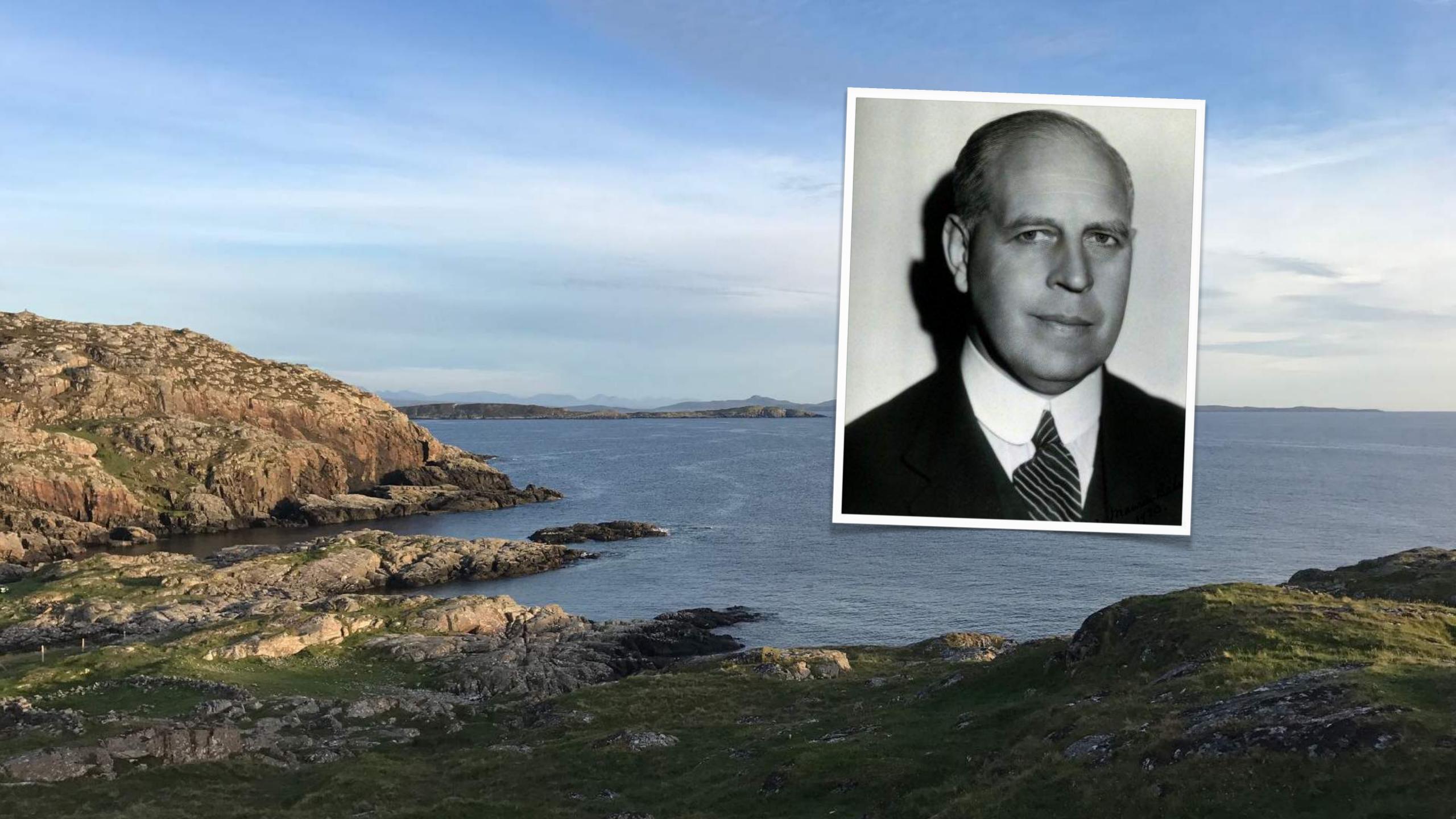


## The Internet of Natural Things

Simon Collison @colly







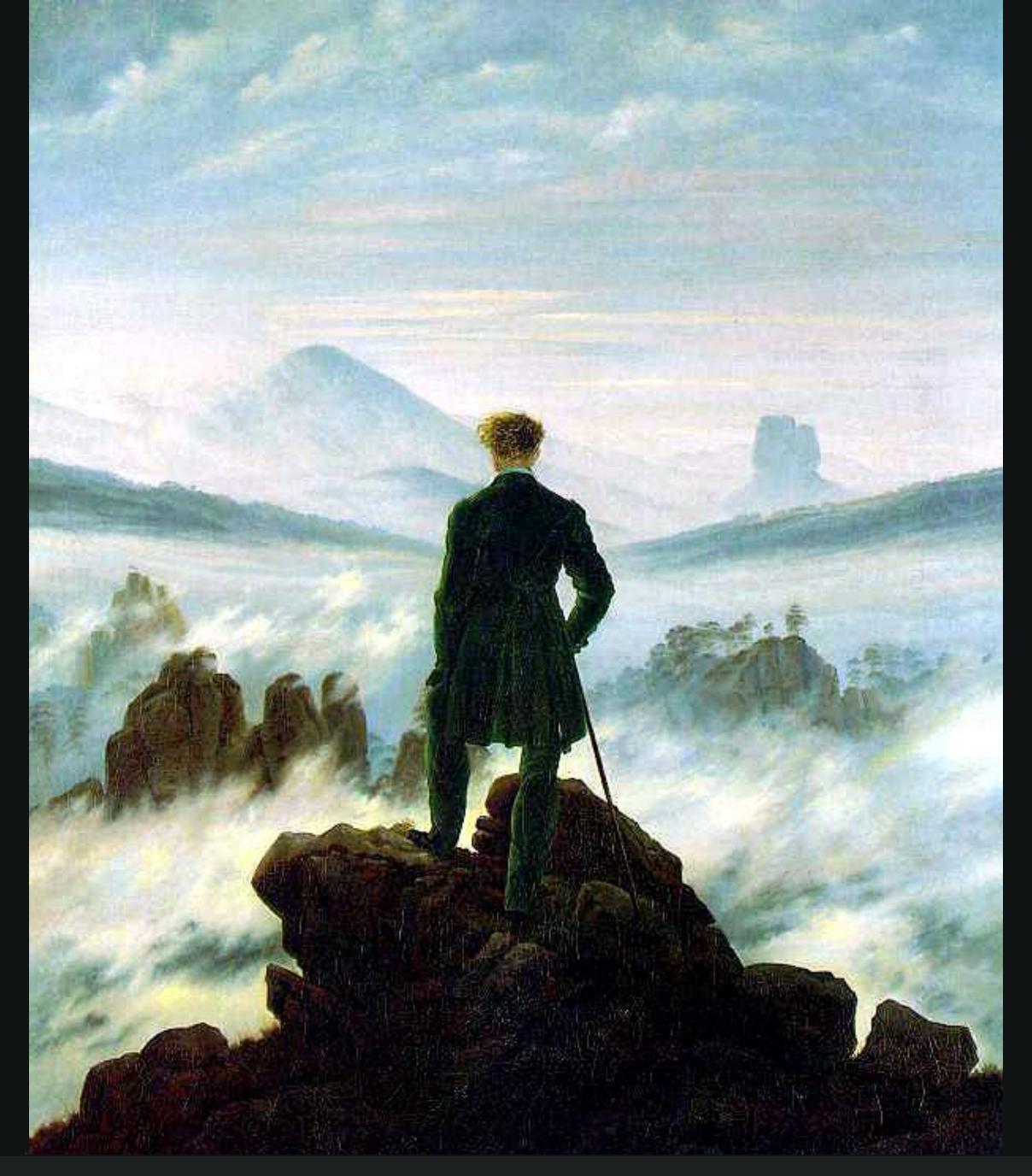
### Part one / Research

### Introduction

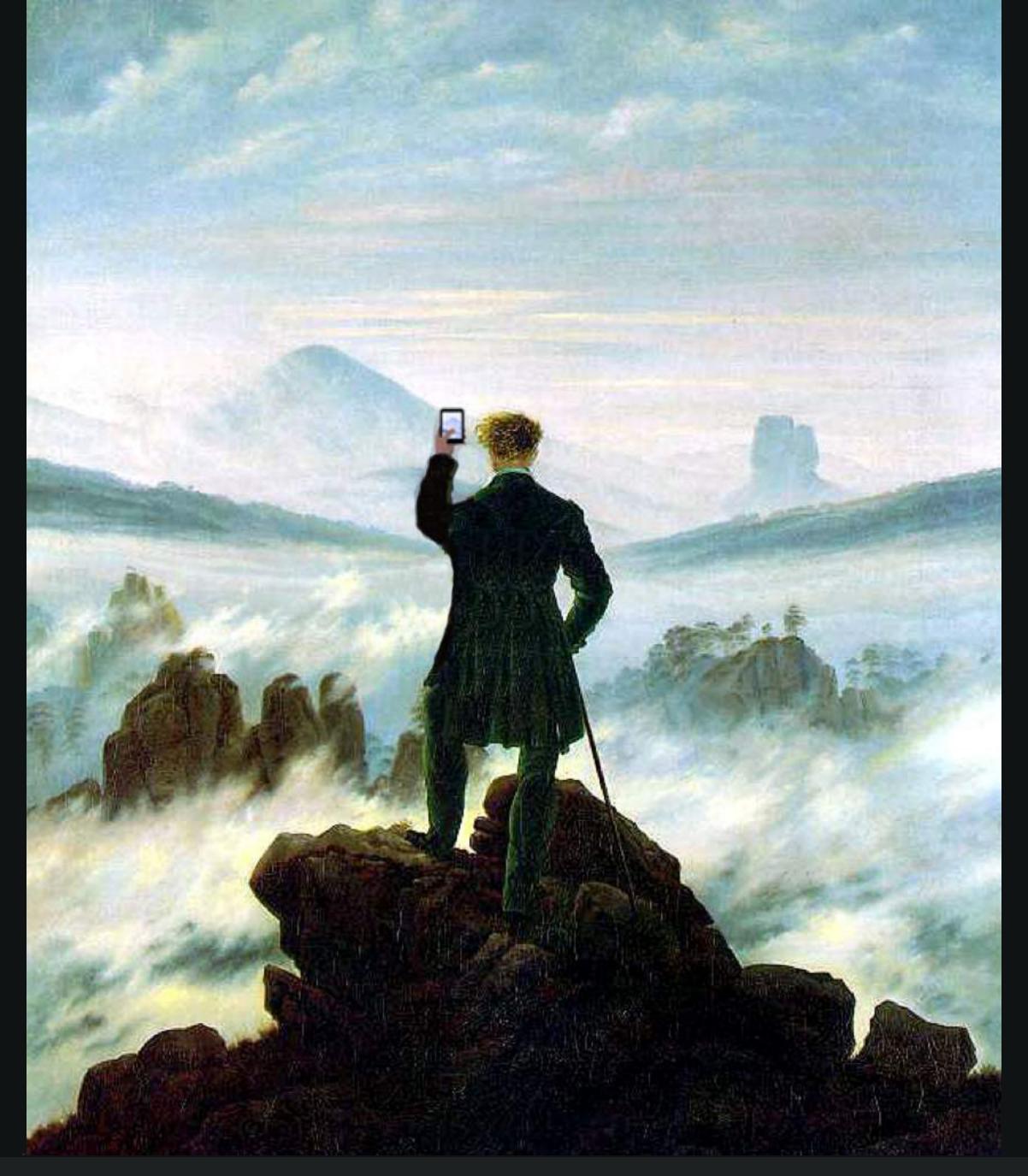
### Embracing technology

### The new image of nature





Wanderer Above the Sea of Fog, Caspar David Friedrich, 1818

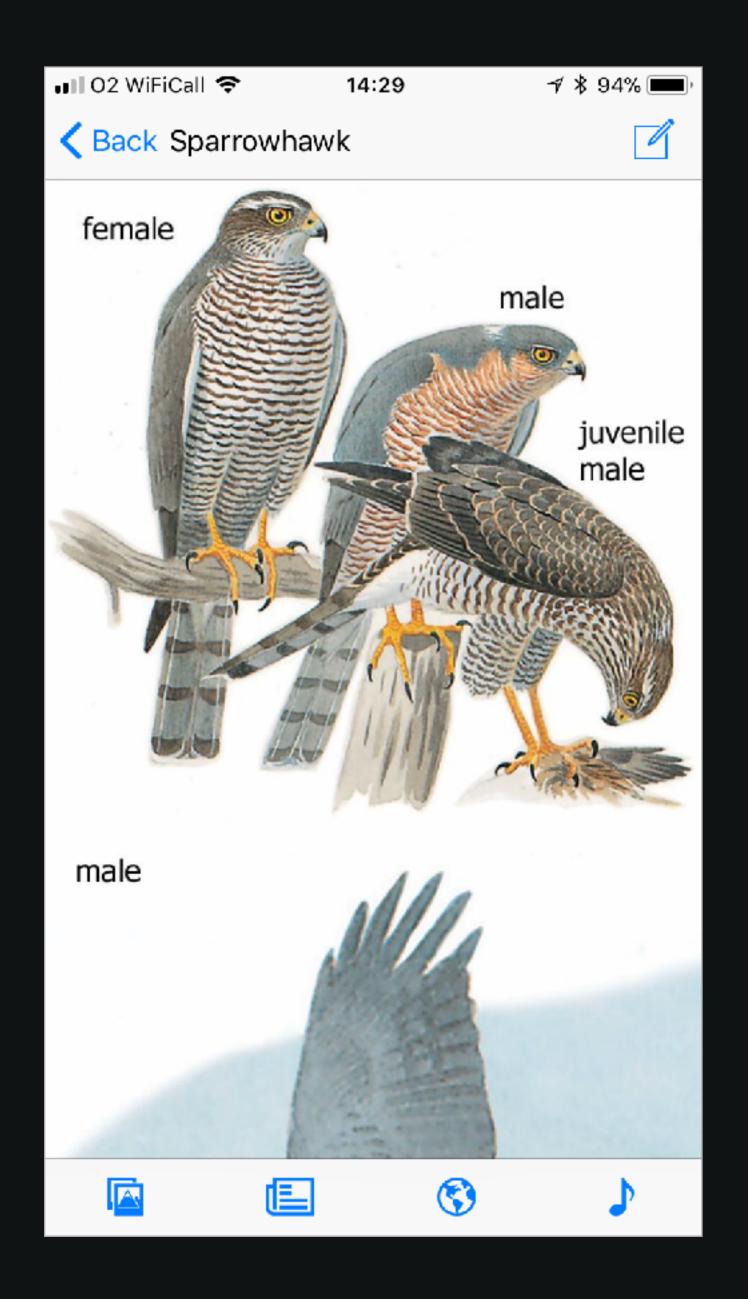


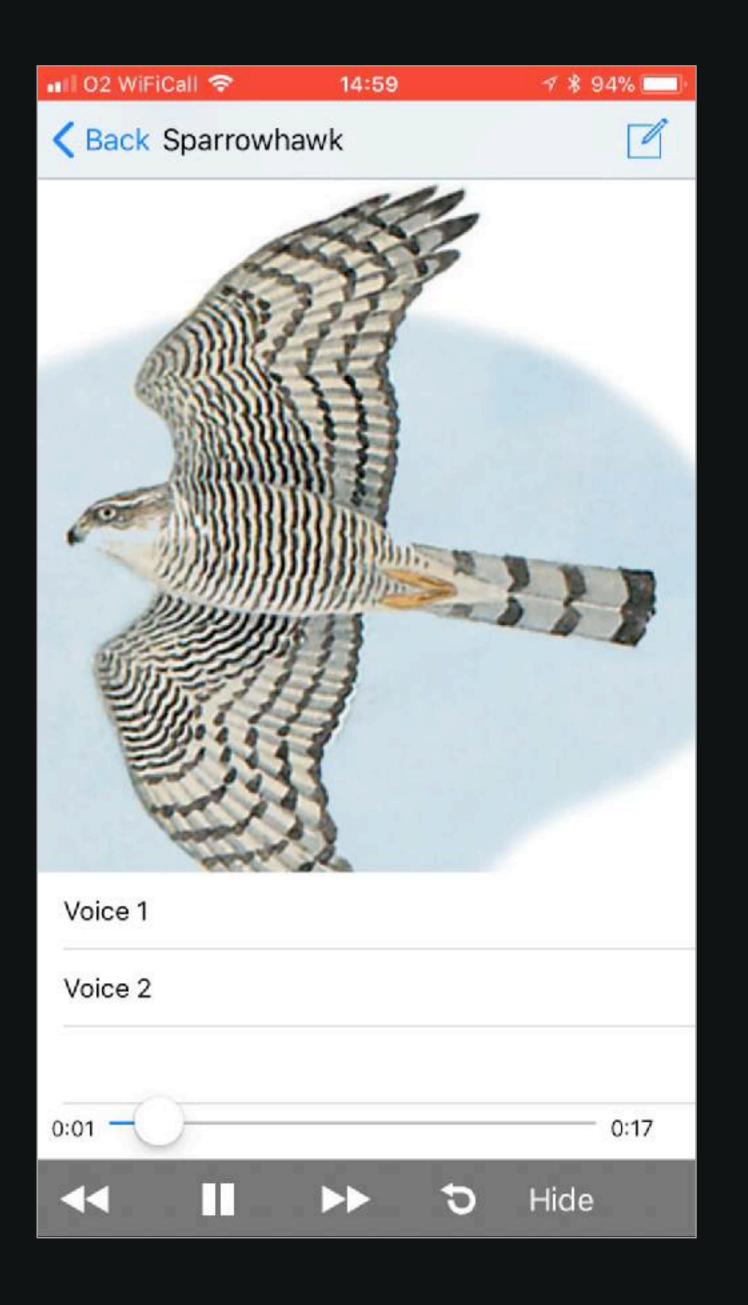
Wanderer Above the Sea of Fog, Caspar David Friedrich, 1818

