Attention, création, réflexion : le ludique dans l'expérience de l'informatique ubiquitaire

Mots clés :
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- Unité de recherche : Laboratoire Traitement et Communication de l'Information
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- Domaine scientifique principal: Divers

Résumé du projet de recherche (Langue 1)
Attention, creation, thinking: the playful experience of ubiquitous computing My dissertation will discuss the design of user's experience in the context of ubiquitous computing. We must consider how spatial and temporal dimensions provide new modes of interaction and narratives, and how they impact the user's digital practices. Specifically, my research will question the issue of playfulness that has become a moto for designing pervasive applications and services. We want to unravel the history of the concept in computer science and applications to better understand who introduced the concept and for what reasons. From this historical background we will analyze the different definitions of playfulness comparing ethnological definitions with postmodern philosophical standpoints. This will allow us to develop a typology of "playfull stakes" that show how the concept is used to deny work, accompany learning, etc. this typology will also be based on the semiotic analysis of pervasive applications, and socio-technico observation of practices. Eventually we want to understand what it means for design to incorporate the issue of playfullness by comparing traditional design to game design so as to provide amore comprehensive analysis of current changes of the Internet, web services around this concept and the introduction and diffusion of serious games.

Résumé du projet de recherche (Langue 2)
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