You have ten seconds at the exhibition entrance

A visitor remembers a work by its image. Later, they will need the room number.



Field Notes
Studio 4

☆

RETURN VISIT
Studio 4?

At the entrance

Field Notes · Studio 4. A friend is already moving towards the next room.

After lunch

The visitor remembers the image. What would let them find Studio 4 again?

Design the part that happens over time

At the caption station, a visitor wants to read the artist’s words while a friend waits. They can change the type size.

CAPTION CONTROL
Standard type

ACTION
Enlarge text

RESULT
Larger caption

Before

The caption is set in small type. The visitor has one hand free.

Action

They choose Larger type with one tap.

After

The same caption is larger. A long sentence now takes more lines.

What can a still image tell us?

A visitor and a friend are reading together. What does the screen show, what can they do, and how does it feel to finish?

SCREEN
Two type sizes

ACTION
Change size

LATER
Read together

Interface

The caption screen shows the artist’s note and a Larger type control.

Interaction

The visitor changes the size and looks for the same sentence.

Experience

Can both people read it while standing together at the rail?

San Francisco, 9 December 1968

Douglas Engelbart and the SRI team publicly demonstrated NLS, a system for working with information on a screen.



SCREEN

Point to a word

What to watch

One hand moves a mouse on the desk. A marker changes position on the screen.

Why it matters

The person can refer to a particular place in the material they are editing.

Move the pointer. Then change one word.

Motion helps identify a target. Acting on that target can change the document.



Document

Meet at the north entrance.



Target

Point at north. The sentence still reads north.



Edit

Replace north with east. Read the sentence again.

Predict where “People” will take you

A single linked word appears below. Form a prediction before opening it. Then check the evidence on the original pages.

LINK
People

PREDICTION
What might open?

CHECK AFTER
Heading + one detail

Read

The link is labelled People. Imagine finding that word on a project overview.

Predict

Privately name one thing you expect to find after opening it.

Verify

After the reveal, compare the destination heading and one entry with your prediction.

What does pointing mean here?

A similar movement can prepare an edit or follow a reference. The target and the current task give it meaning.



Editing a sentence

Target a word, select it and replace it. The text changes in place.



Reading a project page

Activate People. The reader arrives at a different document.

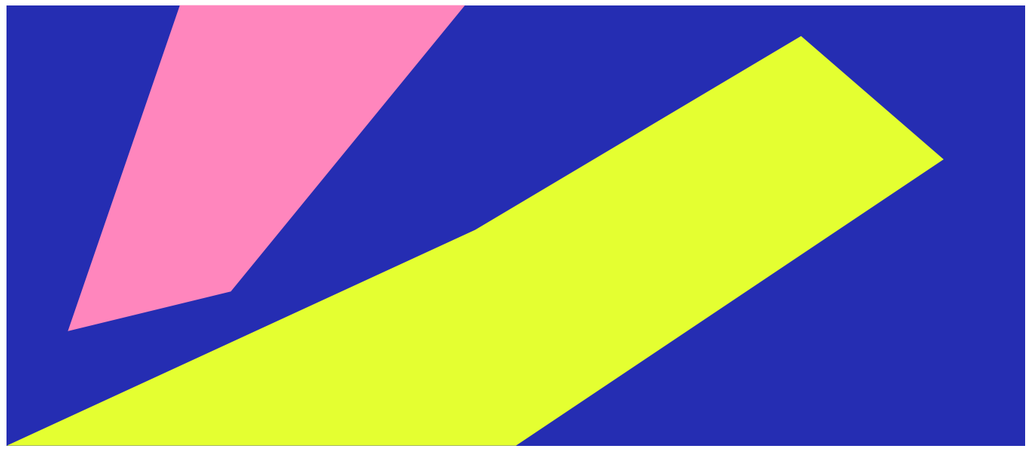


Design question

What can the visitor predict before acting, and what can they verify afterwards?

Field Notes ☆

You want to find this work after lunch. Predict the very next thing you would see if you touched the star.



Field Notes ☆

Exhibition card

Field Notes ☆

Wall label

Studio 4 · Ground floor

One star, three possible consequences

A rating, a personal list and an editorial badge call for different design decisions.



Rating

The visitor gives Field Notes four stars. Other people might see an aggregate.



Personal list

Field Notes is added to My visit. The visitor can retrieve this work.



Editorial badge

The exhibition team recommends this work. The star may simply be information.

Change the cue. Keep the action.

A fair comparison holds the work, the goal and the response constant while changing the visible invitation.



Version A

Field Notes · Studio 4. Control: ☆



Version B

Field Notes · Studio 4. Control: ☆ Save work



Same in both

After activation the work is added to My visit.

The second tap changes the story

An action may succeed while leaving the visitor uncertain. A second attempt can reverse the first.

BEFORE THE FIRST TAP
My visit: empty

0 s · Before

Field Notes is absent from My visit.

BRIEF MESSAGE
Added to My visit.

1 s · Tap once

The list gains Field Notes. A brief confirmation disappears.

AFTER THE SECOND TAP
My visit: empty

4 s · Tap again

In this toggle design, the second tap removes the work.

