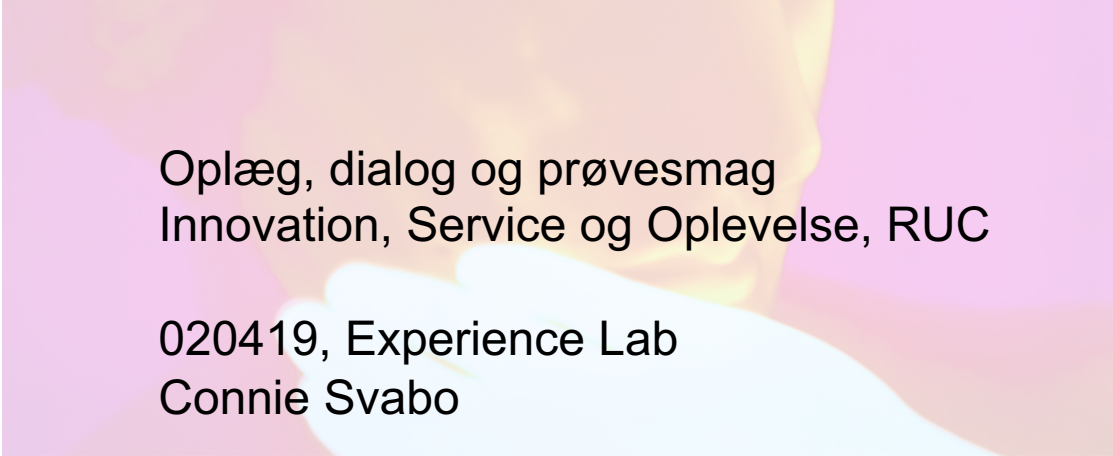


# Experience Lab

Hands-on research through and for human  
experience



Oplæg, dialog og prøvesmag  
Innovation, Service og Oplevelse, RUC

020419, Experience Lab  
Connie Svabo

# Experience Lab

- Experience Lab is a transdisciplinary, experimental and design-based research centre focusing on human experience in various interaction designs

- May include, but is not limited to the fields of information- and communication technology, design, art and architecture,

# Experiences of

- Information
- Learning
- Culture
- Leisure
- Entertainment
- Consumption
- Health
- Mobility
- Safety

- Understanding human experience is crucial in a world of pervasive and omnipresent digitalisation, artificial and ambient intelligence, mixed and virtual realities, and responsive spaces and environments

- We are seeing a world with increasingly large systems and their dynamic and often unpredictable interrelations and consequences
- This implies dealing with complex combinations of environments, information, products and services
- Human experience cuts across these combinations

# Experience as

- Interactive
- Mediated
- Distributed
- Social
- Participatory
- Engaged
- Thinking
- Sensing
- Feeling

- Seeking to understand and design for human experience...
- Seeking to contribute human-centred approaches to design and innovation...
- makes it necessary to transcend traditional boundaries of knowledge and practice
- Experience Lab is a way of doing this



# Experience Lab **Approach**

- Experimental, transdisciplinary and design-based
- Exploratory experiments supporting knowledge creation in iterative, open-ended and creative ways
- May include, but is not limited to: creative practices of writing, visualization, sonification, installation and performance
- Draws on practice-as-research, arts-based research, design-based research, research-creation and other approaches which explore knowing and making as intertwined and entangled processes



# Experience Lab **Forms of Activity**

- **Thing-Making**
- **Online Seminars**
- **Symposia**
- **Workshops**
- Projects and partnerships
- Web
- Teaching

# Experience Lab **Thing-making**

- Experience Cylinder platform
- Artists' giant sketch book
- Museum installations
- Interactive games
- Experimental robots

# Experience Lab **Online Seminars**

- Regular get together and discuss, informal, online in zoom
- We read things together, we have short talks to open up discussions. We collaboratively explore and develop our understanding of specific concepts, themes, phenomena.
- Approximately once a month
- Students are welcome, as are external parties
  
- Example: [Mediation, Space and Media Ecology](#)



# Experience Lab **Symposium**

- One-time event
- Guest lectures and talks
- In-depth knowledge sharing on specific topics

Examples: Robotics and Urban Planning April 11, 2019

Virtual Reality August 21, 2019



# Experience Lab **Workshops**

- Get-together to work hands-on with art-, design- and practice-based methods. We explore research methods
- We are each other's lab-rats
- Two-four times a semester, approximately 2½ to 3 hour workshops
- Students are welcome, as are external parties

Examples: Collage-based visual inquiry; video-based storytelling, build and tell, poetic self exercise, rapid prototyping



# Experience Lab Teaching

- Computer Science/Informatics Masters course on "Designing Interactive Experiences"
- Student projects (bachelor and masters) developing Experience cylinder applications, in games, scientific simulation, 3D worlds
- HumTek workshops on creative sound, physical interaction

# Experience Lab **Web**

- Information (program, readings)
- Documentation
- Sharing and profiling
- Visualisation
- Social media



# Roskilde University

Connie Svabo April 2, 2019  
Experience Lab

<https://experiencelab.ruc.dk>

Roskilde University challenges academic traditions and experiments with new ways of creating and acquiring knowledge. We cultivate project and problem oriented knowledge creation.

