



Bringing IT to life

When art, plants and
technology meet



1_0-oo. World in danger!

2_Making IT Human(e)

3_Building the bridge

4_Open-source, the way

5_Participatory Design & Co-creation

6_Case Study

7_Game Over

O-oo. World in danger!

Electronic waste, pollution,
toxification, over-consumption . . .

Sustainable, ethical design.
Myth or reality?

Captain Planet:

"We must raise the global awareness!"

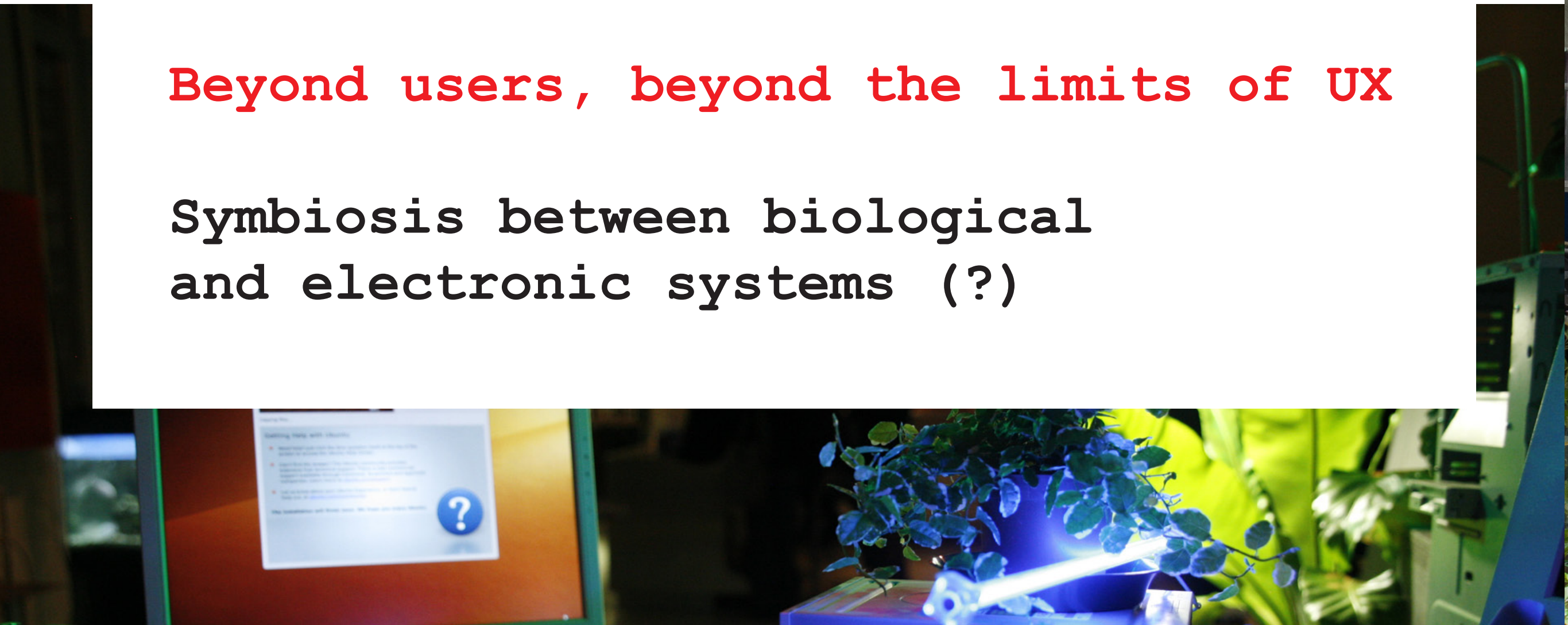


Makin IT Human(e)

Human-centered, user-centered,
goal-directed, activity-centered,
user-friendly, user experience...
design

Beyond users, beyond the limits of UX

Symbiosis between biological
and electronic systems (?)





Building_the_bridge

UX designers as architects of change

USER - IT - NATURE / IT - USER - NATURE

PLANTS Vs. ~~ZOMBIES~~ IT or
PLANTS + IT ?