Can you find it after lunch?

A successful tap serves a longer intention only if the visitor can retrieve the right work later.

SAVED WORK
Field Notes

Keep

The card now shows Saved.

ANOTHER WORK
Light Study

Leave

Another work is opened. The original card is out of sight.

FROM MY VISIT
Select Field Notes

Return

Open My visit, select Field Notes and find its room number.

State the intention without naming the control

The visitor’s purpose can survive a change of interface. It gives us a reason to choose between designs.

GESTURE

Instruction

Tap the star.

SHORT-TERM GOAL

Immediate goal

Keep this work for later.

LONGER-TERM GOAL

Visit goal

Find the work’s room after lunch and bring a friend.

Write down what the visitor did

An observation names a visible or audible event. A claim about someone’s reason needs separate evidence.

TWO TAPS

Observed

The visitor tapped the star twice, then opened My visit.

A HYPOTHESIS

Possible interpretation

They may have missed the first confirmation.

A QUESTION

Follow-up

“What were you looking for when you opened the list?”

What remains when the message goes away?

A brief response acknowledges an action. A visible state lets someone check the result later.

CONTROL
Save work

BRIEF MESSAGE
Added to My visit.

PERSISTENT STATE
Field Notes · Saved

Event

The visitor activates Save work.

Immediate feedback

A message reads “Added to My visit.”

Inspectable state

The work card reads Saved and My visit contains Field Notes.

Tell the interaction in one breath

A usable account connects what the visitor wanted, what they did and what changed for them.

1 →

Intention

“I want to return to Field Notes after lunch.”

2 →

Action

“I activate Save work beside its title.”

3

Effect and evidence

“It appears in My visit. I can reopen it and find Studio 4.”

15 MINUTES / STUDIO BREAK

Back at 15:45

After the break we will watch one action together.

Bring back

A sheet of paper and something to draw with.

Next

Meet in the same room. We will form pairs after the demonstration.

Watch my hand, then the list

Keep your eyes on the “Between Rooms” card. What could you write down before asking me what I thought?

WORK DETAIL
Between Rooms ☆

ACTION
Save work ☆

MY VISIT
Between Rooms saved ★

Before

The card says “Save work”. The exhibition list says “No saved works”.

Action

I activate “Save work” once.

After

The plus becomes a tick. The list reads “Between Rooms saved”.

What would you ask next?

A second tap could mean several things. Keep the visible event and your explanation on separate lines.

AN EVENT

What we can see

Two taps on the same control. The list is empty again.

TWO POSSIBLE REASONS

Possible readings

The visitor wanted to undo the save, or was checking whether the first tap worked.

A QUESTION

Follow-up

“What did you expect after the first tap?”

Interface walk · Round one

Work in pairs. Pick a nearby physical interface and a task someone can try here. One person acts and one observes.

Choose · 2 min

For example, ask someone to find a named room using a floor directory.

Try · 5 min

The observer gives the goal, waits and records the first cue, action and response.

Discuss · 5 min

Ask what the actor expected. Mark which words came from the actor.

FIELD NOTE

Goal

First cue

Action

Response

Interface walk · Change roles

Try a second situation on a device. Keep a similar intention so that the two interfaces can be compared.

Swap · 1 min

The first observer now acts. Choose a comparable goal, such as finding the same room on a map.

Try · 6 min

Record the first action, the cue that prompted it and an observable sign of completion.

Compare notes · 6 min

Ask what the actor already knew. Bring back one note from each situation.

FIELD NOTE

Goal

First cue

Action

Response

Draw an observed moment of friction

Reconstruct one real incident as a short scenario. Include the actor, their goal and a detail of the setting that changed what they could do.

1 →

Setting · 3 min

Which person, place and constraint mattered? Name the goal in the actor’s own terms.

2 →

Sequence · 7 min

Draw the cue, the action and what followed. Record one exact movement or remark.

3

Friction · 5 min

Circle the difficult moment. Separate the observed result from the cause you suspect.

Frame the same failure three ways

Keep one observed incident fixed. Write three different questions about it, then choose which one your evidence supports.

THREE QUESTIONS

Three frames · 4 min

Try finding the cue, understanding its meaning, and recognising the result. Write a different question for each.

ONE CHOICE

Choose · 4 min

Underline one question. Point to the action or words in your observation that led you to it.

ONE OBSERVATION

Share · 2 min

Read the selected question and its evidence aloud. Keep all three versions.

15 MINUTES / STUDIO BREAK

Back at 17:00

Keep both sketches. We will use a real moment of uncertainty to start the individual project.

Leave on your desk

Your two notes and the question you want to investigate.

Next

Choose a visitor and one action for your own prototype.

The brief · One visitor, one action

Design one digital interaction for the annual exhibition, or choose another setting with an equally precise user and task. Each person develops their own project.

