

Ubiquitous computing design

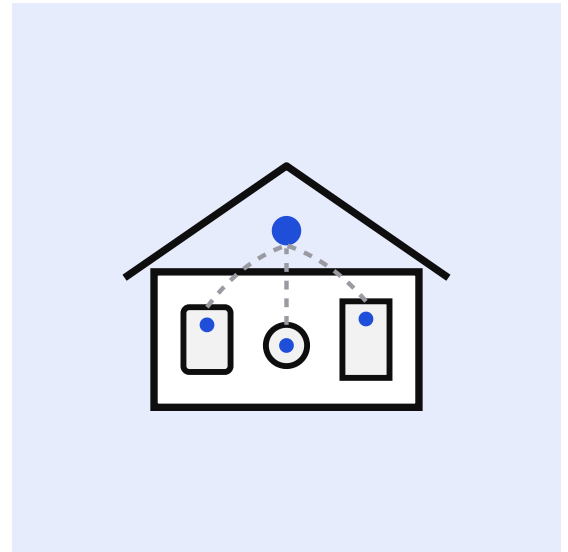
Designs systems in which technology is spread across objects, spaces and bodies and connected, instead of being concentrated on a screen. It includes connected products and the smart home.

In Spanish

Diseño para la computación ubicua

Origin

Weiser (1991)



What problem it addresses

When there are dozens of connected devices in a home or an office, each with its own alerts and settings, technology stops helping and starts demanding attention.

Principles

Let it disappear

The best technology blends into everyday life and stops being noticed, like writing.

A system, not separate devices

Connected objects are designed together: how they are set up, how they alert and what happens if one fails.

Useful offline too

A connected switch or lock has to keep working when the network fails.

Applications in design

✓ Use it like this

Design the object, its app and what happens when something fails together, not each part separately.

✗ Avoid

Connecting an object just because you can, without the person gaining anything.

👁 Don't fall for it

Think about who else lives with the device: at home the whole family uses it, not just whoever installed it.

Connections

Builds on

■ Calm technology

Related to

■ Product design

■ Industrial design

Authors and works

1991	Mark Weiser	Imagined rooms with hundreds of computers of different sizes, so woven into everyday life that they would no longer be noticed.
2015	Claire Rowland et al.	Wrote a guide to designing the experience of consumer connected products, the so-called Internet of Things.

Sources

Original sources

- Weiser, M. (1991). The computer for the 21st century. Scientific American, 265(3), 94–104. [View source \(https://doi.org/10.1038/scientificamerican0991-94\)](https://doi.org/10.1038/scientificamerican0991-94)

Secondary sources

- Rowland, C., Goodman, E., Charlier, M., Light, A., & Lui, A. (2015). Designing connected products: UX for the consumer Internet of Things. O'Reilly.

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