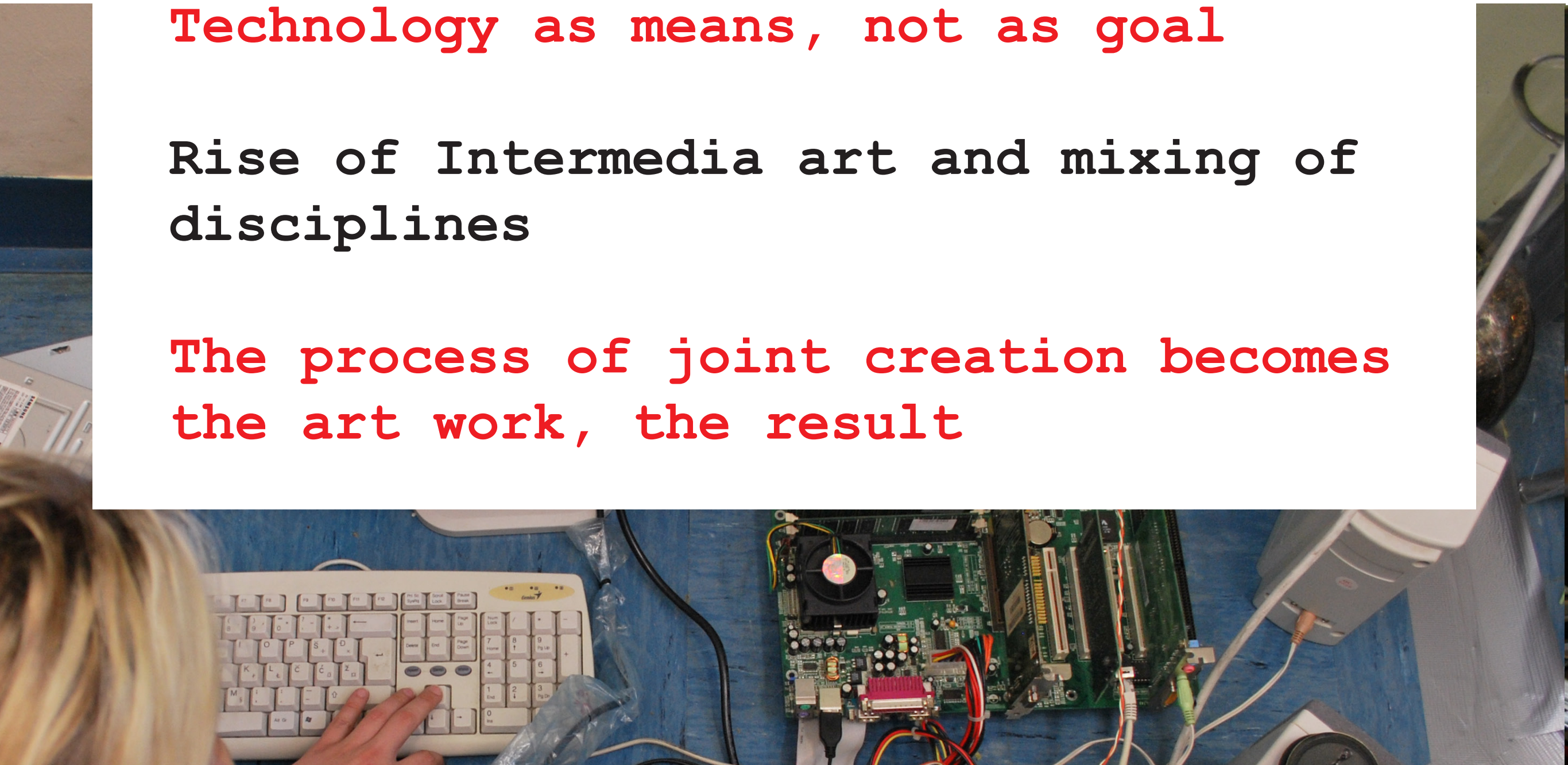
Open-source: Art & IT

Open-source already embraced in IT

Technology as means, not as goal

Rise of Intermedia art and mixing of disciplines

