



CONTROL REDESIGN

A fundamental building block of interaction design, controls are designed to be conduits between a user's intention and a system's ability to understand and act on that intent. In this project, we selected a control and redesigned it by considering the user's intent, context, behavior, environment and physical limitations, and applying knowledge of human perception to create controls that are elegant, intuitive and easily learned. The goal is to recast interaction as a cognitive and explicitly communicative action and move away from more tacit expressions of intention and more visceral and embodied communication between a person and a device.