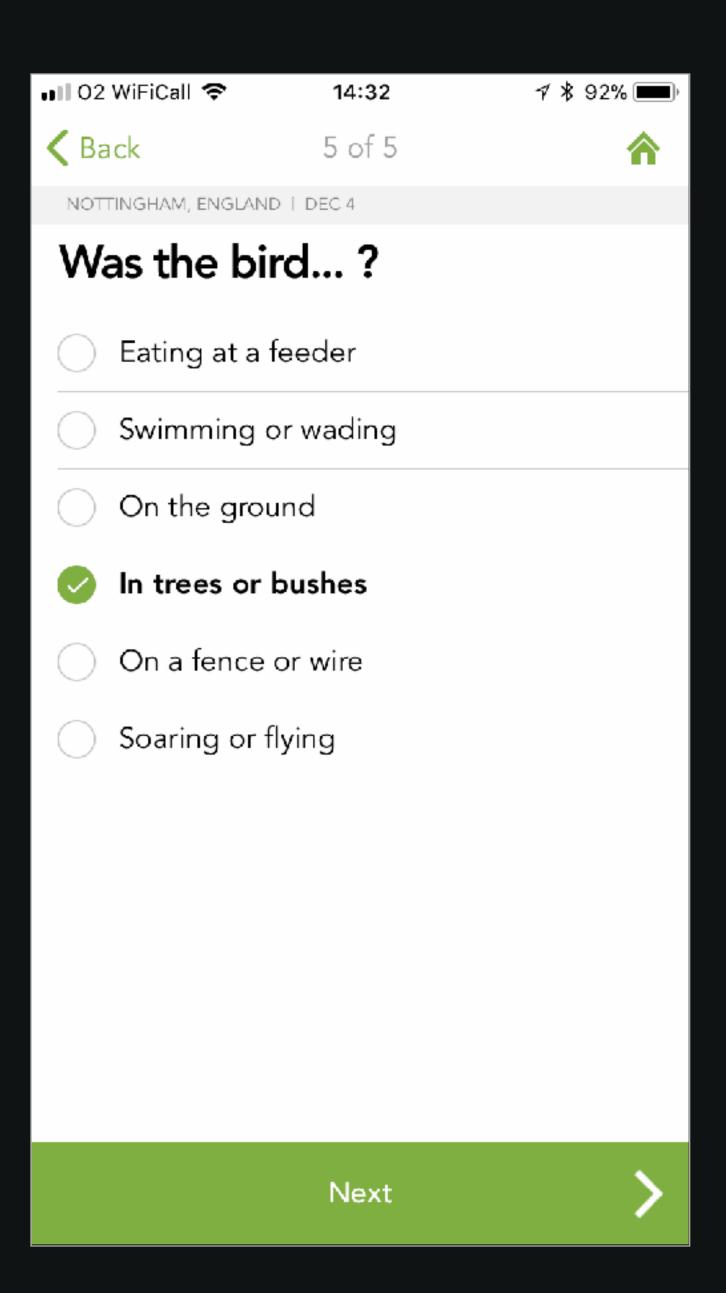


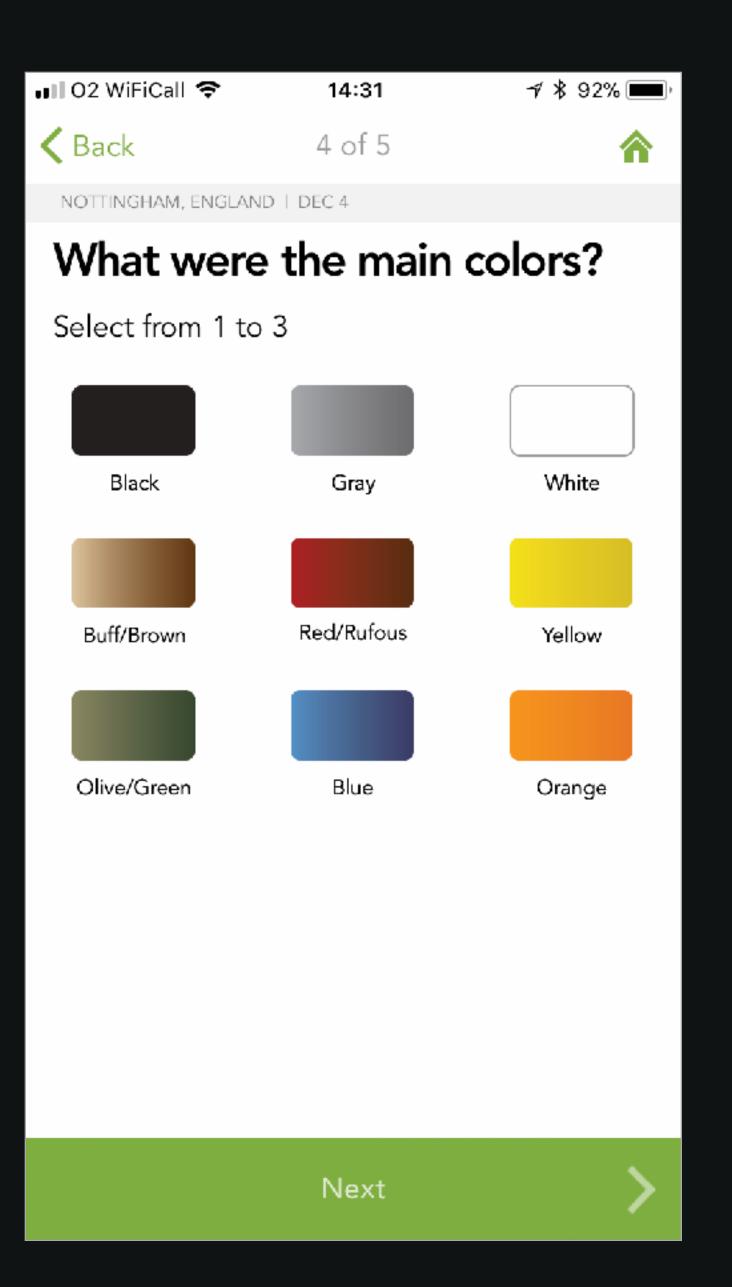
Nottingham Trent University peregrine

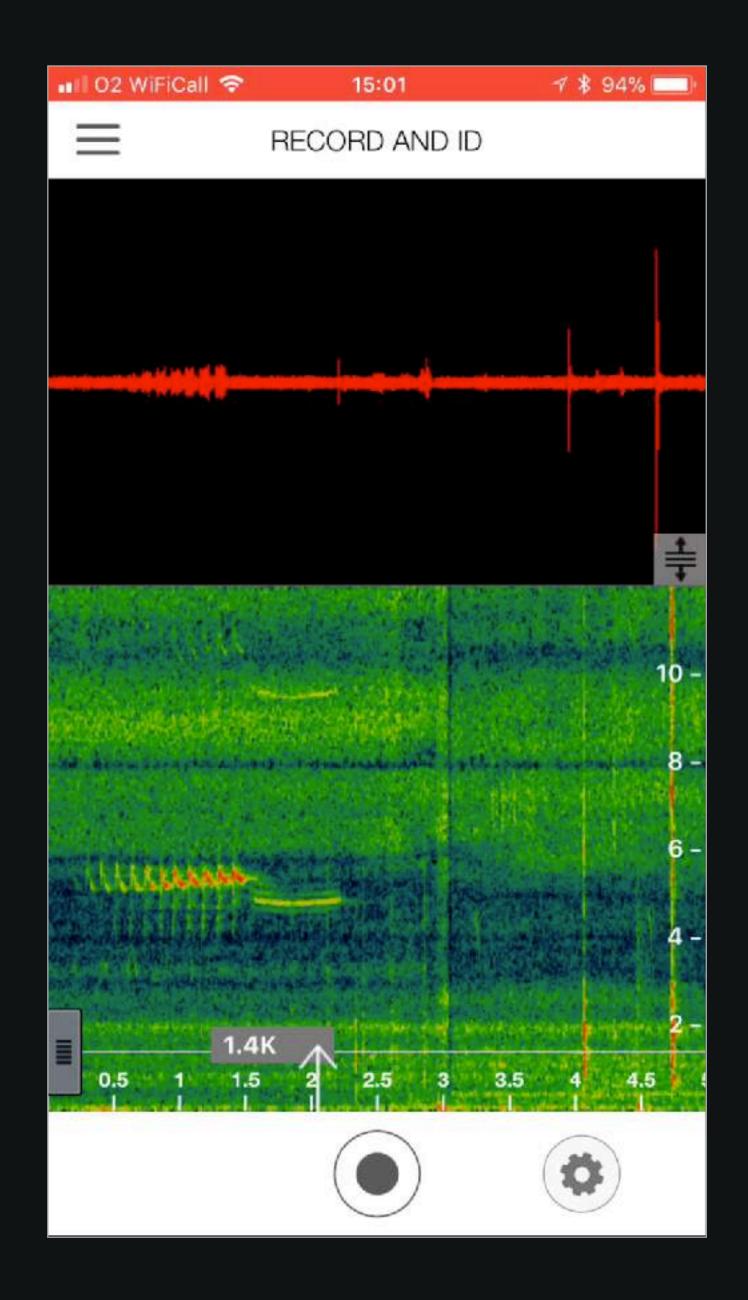


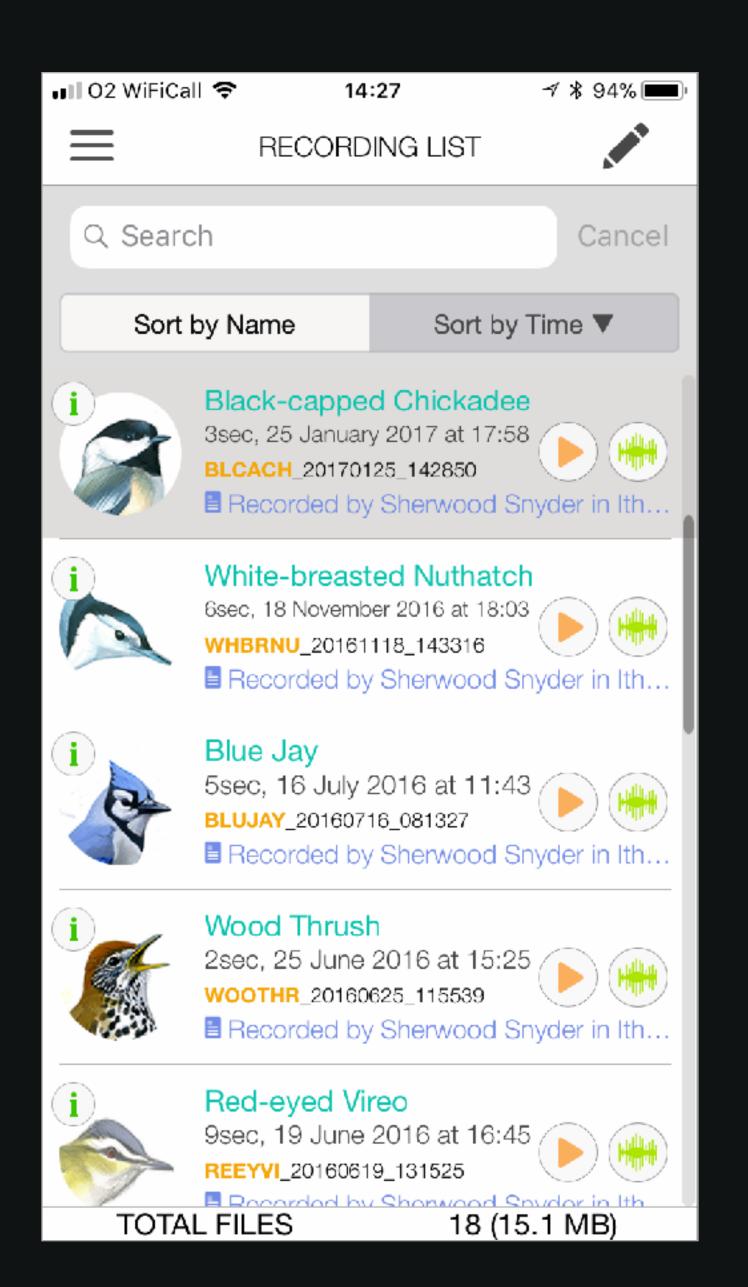


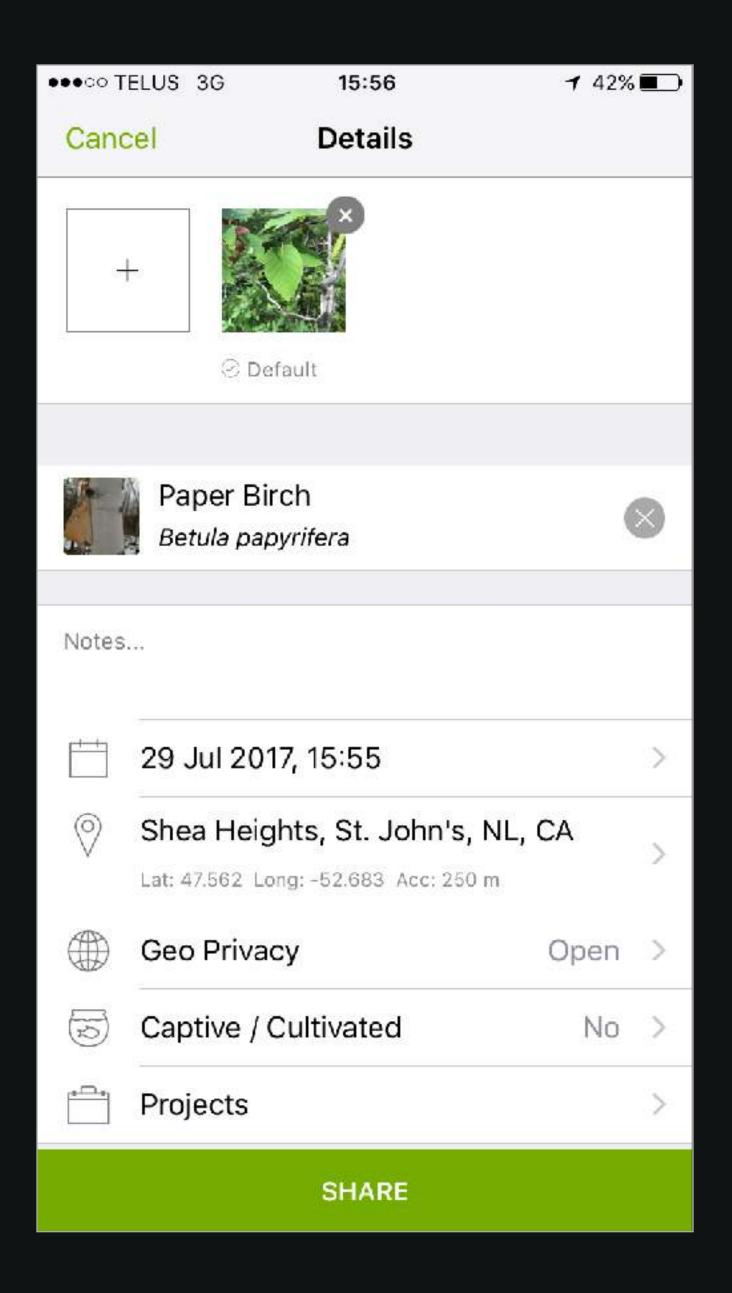


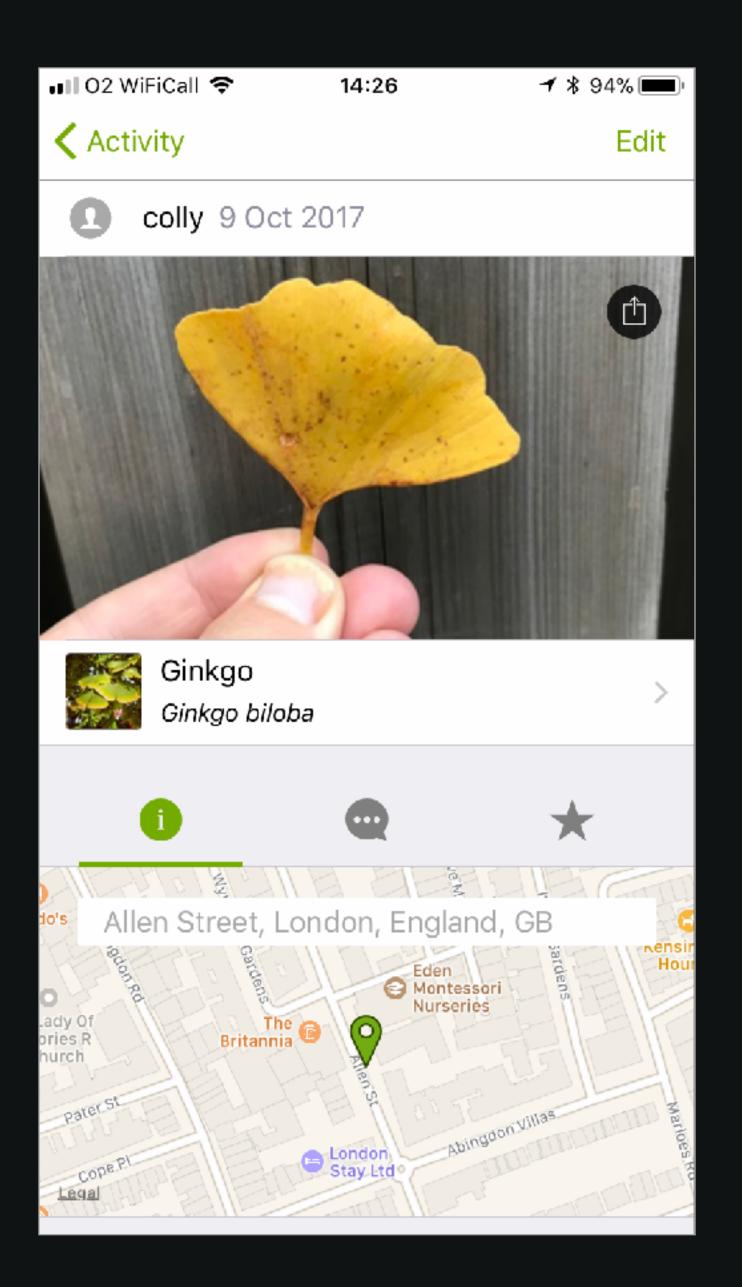




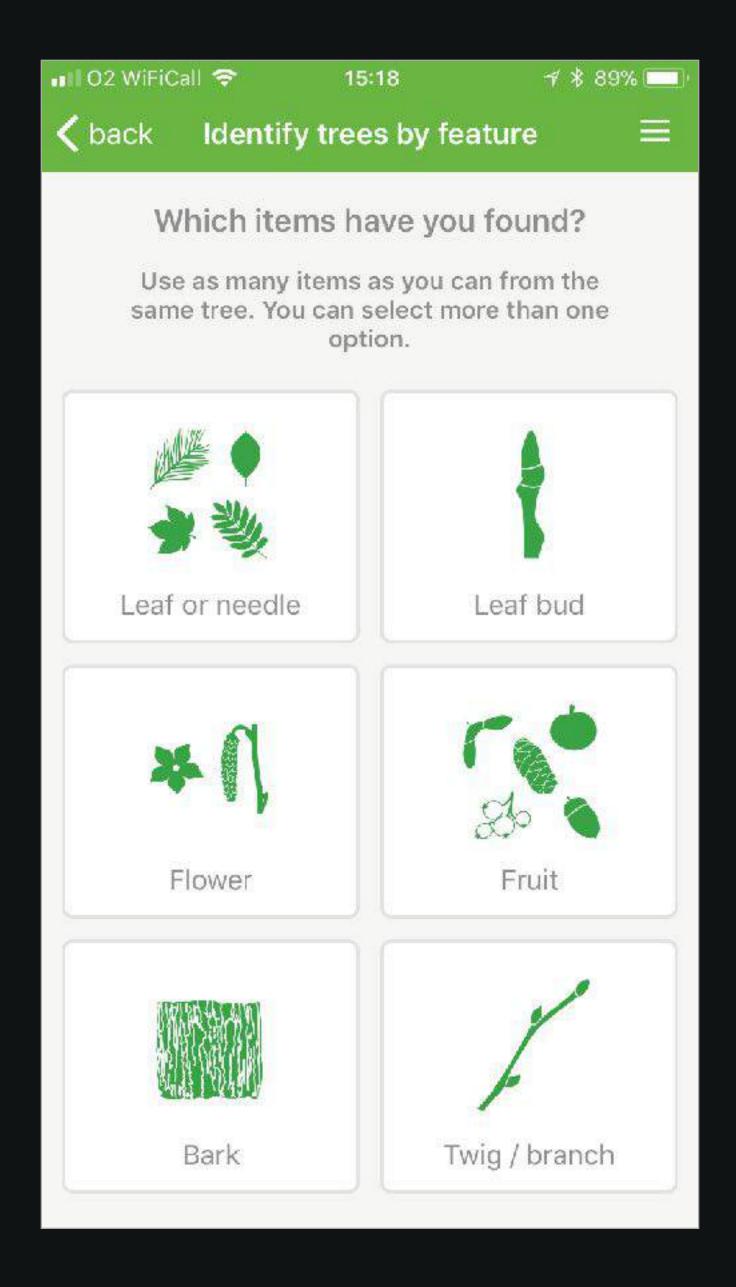


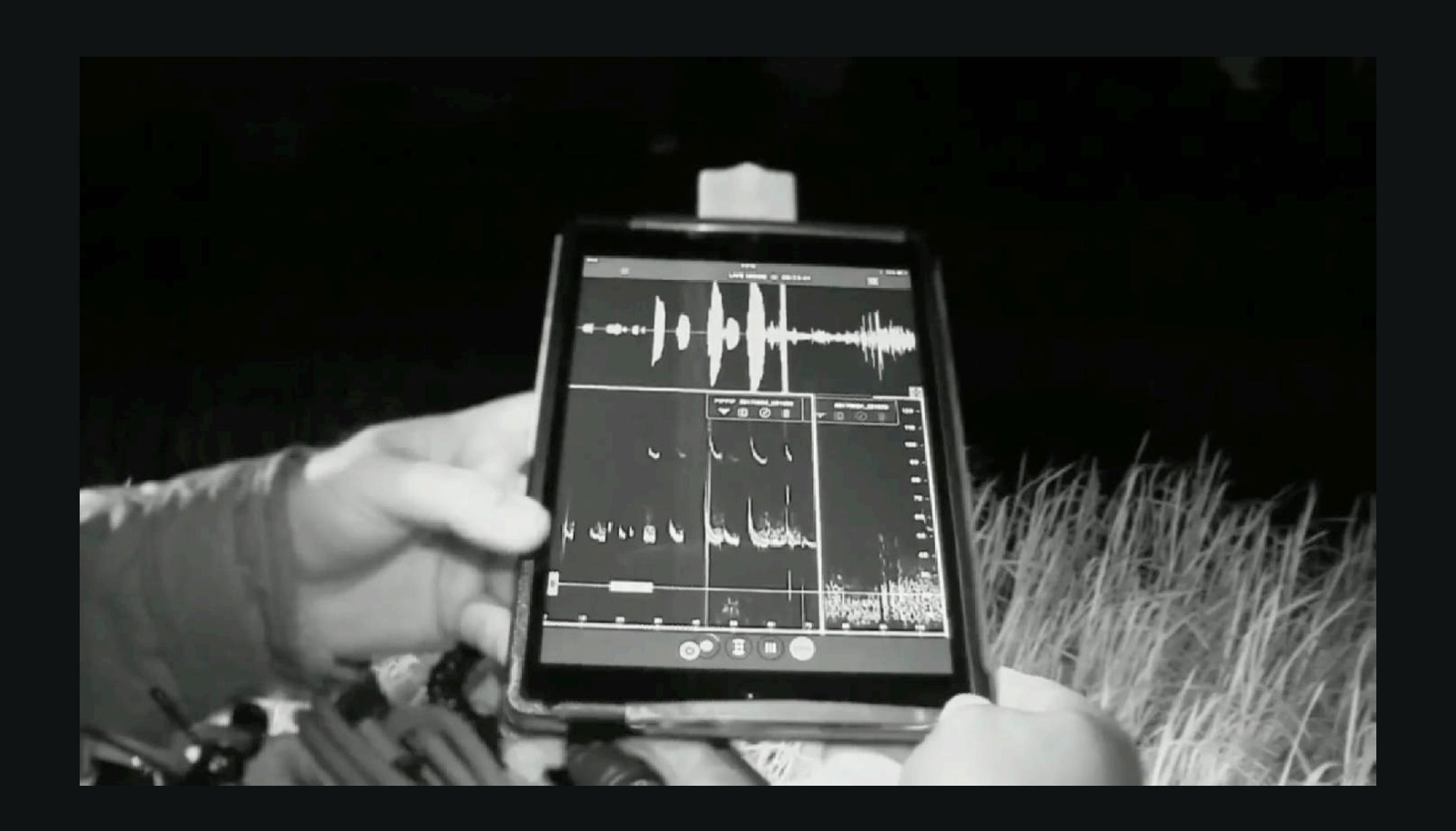












Echo Meter Touch 2 (footage from BBC Springwatch)

Human senses	Phone Sensors
Sight	Camera
Sound	Microphone/Speakers
Smell	Smell
Touch	Touch
Taste	Taste
Balance	Accelerometer
Time	Clock

#### **GET READY FOR THE CAT® S61**

The Cat S61 smartphone is built to be rugged and robust, to take on whatever elements, challenges or tasks you throw at it. It's the upgrade to your Cat S60; bigger, better, bolder than ever before.

We've taken the integrated thermal imaging camera from the S60 and given it an upgrade.

Its enhanced software makes the resolution of thermal images twice as good, it can now read temperatures up to 400°C and it can live stream thermal video back to base. And, there's more.

It boasts an indoor air quality sensor to alert you to high levels of indoor air pollutants (VOCs) in your environment and it also comes with laser assisted distance measurement.

Let's not forget its world leading IP68, Mil-Spec 810G rugged credentials – drop proof up to 1.8m, waterproof up to 3m for 60 minutes, including salt water, and resilient to all types of dust.

This tool is the most advanced, most skilled and most loyal partner you need to get any job done.

Sign up below to be the first to hear about the Cat S61 and other Cat phones.