The process of joint creation becomes the art work, the result



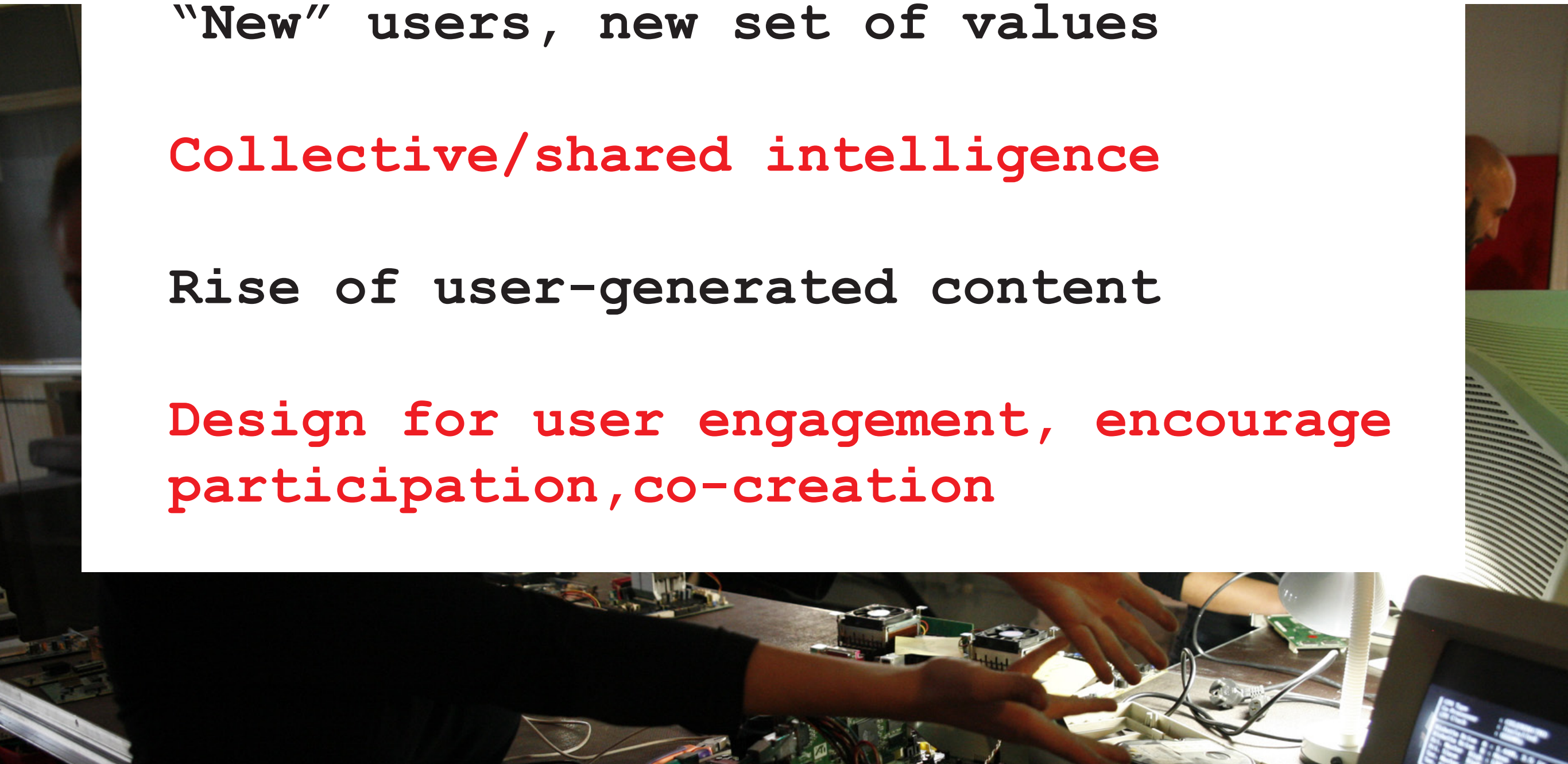
Participatory design and co-creation

“New” users, new set of values

Collective/shared intelligence

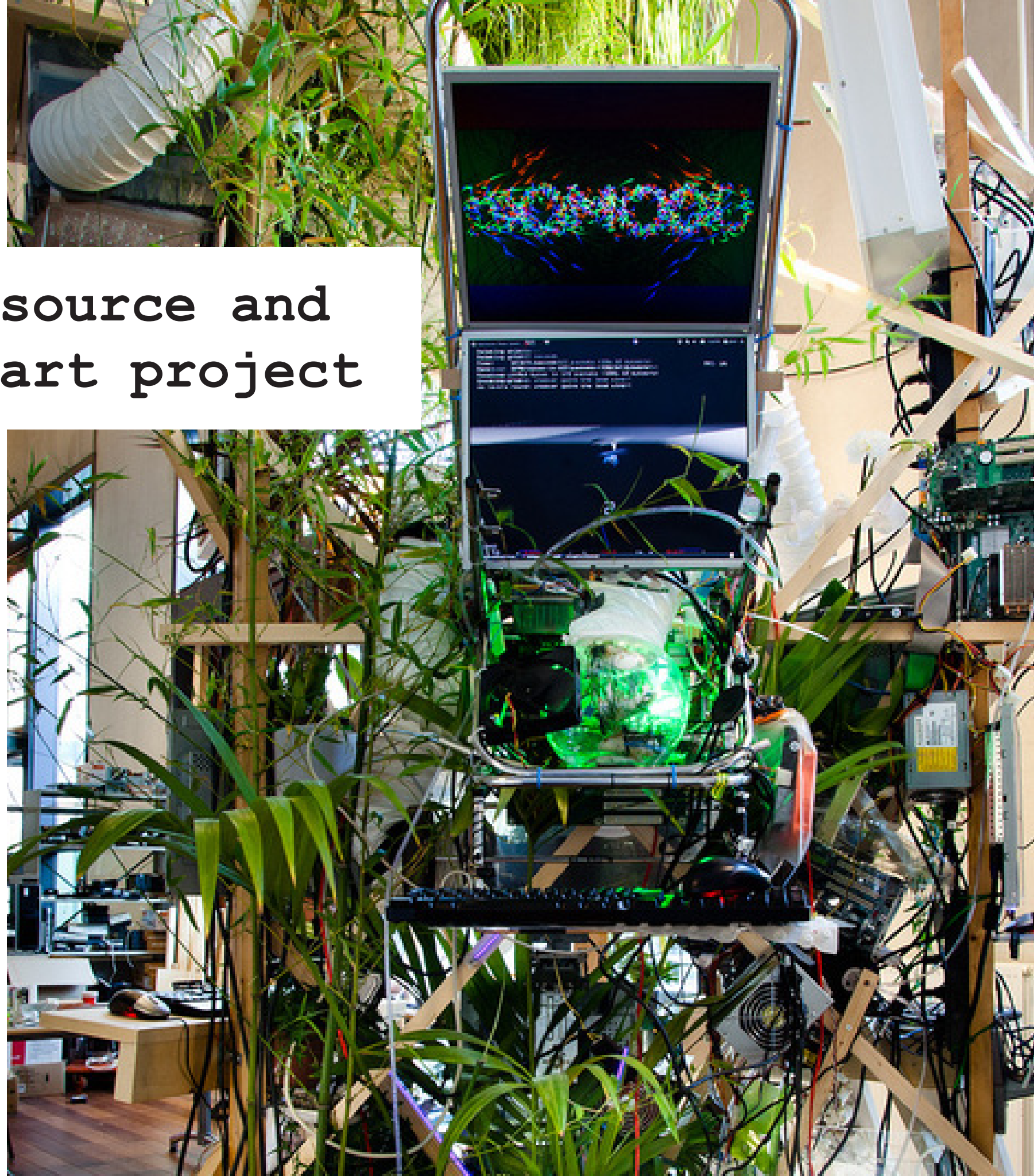
