Aesthetics
- Dangers and Limitations of Aesthetic Values
- Necessity of Aesthetic Values and HCI as case study

Introduction

- Brenda Laurel
- Philosophy of Technology
- HCI as a Technology
- "For more"

Brenda Laurel

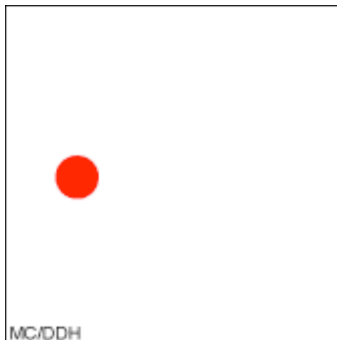
- *Computers as Theatre*
- Artistic categories
- Reinterpreting the models used in HCI
- "More art"

Philosophy of Technology

- Philosophy of Science vs. Philosophy of Technology
- Mario Bunge
- The "Rule Based on Law" principle
- Moral Ambivalence

HCI as Technology

- Pure science vs. Applied Science vs. Technology
- Computing
- Industrial Psychology, Educational Psychology
- Psychophysics as simple effective example



(from : <http://aris.ss.uci.edu/cogsci/personnel/hoffman/ColorPhi.html>)

Ethics and Aesthetics

- "Value theory"
- Action
- Ethics concerned with good, right
- Large focus of philosophy of technology
- Aesthetics concerned with beauty
- Overlooked by some philosophy of technology

Dangers and Limitations of Aesthetic Values

- Heidegger's notorious quote:
"Agriculture is now a mechanized food industry, in essence the same as the manufacturing of corpses in gas chambers and extermination camps, the same as the blockade and starvation of nations, the same as the production of hydrogen bombs."

(From the original "The Question Concerning Technology".)

Dangers and Limitations of Aesthetic Values - Part 2

- Christianity and religion in general
- Different values
- What do we do?



(Titian's *Assumption of the Virgin*)

Necessity of Aesthetic Values

- Usability
- Distractions
- "Making a good impression"
- Division of labour
- Testing, Testing, Testing

Usability

- User friendly
- Accessible interface
- Computers and software as one class of examples