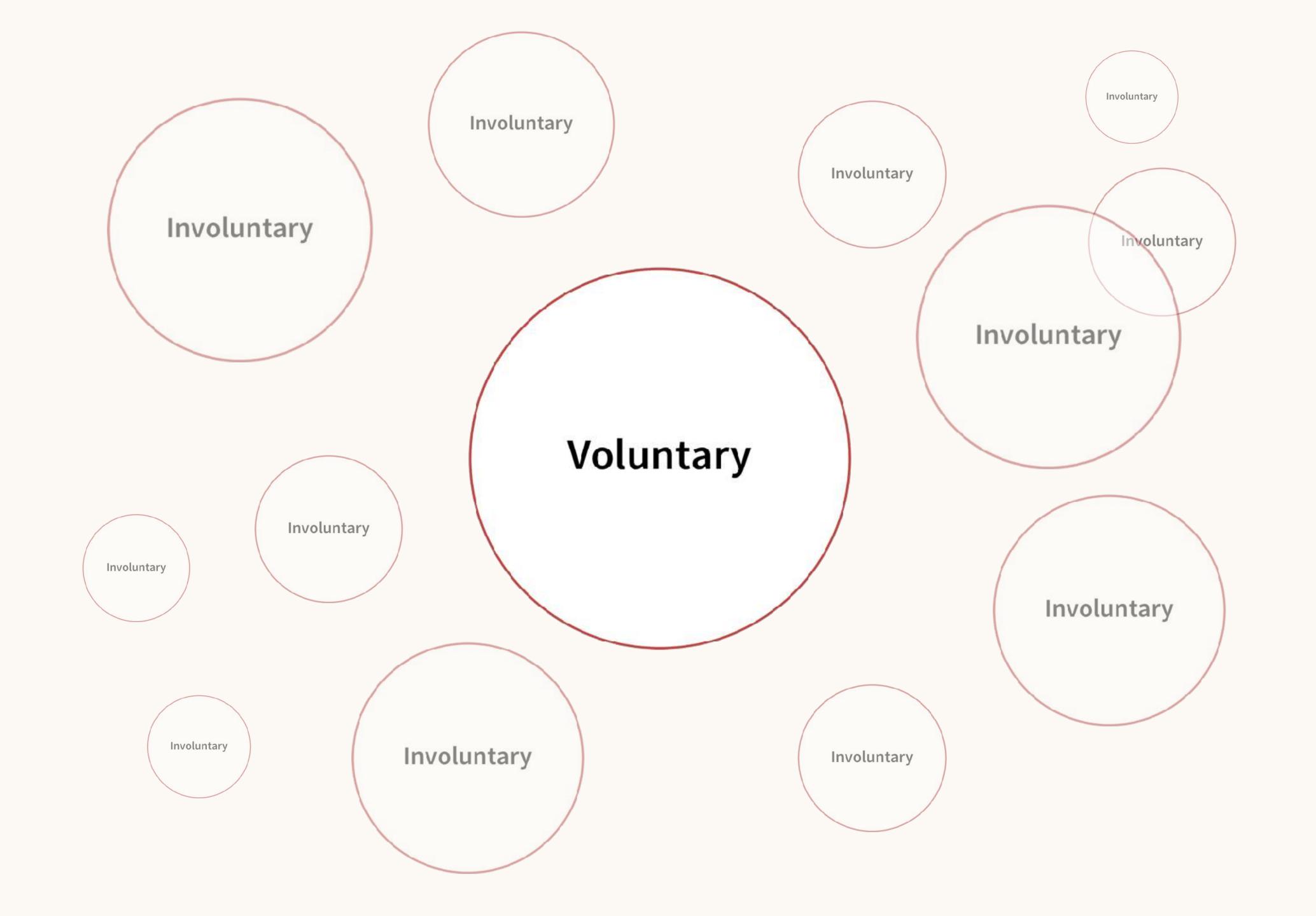
# Research Senses



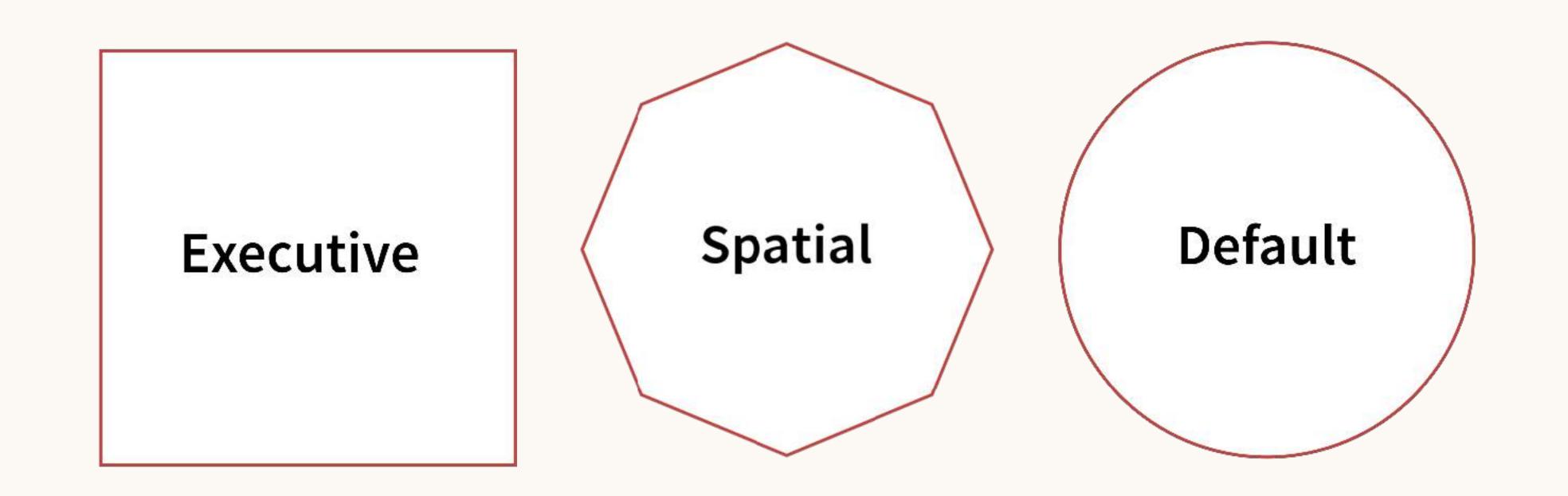
### Biophilia

### Biophilic Design

### Some brain science







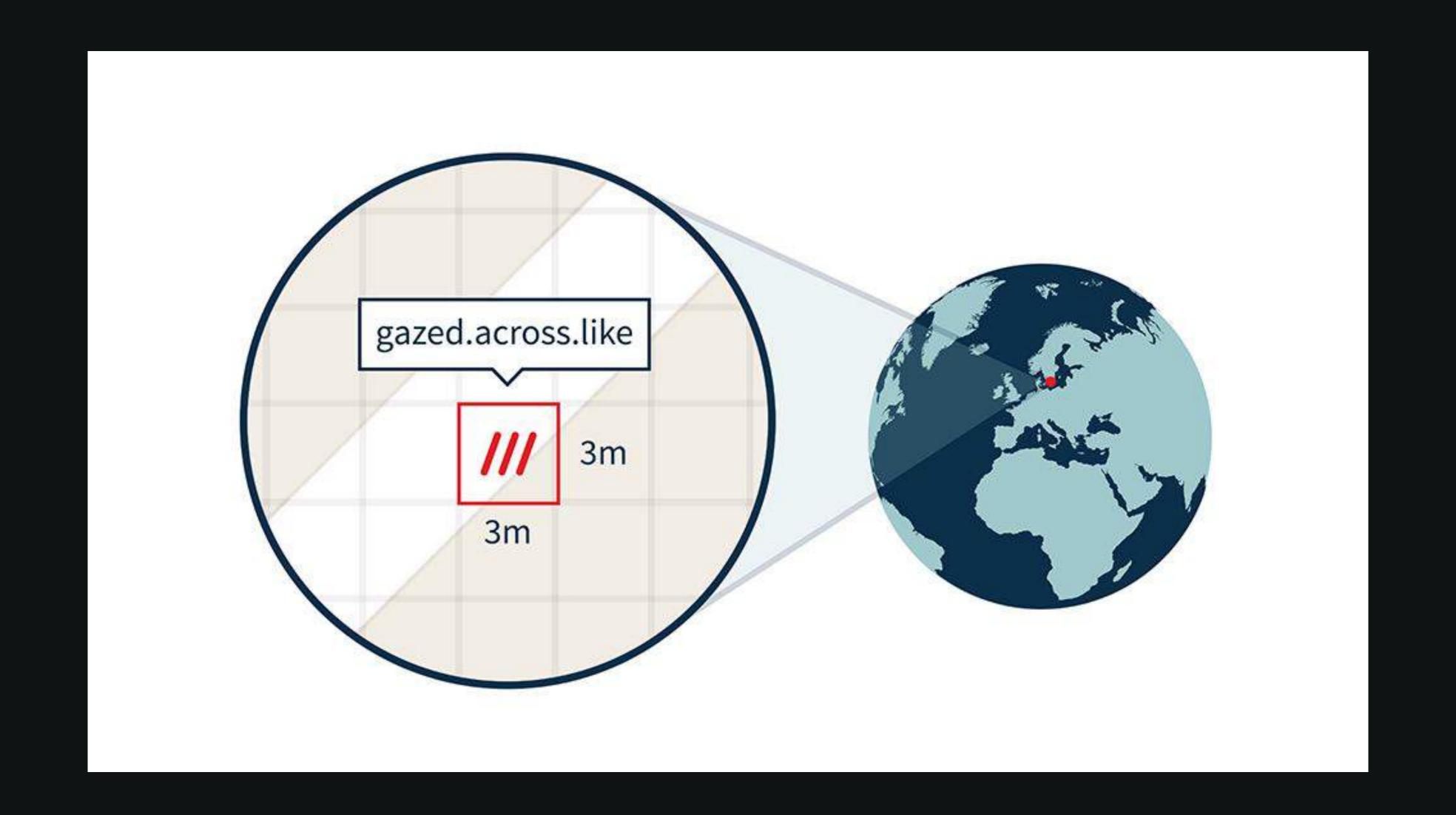