Rise of user-generated content

Design for user engagement, encourage participation, co-creation



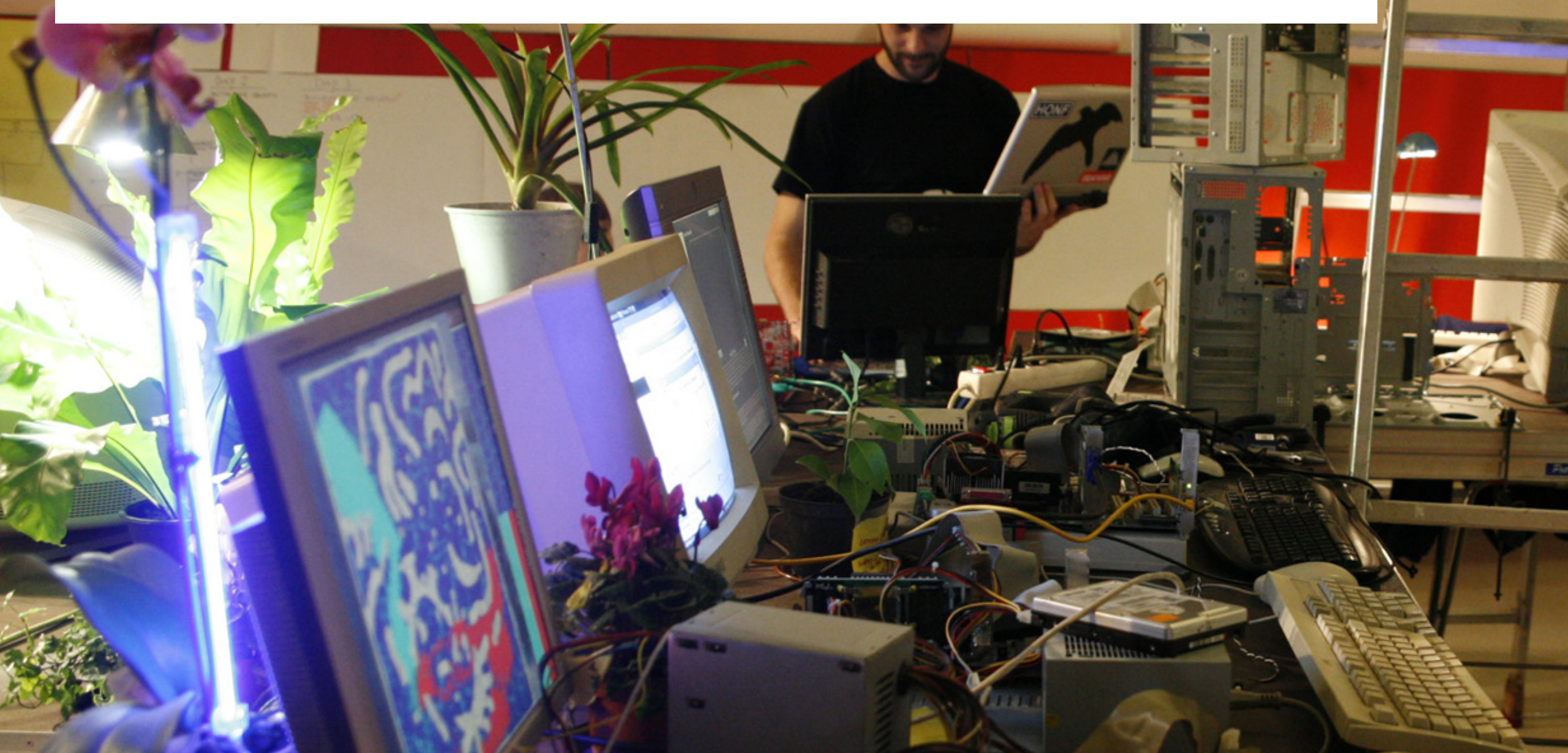
Biomodd

is an open source and
co-created art project