A screenshot of a terminal window with a black border. The title bar at the top reads "[caae-d1:~] kdouglas%". The main area of the terminal is empty white space. In the bottom right corner of the terminal area, there is a small, multi-colored circular icon.

```
[caae-d1:~] kdouglas% 
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Distractions

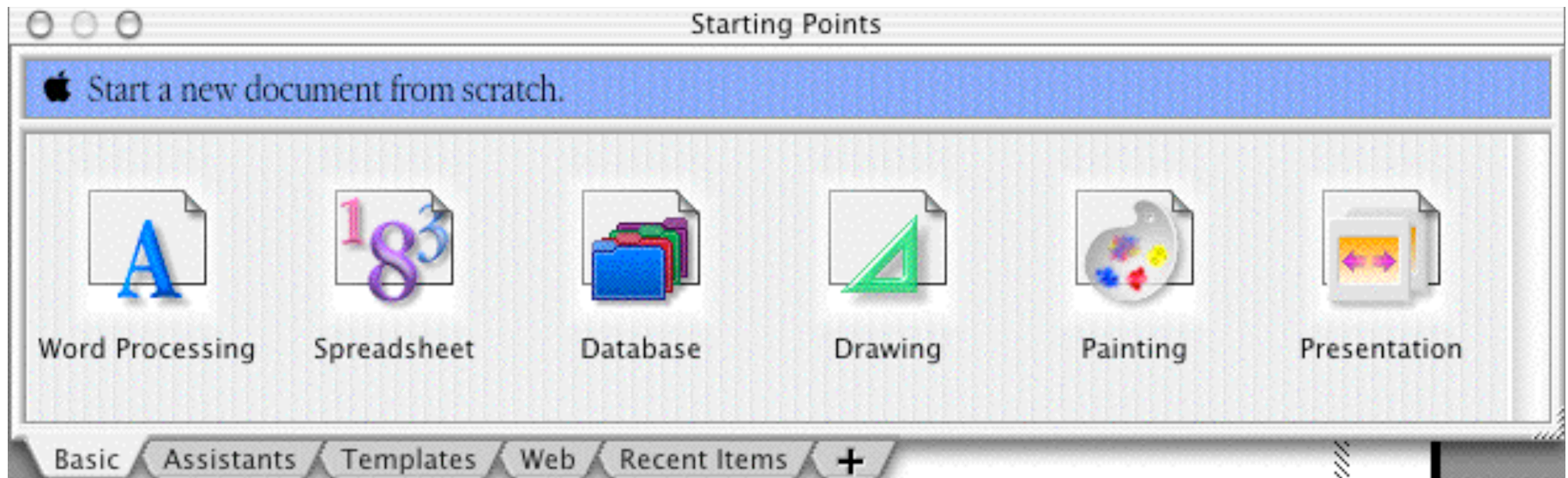
- Unnecessary "Cuteness"
- "Focus on the Goal, not the Task"
- Tools vs. Toys
- Efficiency & use of resources



(Warner Bros.' Daffy Duck)

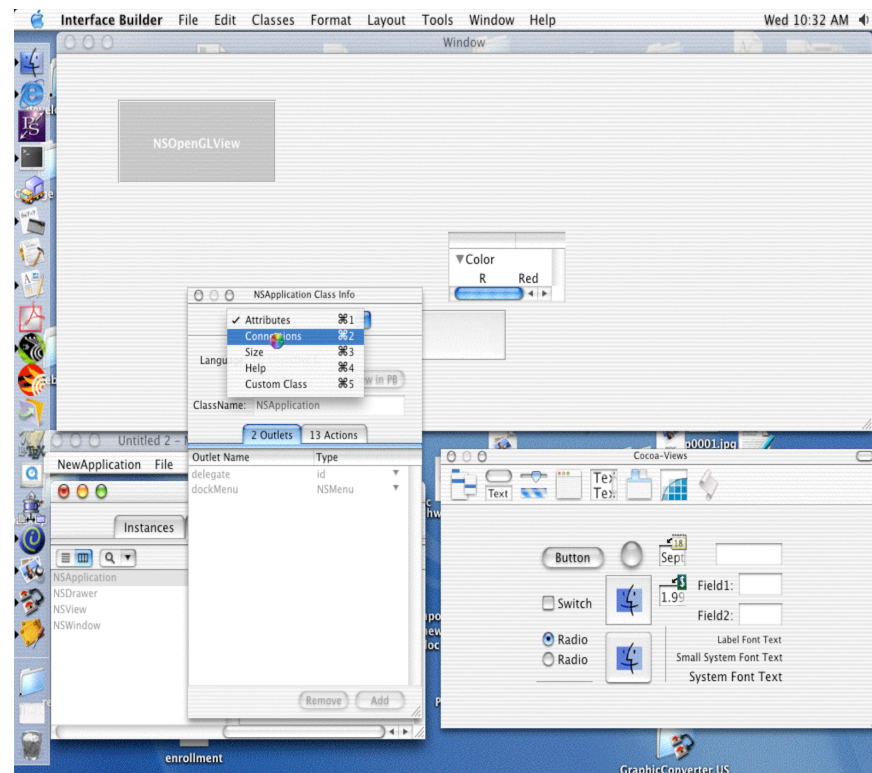
"Making a Good Impression"

- Splash screens
- Visible Interface (menus, "starting points")



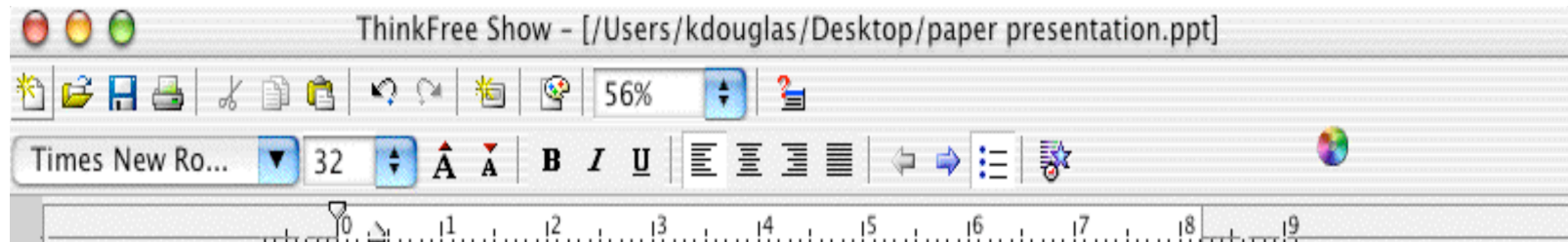
Division of Labour

- Integration of Form and Function
- Interface Builder



Division of Labour - part 2

- Multiple Approaches To Same Task



VS



Testing, Testing, Testing

- Brenda Laurel revisited
- Functionality as aesthetic value

—————→ testability