Situation

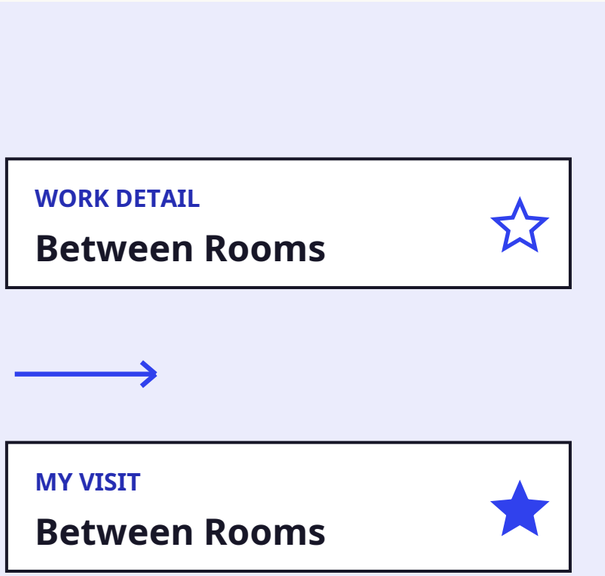
A visitor finds “Between Rooms” and wants to revisit it after lunch.

Core action

Keep the work for later. A visible entry lets the visitor find it again.

Scope

Build two to four meaningful states. Several states can share one screen.



From today’s sketch to the final submission

Block 2 runs from 14 to 16 January 2027. Show your work in progress on Saturday 16 January and use the feedback to finish afterwards.

NOVEMBER

Block 1

Sketch and test on paper. Leave with a clickable first version and a question.

INDEPENDENT WORK

Between blocks · about 12 h

Test with two people. Keep both observations and a before-and-after comparison. Bring a question to Block 2.

BLOCK 2

Block 2 and after

Build and discuss the browser version. Use about 12 further hours to revise and retest. Submit the prototype ZIP and a one- to two-page process PDF.

Sketch three ways in

Spend five minutes per sketch. Stay with one situation and try three different ways for a visitor to reach the same goal.

Sketch A · 5 min

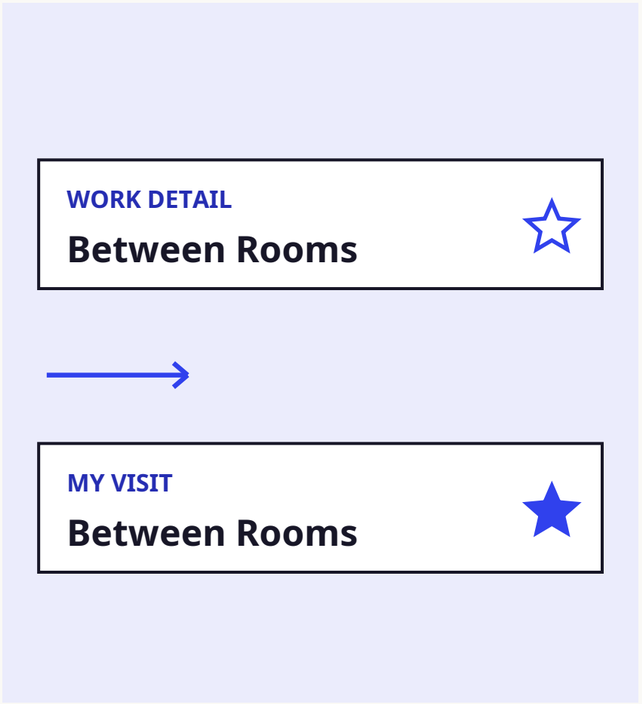
Begin on the work label. What could you take away?

Sketch B · 5 min

Begin on the map. How could the visitor mark a place to return to?

Sketch C · 5 min

Begin in a visit list. How would someone add a work they just saw?



Draw the start state

Choose one sketch. Give the visitor a plausible reason to act and enough information to make a choice.

CHOOSE
Work detail

DRAW
Between Rooms · Room 2

PREDICT
Save work?

Pick · 2 min

Circle the idea you could put in someone else’s hands today.

Draw · 6 min

Include real words for the work, its location and the available action.

Predict · 2 min

Write what you expect the visitor to do first and what they believe it will change.

Draw the end state

On a second card, show what remains when the visitor looks again. Mark the precise change between the two states.

MY VISIT
Between Rooms

TRANSITION
Activate Save work

EVIDENCE
Saved · Room 2

Draw · 6 min

For a saved work, show its name in the list. A short confirmation may already have disappeared.

Connect · 2 min

Label the action on the arrow from the first state to the second.

Check · 2 min

Circle the detail a visitor can use to recognise success.

Let a peer operate the two cards

Each partner has five minutes. Give the visitor a goal, reveal the second state after their action and record what they infer.

Task

“You want to visit this work again after lunch. Show me what you would do.”

Watch

Let the visitor point. Swap in the end state and ask, “What happened?”

Exchange

Name one helpful cue and one remaining question. Switch roles at 17:50.



Paper test · teaching illustration

Exit ticket · A sentence you can test

Save today’s two sketches and one sentence that names a person, their action and a sign of success. Bring them to the next studio.

Template

“When ___, a ___ wants to ___. I can tell it worked when ___.”

Worked example

“At the exhibition, a visitor wants to keep Between Rooms for later. They can reopen the work from their visit list and read its room number.”