Slow Technology

Research on Computational Technology as Design Material

Johan Redström
Lars Hallnäs
Patricija Jaksetic
Peter Ljungstrand
Linda Melin
Johan Redström
Tobias Skog
Human-computer interaction...
Slow Technology

Slowness in appearance and presence as a result of...

... focus on time presence
... focus on the aesthetics of functionality
Computational technology as design material
Computational technology as design material
Computational technology as design material
Function ReadLightMux (byval address as byte)
    Dim bit as byte
    Call PutPin(Mux_E1,1) 'Dis
    Call PutPin(Mux_E0,1) 'Dis
    bit = address and 1
    address = address \ 2
    Call PutPin(Mux_S0,bite) 'Add
    bit = address and 1
    address = address \ 2
    Call PutPin(Mux_S1,bite) 'Add
    bit = address and 1
    Call PutPin(Mux_S2,bite) 'Add
    Call PutPin(Mux_E0,0) 'End
    Call Delay(0.01)
    ReadLightMux = 1023 - GetADC
End Function

'----------------------------------------
Sub Light()
    Dim v0 as integer, v1 as integer
    Dim v2 as integer, v3 as integer
    Dim v4 as integer, v5 as integer
    v0 = ReadLightMux(0)
    v1 = ReadLightMux(1)

Temporal structures
“Reading” and “writing”
Video...
Abstract clocks

Development...
The ChatterBox

Development...
Development...
Chest of Drawers

Development...
Sail House

Development...
Fan House

Development...
Current work
Current work
Current work
Current work