### Restorative reprieves



### Research

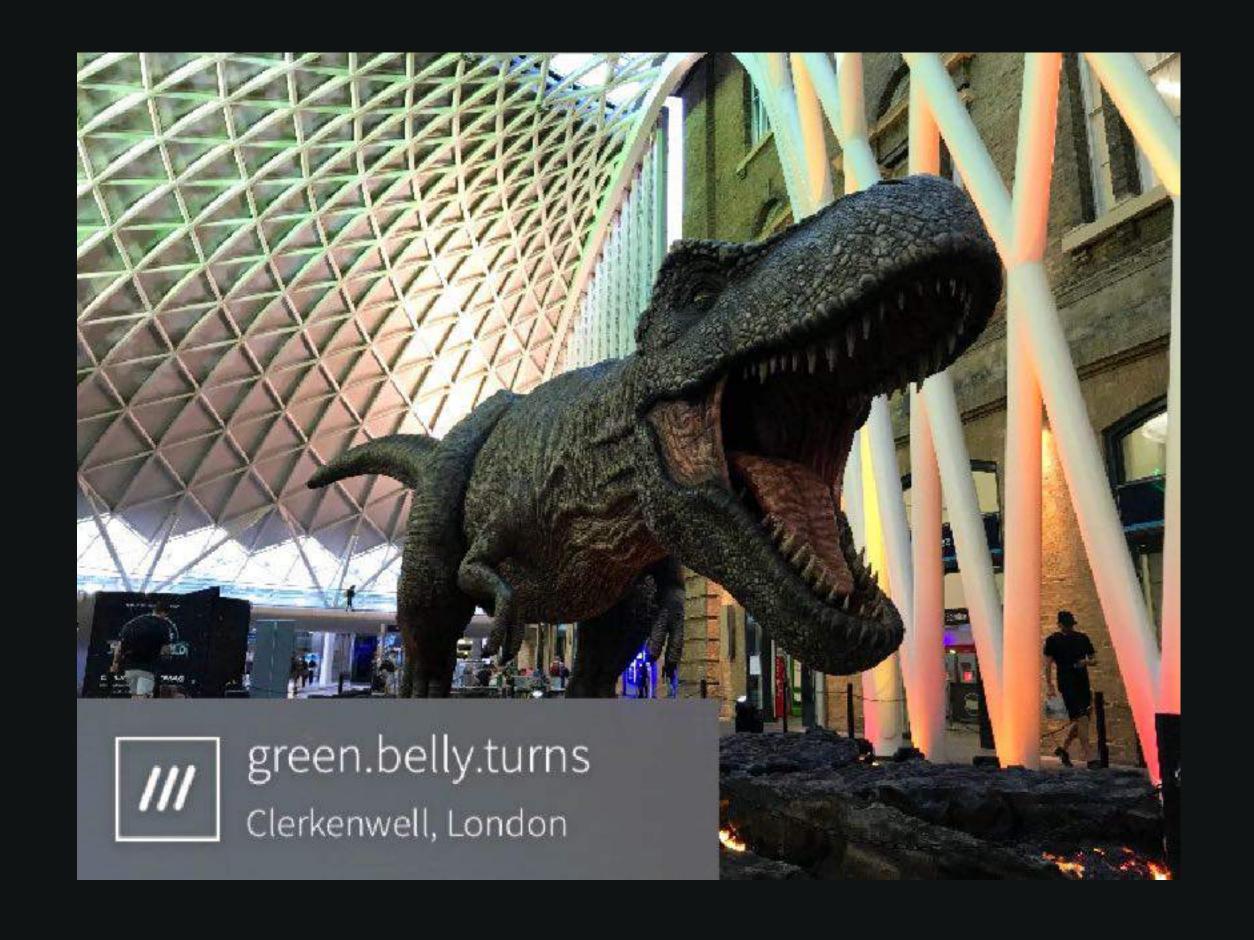
Senses / Mental stimulus

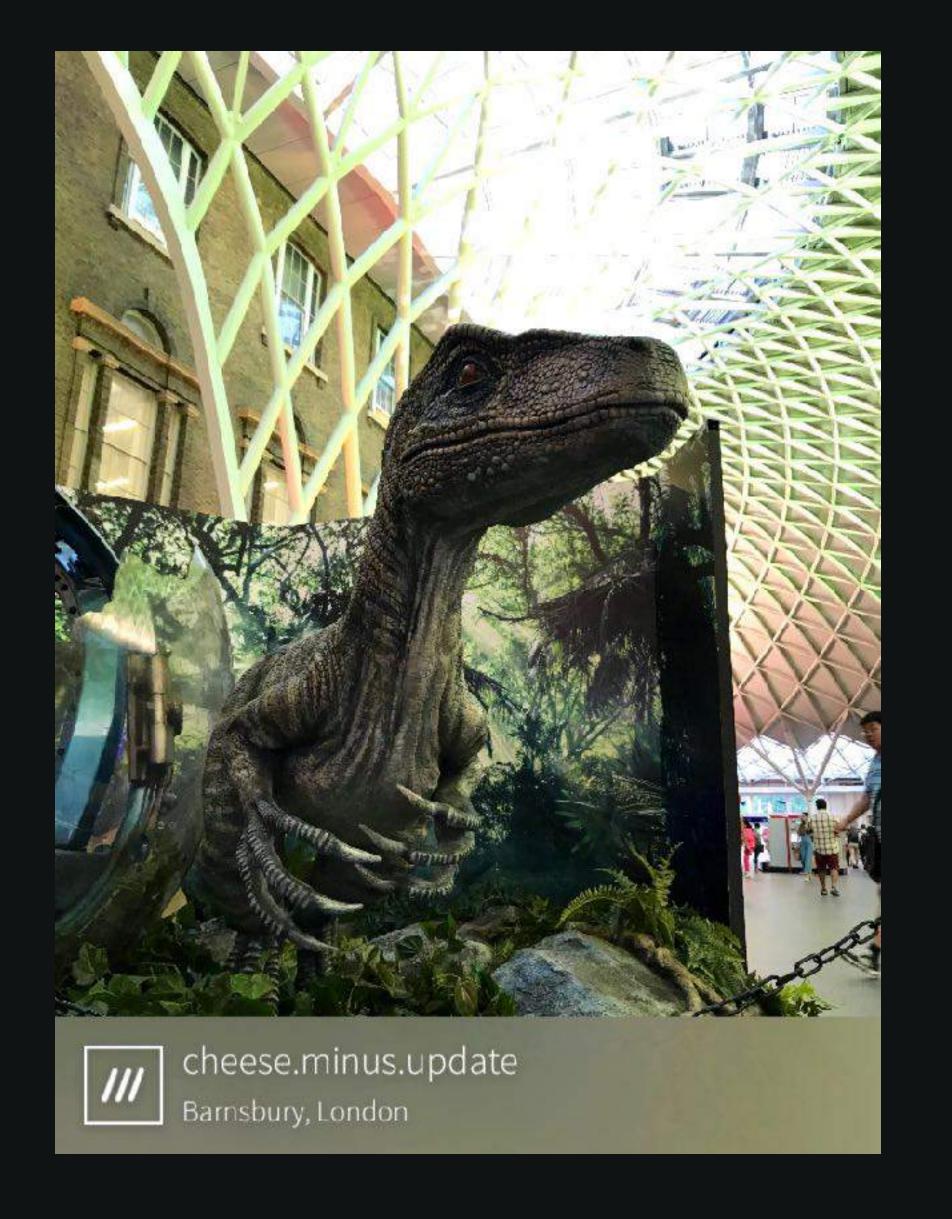




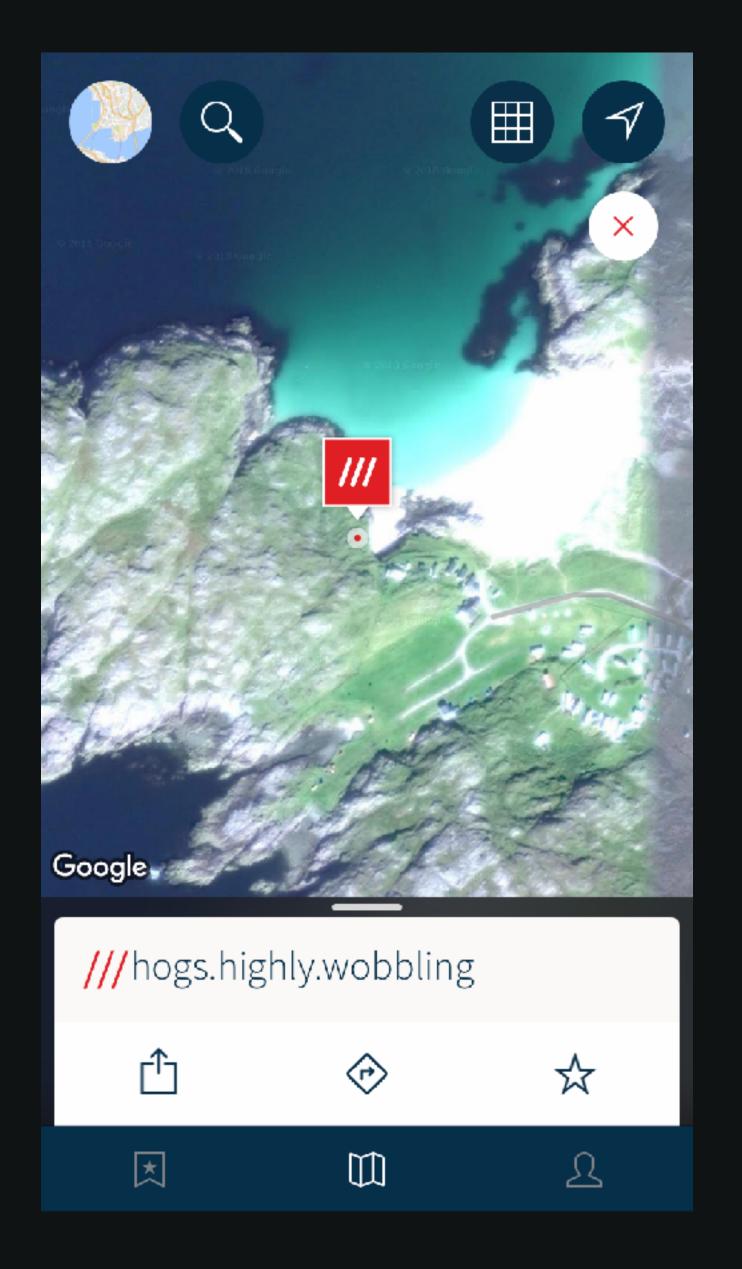


