Designing a Semantic Sketchbook to Create Opportunities for Serendipity

Abstract

Serendipity is where unexpected circumstances and an insightful ‘aha’ moment result in a valuable outcome. We discuss how interactive systems can support the process of serendipity: from making new connections, to projecting and exploiting their potential value. We focus in particular on how technology can support reflection – which is an important part of the serendipity process. By considering findings from a set of empirical studies and a set of design principles aimed at encouraging reflection, we present an early stage digital ‘Semantic Sketchbook’ which was designed with the aim of supporting reflection (as well as other aspects of the process of serendipity). We discuss how our ‘Semantic Sketchbook’ has the potential to create opportunities for serendipity and the next steps we intend to take in developing it and evaluating its success.

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I want to do children's books and bible class materials. These are pieces that inspire me to create and to further shape my visual voice into something just as unique and beautiful. I try to do a "doodle" every day; We all need some help when we hit a creativity block! Sometimes I start with one of these ideas, & it evolves into something else entirely! So come, let's challenge ourselves, appreciate others' creativity, and grow in our own ability! Interaction and navigation in A Place for Art relies on users creating and exploring their own path through the collection: an approach that is well supported by the literature on information seeking in museum collections. For example: Skov[13] found that online visitors demonstrated exploratory behaviors such as. On leave in 2014 to the IT University of Copenhagen, Denmark. 9. serendipity and, when finding the unexpected, exhibited meaning making qualities, i.e. following paths and making implicit connections between objects. Further, Goodale et al. [7] conceptualize the pathway as a guiding. This Serendipity feature on the Block worktable lets you take Sketchbook blocks and add a predesigned frame around that block. You can choose from dozens of different frames which, when used with the right blocks, can create amazing new block designs. Add your favorite block designs to your Sketchbook. You can use Library blocks or your own block designs. On the Block worktable, click New Block > Create Serendipity > Frame Block. On the right side of the dialog, you'll see your Sketchbook blocks. Scroll through the list to find the block you want to use. If your Sketchbook block is designed and/or colored asymmetrically, click on the block in the preview to rotate the design in the frame. Each click rotates the block 90 degrees. You will not notice a change with symmetrical designs. Designer style is modeled via choice-based interactive evolution which adapts the impact of different dimensions of quality based on the designer's choice of certain suggestions over others. Modeling process is carried out similarly to style, but adapting to the current focus of the designer's actions. Goals are modeled by estimating the visual patterns of the designer's final artifact and changing the parameters of the algorithm to enforce such patterns on generated suggestions. We discuss how our 'Semantic Sketchbook' has the potential to create opportunities for serendipity and the next steps we intend to take in developing it and evaluating its success. Interaction design, serendipity, serendipitous, information discovery, reflective design, slow technology, sketchbook, notebook, semantic web, mobile, user experience, user goals. View. Show abstract. Creativity: Flow and the Psychology of Discovery and Invention. M Csikszenmihalyi. An Illustrated Life: Drawing Inspiration from the Private Sketchbooks of Artists, Illustrators and Designers. D Gregory. Sket...