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THE VARIETIES OF USER EXPERIENCE

BRIDGING EMBODIED METHODOLOGIES FROM SOMATICS AND PERFORMANCE TO
HUMAN COMPUTER INTERACTION

by

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Dedication

to my mother
Helena Johanna Smeets Schiphorst
your memory lifts my gaze
and fills my heart

Thecla Henrietta Helena Maria Schiphorst

THE VARIETIES OF USER EXPERIENCE: BRIDGING EMBODIED METHODOLOGIES FROM SOMATICS AND PERFORMANCE TO HUMAN COMPUTER INTERACTION

Abstract Embodied Interaction continues to gain significance within the field of Human Computer Interaction (HCI). Its growing recognition and value is evidenced in part by a remarkable increase in systems design and publication focusing on various aspects of Embodiment. The enduring need to interact through experience has spawned a variety of interdisciplinary bridging strategies in the hope of gaining deeper understanding of human experience. Along with phenomenology, cognitive science, psychology and the arts, recent interdisciplinary contributions to HCI include the knowledge-rich domains of Somatics and Performance that carry long-standing traditions of embodied practice. The common ground between HCI and the fields of Somatics and Performance is based on the need to understand and model human experience. Yet, Somatics and Performance differ from normative HCI in their epistemological frameworks of embodiment. This is particularly evident in their histories of knowledge construction and representation. The contributions of Somatics and Performance to the history of embodiment are not yet fully understood within HCI. Differing epistemologies and their resulting approaches to experience identify an under-theorized area of research and an opportunity to develop a richer knowledge and practice base. This is examined by comparing theories and practices of embodied experience between HCI and Somatics (Performance) and analyzing influences, values and assumptions underlying epistemological frameworks. The analysis results in a set of design strategies based in embodied practices within Somatics and Performance. The subsequent application of these strategies is examined through a series of interactive art installations that employ embodied interaction as a central expression of technology. Case Studies provide evidence in the form of rigorously documented design processes that illustrate these strategies. This research exemplifies 'Research *through Art*' applied in the context of experience design for tangible, wearable and social interaction.

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AUTHOR'S DECLARATION

At no time during the registration for the degree of Doctor of Philosophy has the author been registered for any other University award without prior agreement of the Graduate Committee.

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Relevant seminars, conferences and art exhibitions were regularly attended at which work was presented, papers were published and interactive art was exhibited.

Signed 

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