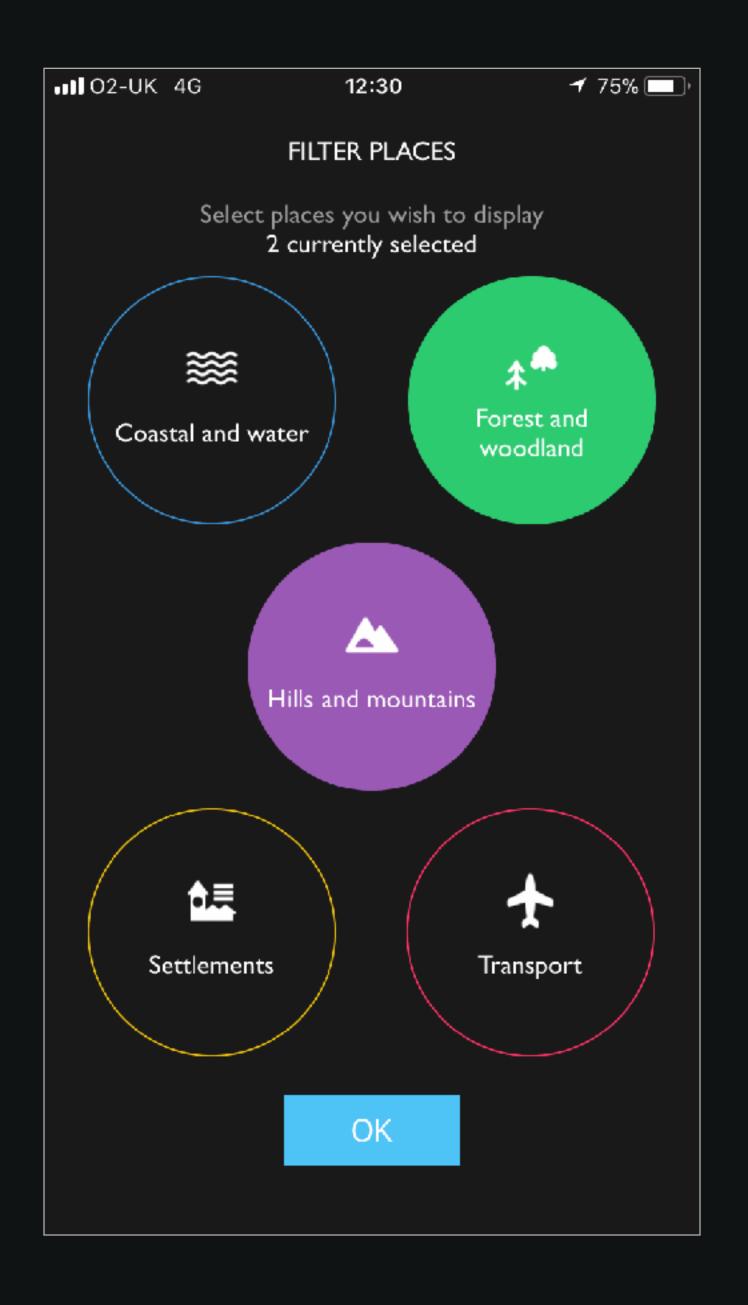


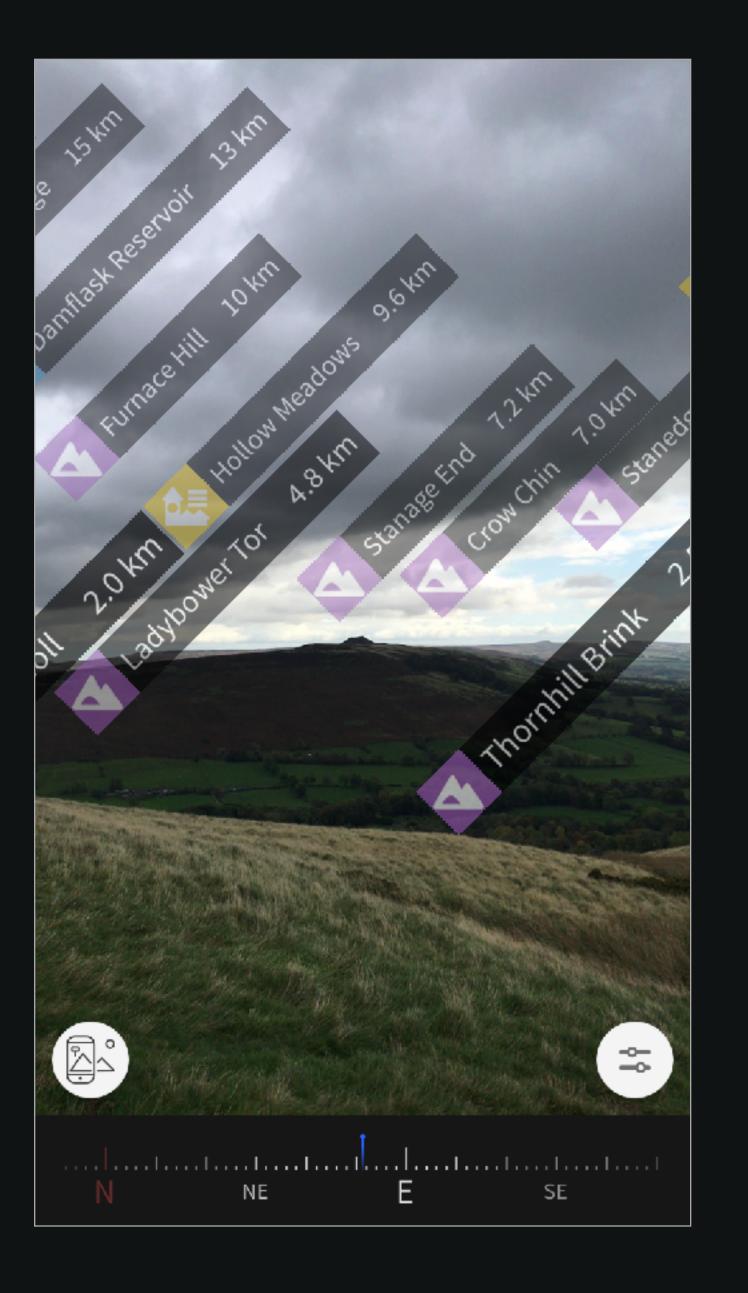


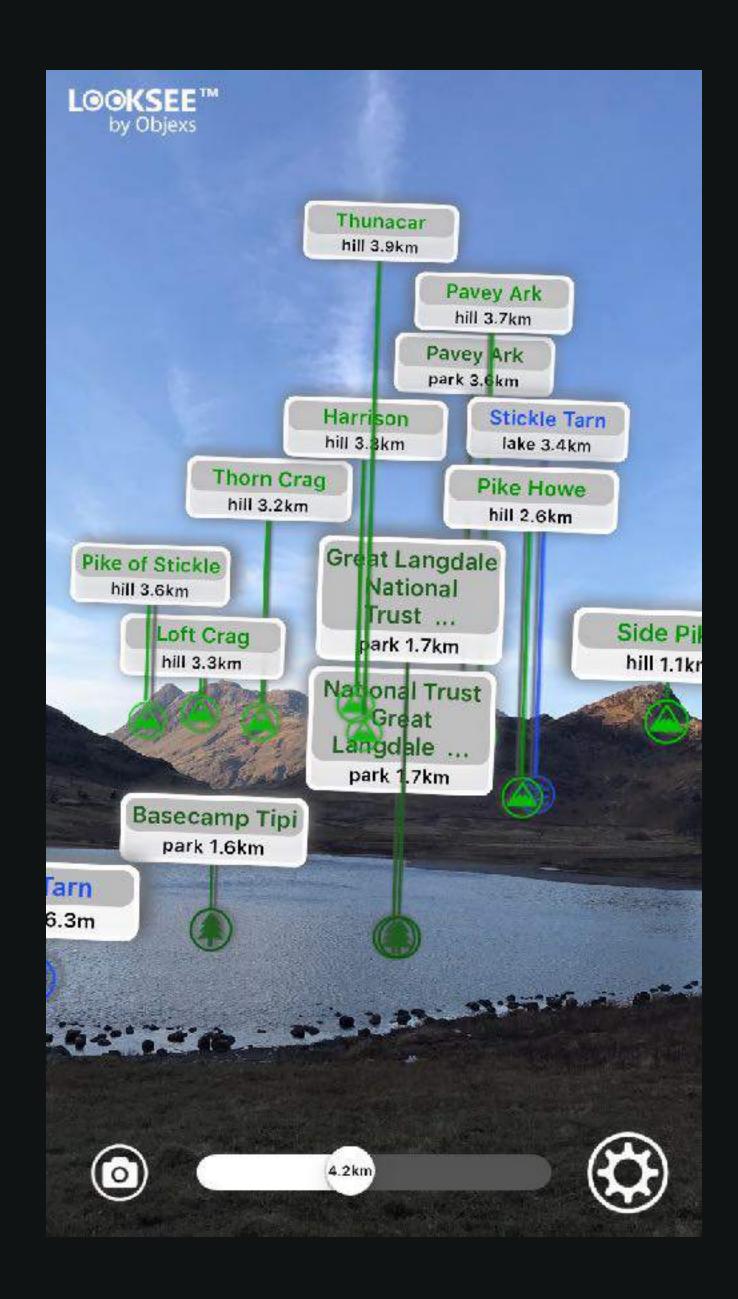


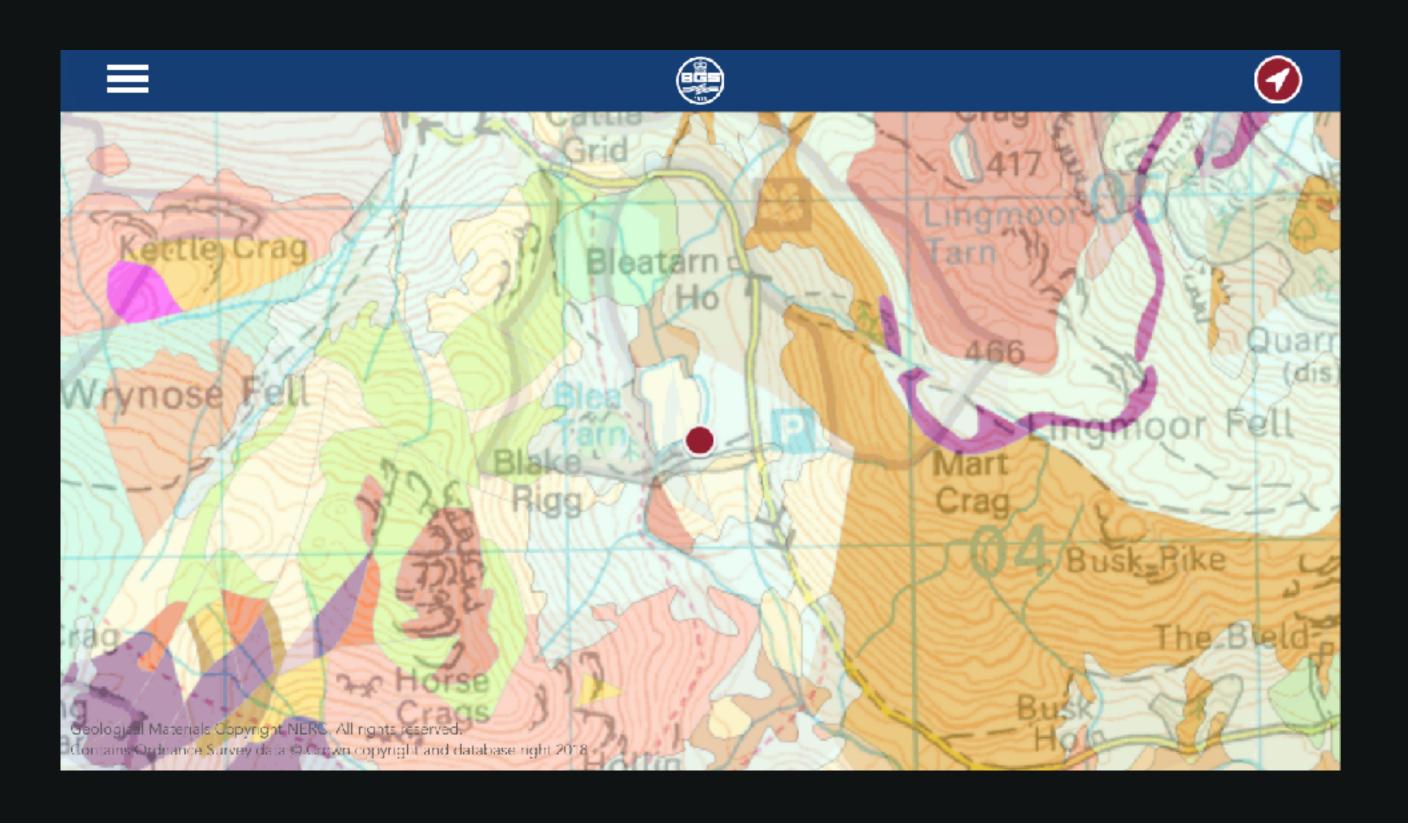




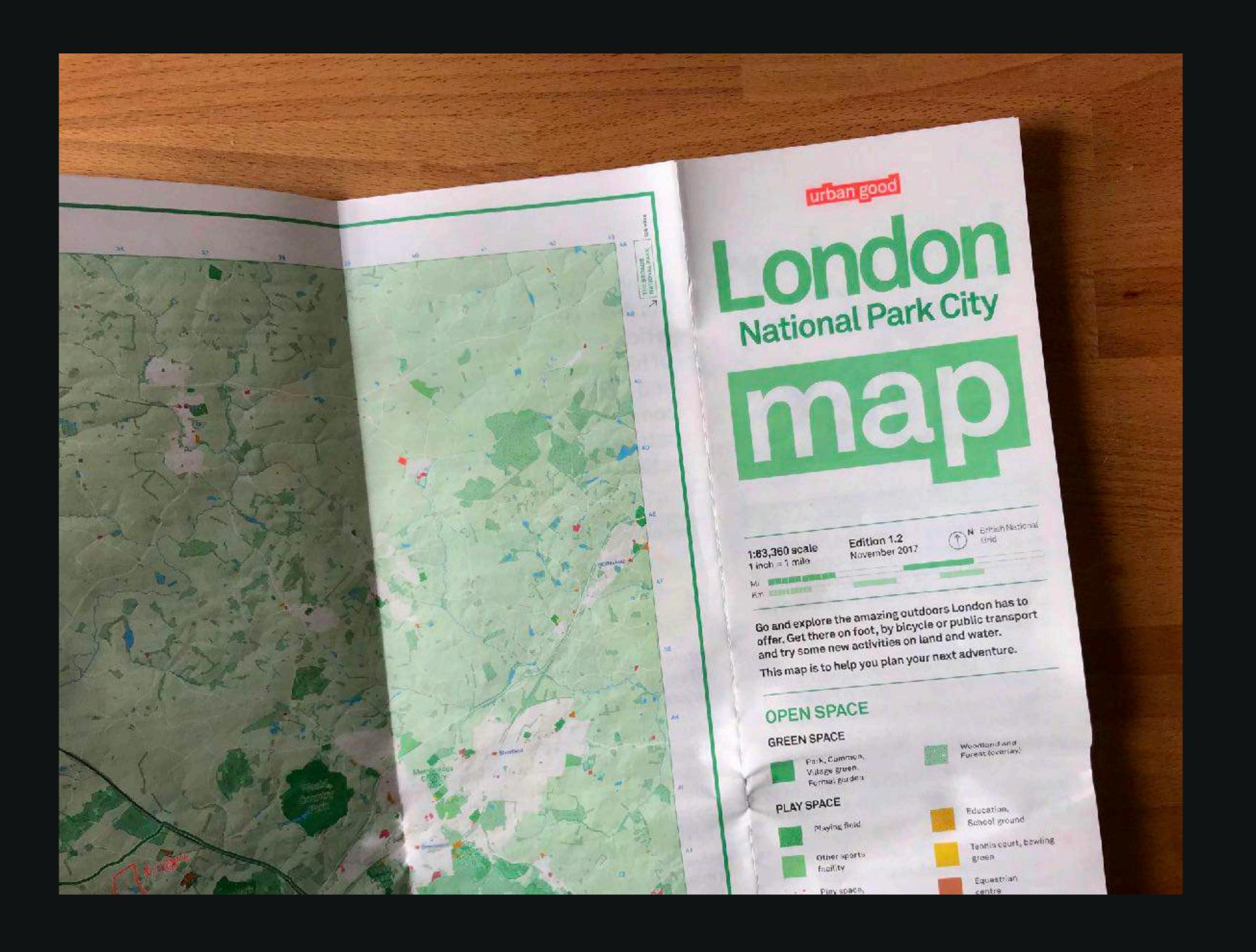








