

## Chapter 9

# Interactive Architecture and Interaction Landscaping

In this final section of the book I will contrast “Interactive architecture” as an infrastructure, system, structure, and “installed base”, designed with a particular planned use in focus, with the concept of “interaction landscaping” as a framing concept for the actual use of interactive environments.

Here, *Interaction landscaping* is viewed as an important conceptualization for understanding the core concept as outlined in this book, i.e. “interaction through textures”. By its current definition the concept of “Landscaping” refers to:

*...”any activity that modifies the visible features of an area of land, including but not limited to: 1.living elements, such as flora or fauna; 2.natural elements such as landforms, terrain shape and elevation, or bodies of water; 3.human elements such as structures, buildings, fences or other material objects created and/or installed by humans; and 4.abstract elements such as the weather and lighting conditions.”*  
(Wikipedia on “landscaping”)

As such, this section of the book is an exploration of the tension between the careful planning and co-construction of the physical and the digital built environment (including electricity, projection areas, placement of buttons and handles, etc.) with the modifications that users do to the interactive textures of their surroundings.

DOI: 10.4018/978-1-61520-653-7.ch009

This last section of the book is inspired by the recent bottom-up approach to design that is significant for e.g. the Web 2.0 development and the “Lifehacking” phenomenon (see e.g. Bernstein, et. al., 2007), and in this last section of the book a discussion around IT – “beyond the box” is initiated as to address the hardest challenges related to this area, including issues of sustainability and how to work with innovations around new emerging interactive textures. In an attempt to take a truly fresh point of departure for one such discussion the whole notion of “the box” needs to be erased. Thus, the guiding theme for this fourth and final section of the book is titled “There is no box”.

In the following two sections a traditional architectural perspective is applied to the current development of IT as to contextualize these technological developments even further in the context of architectural thinking. Then, this view is critically examined from a use perspective that is growing within the field of interaction design, i.e. the understanding of how people not only use digital technology in the form and in the shape it has from its design origin. Instead, people always try to adjust, change, modify and alter the technology either to fit some slightly different purposes, or just for the fun of turning it into something else. Sometimes this is described in terms of technology drift (e.g. Ciborra, et. al., 2000). In other more recent cases this has been described in terms of “lifehacking” (e.g. Bernstein, et. al., 2007).

In a sense, these two blocks of sections in this chapter represent two different paradigms, i.e. an architectural paradigm, and a paradigm rooted in interaction design more closely related to what people do with their everyday digital technology. Still, in practice these two paradigms melt together and as it will be shown these two perspectives taken together work as a stable ground for understanding new digitalized environments.

## **IT AS EMBEDDED ELEMENT**

Over and over again, this message has been repeated in this book. IT is soon part of everything. We have all the examples needed to exemplify this movement, and we can totally see this in the current development of various research disciplines targeting everything for computers in cars to computers in medicine. Just to mention a few areas we’re right now watching the raise, development and establishment of the areas of telematics, bioinformatics, museum informatics, mobile informatics, social informatics, and industrial informatics (Holmström, Wiberg & Lund, 2010), all related to different application areas of IT in our modern society.

In a sense, IT has become texturized in several different application areas, in different organizations, and in different social systems. Following the ubiquitous computing paradigm, it will soon also be texturized in virtually any physical envi-

7 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage: [www.igi-global.com/chapter/interactive-architecture-interaction-landscaping/47246](http://www.igi-global.com/chapter/interactive-architecture-interaction-landscaping/47246)

## Related Content

---

### Query Based Topic Modeling: An Information-Theoretic Framework for Semantic Analysis in Large-Scale Collections

Eduardo H. Ramírez and Ramón F. Brena (2012). *Quantitative Semantics and Soft Computing Methods for the Web: Perspectives and Applications* (pp. 69-95).

[www.irma-international.org/chapter/query-based-topic-modeling/60116](http://www.irma-international.org/chapter/query-based-topic-modeling/60116)

### An Adaptive Neuro-Fuzzy Inference System-Based Ubiquitous Learning System to Support Learners With Disabilities

Olutayo Kehinde Boyinbode, Kehinde Casey Amodu and Olumide Obe (2021). *International Journal of Multimedia Data Engineering and Management* (pp. 58-73).

[www.irma-international.org/article/an-adaptive-neuro-fuzzy-inference-system-based-ubiquitous-learning-system-to-support-learners-with-disabilities/291558](http://www.irma-international.org/article/an-adaptive-neuro-fuzzy-inference-system-based-ubiquitous-learning-system-to-support-learners-with-disabilities/291558)

### Semantic Web Services

Juan Manuel Adán-Coello (2009). *Encyclopedia of Multimedia Technology and Networking, Second Edition* (pp. 1293-1298).

[www.irma-international.org/chapter/semantic-web-services/17548](http://www.irma-international.org/chapter/semantic-web-services/17548)

### Boosting of Deep Convolutional Architectures for Arabic Handwriting Recognition

Mohamed Elleuch and Monji Kherallah (2019). *International Journal of Multimedia Data Engineering and Management* (pp. 26-45).

[www.irma-international.org/article/boosting-of-deep-convolutional-architectures-for-arabic-handwriting-recognition/245262](http://www.irma-international.org/article/boosting-of-deep-convolutional-architectures-for-arabic-handwriting-recognition/245262)

### Iterative Usability Evaluation for an Online Educational Web Portal

Xin C. Wang, Borchuluun Yadamsuren, Anindita Paul, DeeAnna Adkins, George Laur, Andrew Tawfik and Sanda Erdelez (2010). *International Journal of Multimedia Data Engineering and Management* (pp. 31-49).

[www.irma-international.org/article/iterative-usability-evaluation-online-educational/49148](http://www.irma-international.org/article/iterative-usability-evaluation-online-educational/49148)