Biomodd in Maribor & Delft

November 2010, October 2011,
10-14 days to ideate and assemble

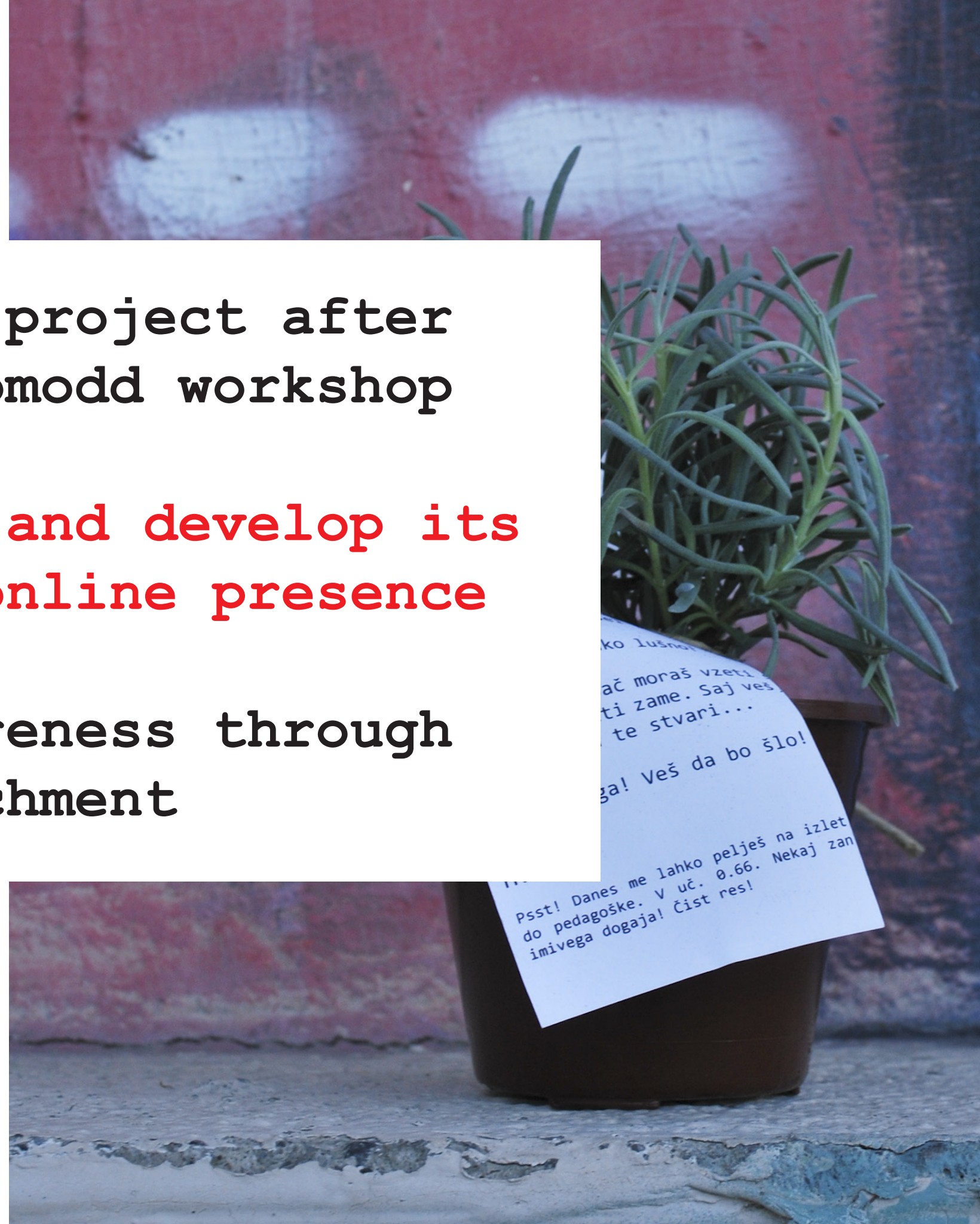


I<3Plants

is a spin-off project after
the end of Biomodd workshop

Adopt a plant and develop its