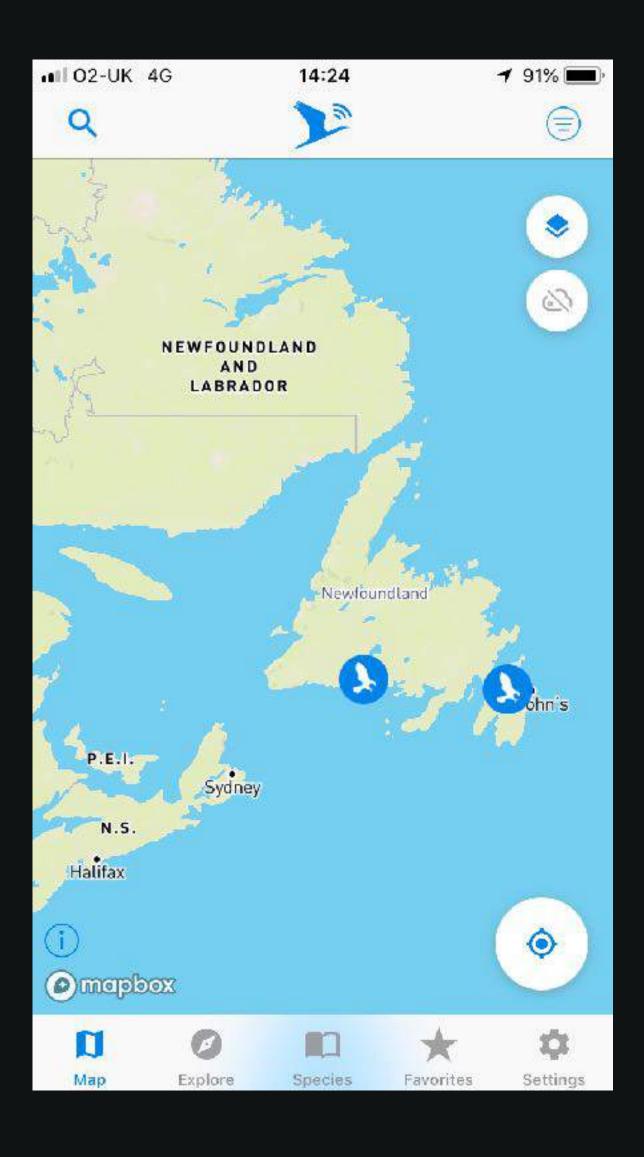


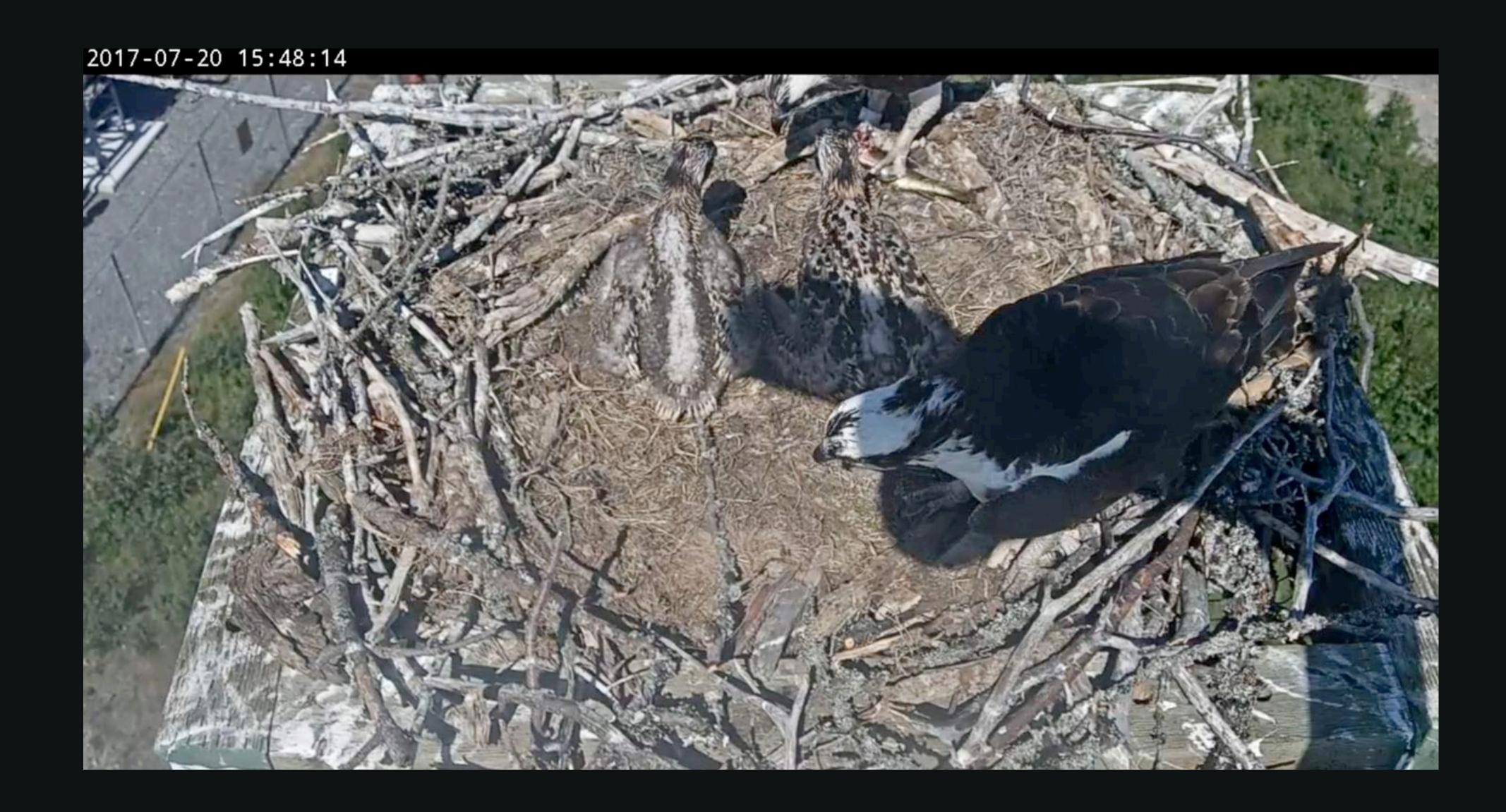


## Research

Senses / Mental stimulus / Place









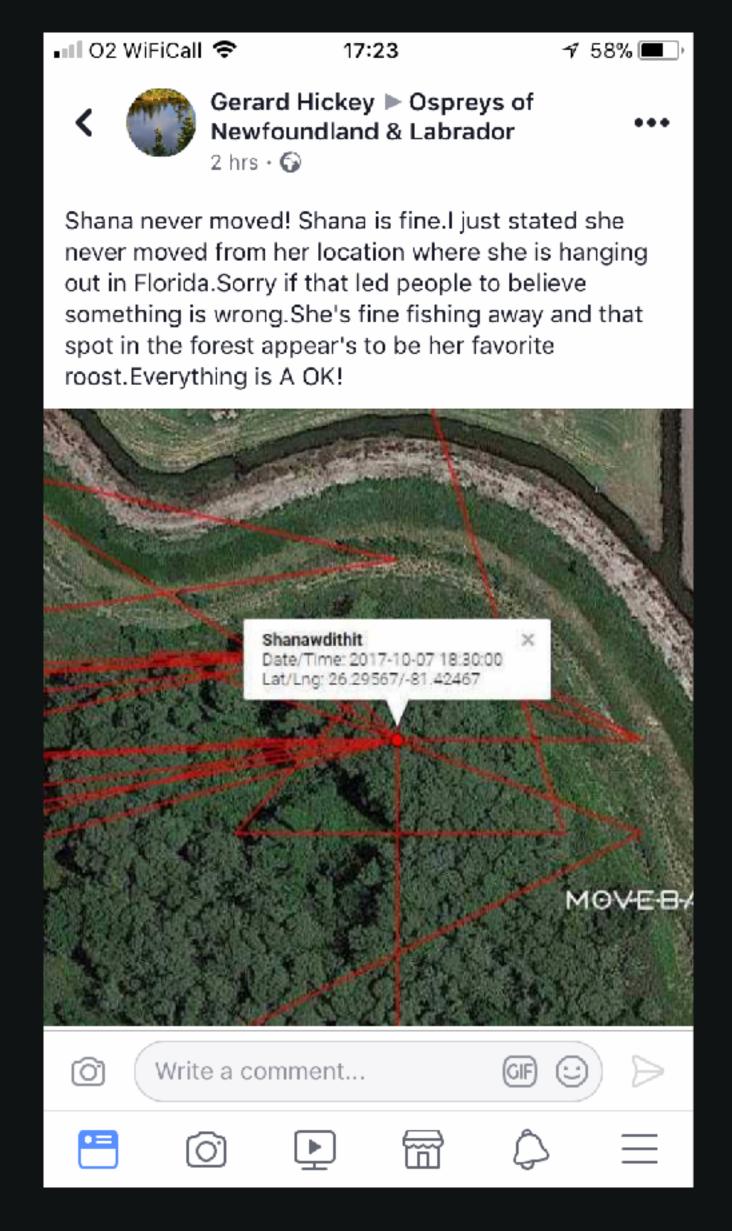


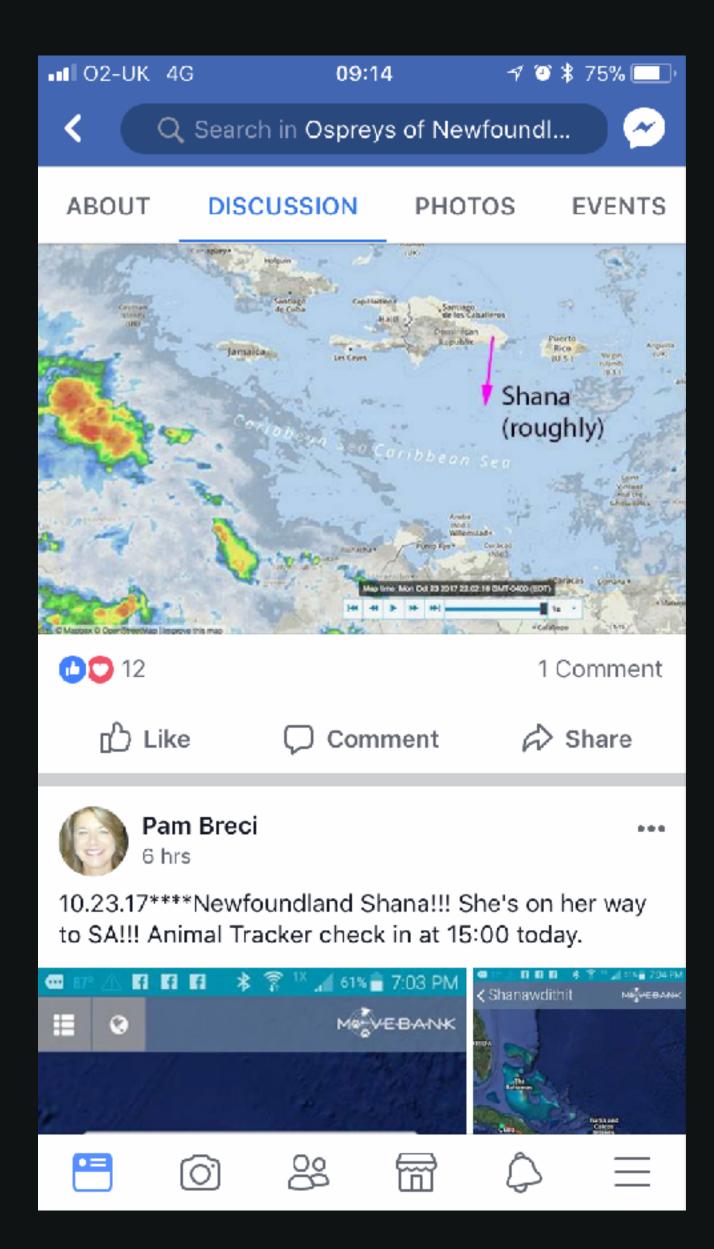


