

Designing Sensory Experiences -Receive, Release and Generate Sensory Information

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論文内容の要旨

In this paper, I will mainly explore new form of interaction through creating art works against the background of the information age, discuss human-computer interactive relationships from the perspective of cognitive science, and propose that to realizes the generation of new sensory information by combining conversion and transmission of sensory information.

Exploring the relationships in human-machine co-existence was the main concern of my research during the three years of my doctoral studies. The era of machine intelligence is about to begin, how smarter machines will enter our lives and how machines and human beings will coexist with mutual benefits is a problem demanding a prompt solution in the industry. Multidisciplinary and interdisciplinary studies will be required to explore how future designers will design machines and participate in design to fulfill even more needs.

In the first chapter, the research background of “single sensory output” is presented. The second chapter proposes the main goal. The third chapter studies and reviews sensory design, the senses, and sensory experience information, as well as presents the storylines for three experimental installations from breathing to smell. The fourth, fifth, and sixth chapters detail the designs and experimental processes of the three experimental installations from the sensory information that was received, released, and generated and sum up to realizes the generation of new sensory information by combining conversion and transmission of sensory information. In the seventh chapter, the author further explores and confirms the above research to then look forward to interaction designs and the human-machine relationship in the future. We learn and connect with the world through our senses. The sensory organs constitute the interface facilitating human-computer interactions.