personality, online presence

Raise the awareness through
personal attachment



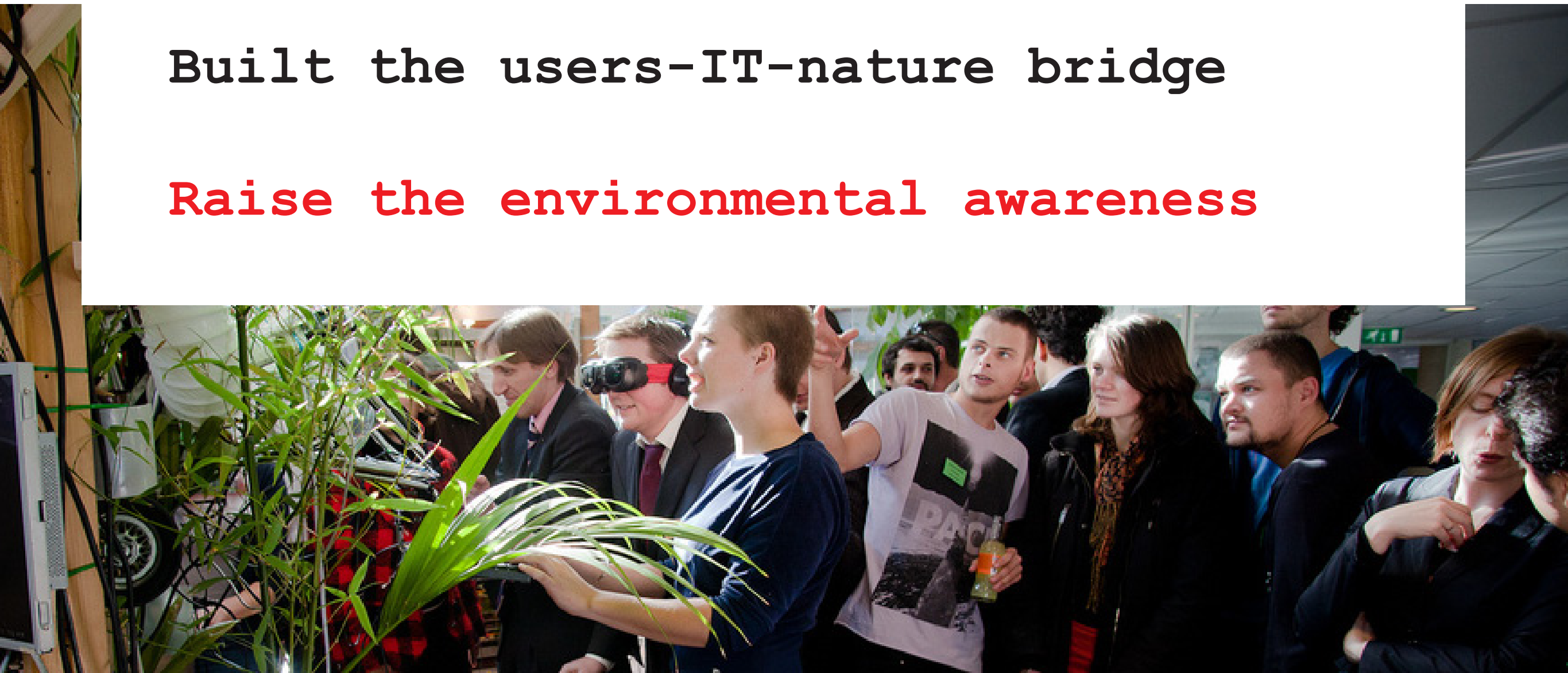
Results

Interdisciplinary

Cross-generational

Built the users-IT-nature bridge

Raise the environmental awareness



Game Over or Game ON?

Make IT more humane

More engaged = more aware

"Save a plant.
Save the World." :)





Get in touch!

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