

# fenomena interaksi manusia dengan objek

*Desain & Pengalaman Pengguna*  
#4

## Phenomena interaksi manusia dengan objek

Adanya **perubahan** paradigma kehidupan  
Keseharian manusia

*Changed paradigms on everyday life*

There are shifting of  
economic basis,  
**From manufacturing  
goods to provision of  
information and services**

From products to services  
From industrial to digital  
Being looked after to looking after  
ourselves

**competition based on  
the acquisition of knowledge**

**knowledge economy**

# Phenomena interaksi manusia dengan objek

“...current and future **changes** that will shape our life...”



no more  
**Barriers**



Objects are  
**linked**  
to each other



Experiences are  
**personally defined**



**Current and future that changes our lives**

Current and future changes in interaction design are driven by advancements in technology, evolving user needs and behaviors, and a focus on enhancing user experiences.

Here are some key phenomena that are likely to shape interaction design:

1. Ubiquitous Computing: With the proliferation of smart devices, wearables, and IoT technologies, our interactions are becoming increasingly distributed across multiple devices and environments. Interaction design will need to consider seamless and consistent experiences across different platforms, ensuring smooth transitions and continuity in user tasks and data.
2. Voice User Interfaces (VUI): Voice assistants and voice-controlled devices are gaining popularity, transforming how users interact with technology. Interaction design will need to focus on designing natural language processing capabilities, ensuring accurate voice recognition, and creating intuitive and context-aware voice-based interactions.
3. Augmented and Virtual Reality (AR/VR): AR and VR technologies are opening up new possibilities for immersive and interactive experiences. Interaction design will need to consider spatial interactions, gesture-based controls, and designing intuitive interfaces within virtual environments, enabling users to interact naturally with digital content.
4. Natural User Interfaces (NUI): Gesture-based interfaces, touchscreens, and haptic feedback are already changing how users interact with digital devices. As these interfaces evolve, interaction design will need to focus on intuitive gesture recognition, tactile feedback, and designing interactions that align with users' mental models and physical abilities.
5. Personalization and Adaptive Interfaces: Interaction design is increasingly centered around personalization, with interfaces adapting to individual user preferences, behaviors, and contexts. Designers will need to consider designing adaptive interfaces that dynamically adjust content, layout, and functionality based on user data and real-time feedback.

6. Multimodal Interactions: Future interaction design will need to support multimodal interactions, which combine various input methods such as touch, voice, gestures, and eye-tracking. Designers will need to consider how these modalities can be seamlessly integrated to create cohesive and efficient user experiences.
7. Social and Collaborative Interfaces: As digital communication and collaboration continue to evolve, interaction design will need to facilitate social interactions and support collaboration in both synchronous and asynchronous settings. Designers will need to focus on designing intuitive and engaging interfaces that promote effective communication and collaboration among users.
8. Accessibility and Inclusive Design: Interaction design should prioritize accessibility and inclusive design principles to ensure that digital interfaces are usable by individuals with diverse abilities and needs. Designers will need to consider factors such as inclusive interaction patterns, alternative input methods, and assistive technologies to create inclusive experiences for all users.
9. Ethical and Trustworthy Design: Interaction design will need to address ethical considerations, such as data privacy, transparency, and algorithmic bias. Designers will play a crucial role in ensuring that user interactions are designed with ethical practices in mind, fostering trust, and promoting responsible use of technology.
10. Continuous Iteration and User Feedback: Interaction design is an iterative process, and designers will need to continuously gather user feedback and iterate on designs to improve usability, address pain points, and incorporate user preferences. User-centric design methodologies, such as user testing, prototyping, and iterative design cycles, will remain essential in shaping future interaction design.

The field of interaction design is continually evolving, driven by technological advancements and changing user expectations. Designers will need to stay informed, adaptable, and responsive to emerging trends to create engaging, seamless, and meaningful user experiences that shape how we interact with digital systems and technology in the present and future.



# Phenomena interaksi manusia dengan objek

“...communication **without** hassle and obstacles...”



Smartphone for normal person  
(nytimes.com)



24h

Smartphone for a blind person  
(yankodesign.com)

# Phenomena interaksi manusia dengan objek

“... interactions are **seamless** ...”