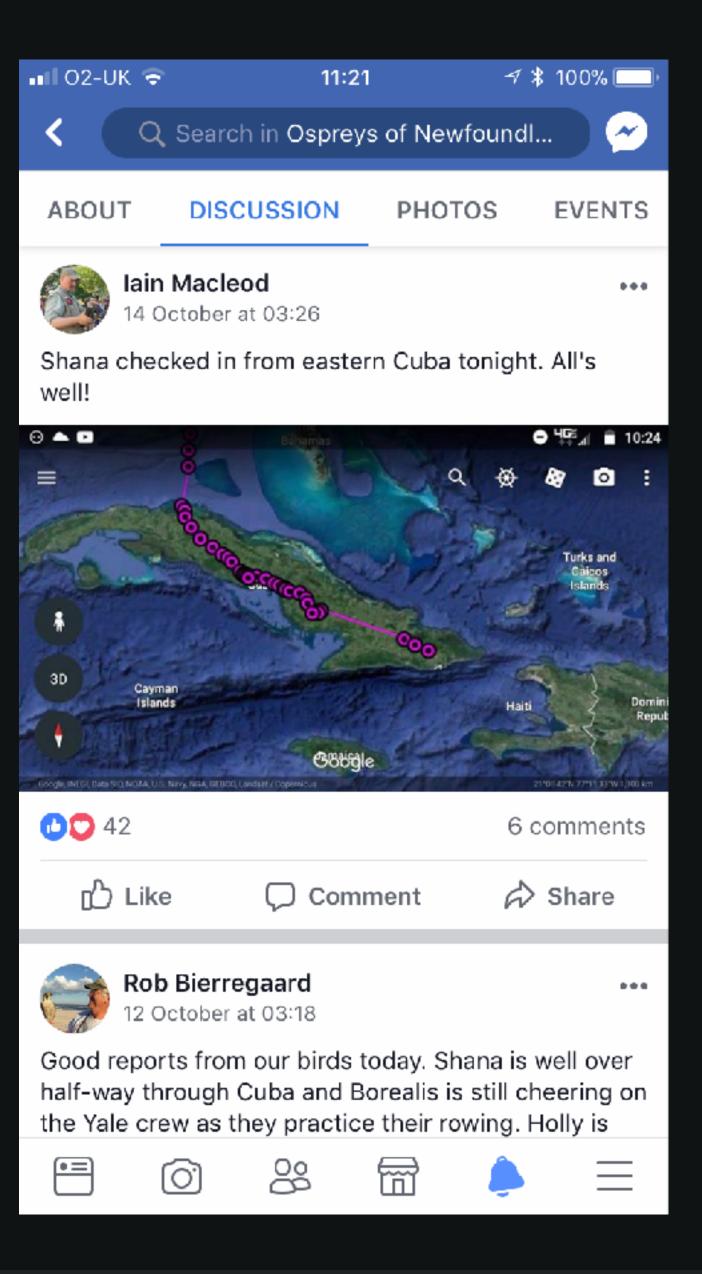
# 50,000

wild animals equipped with GPS units







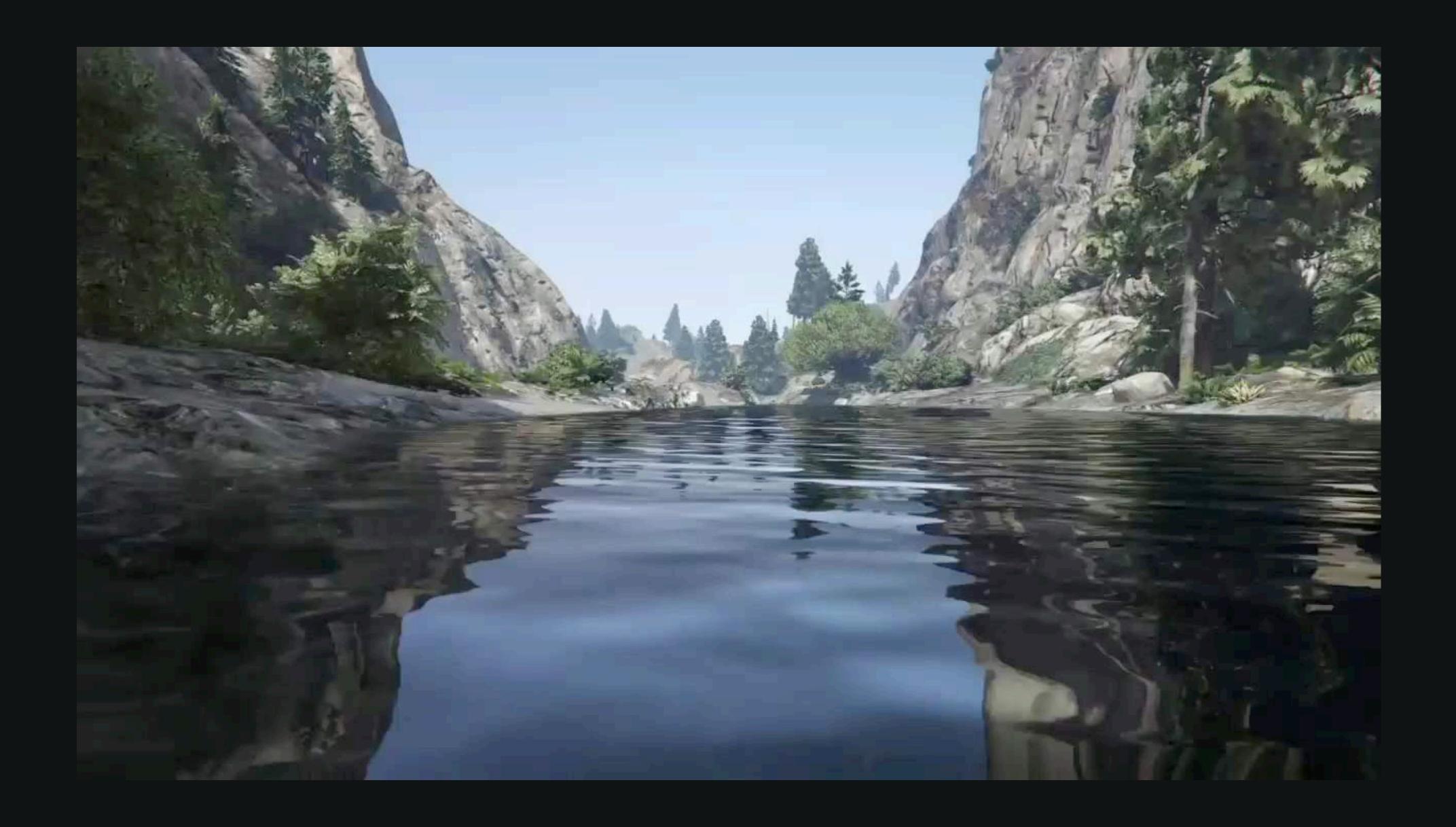


# Technobiophilia











# A new beauty







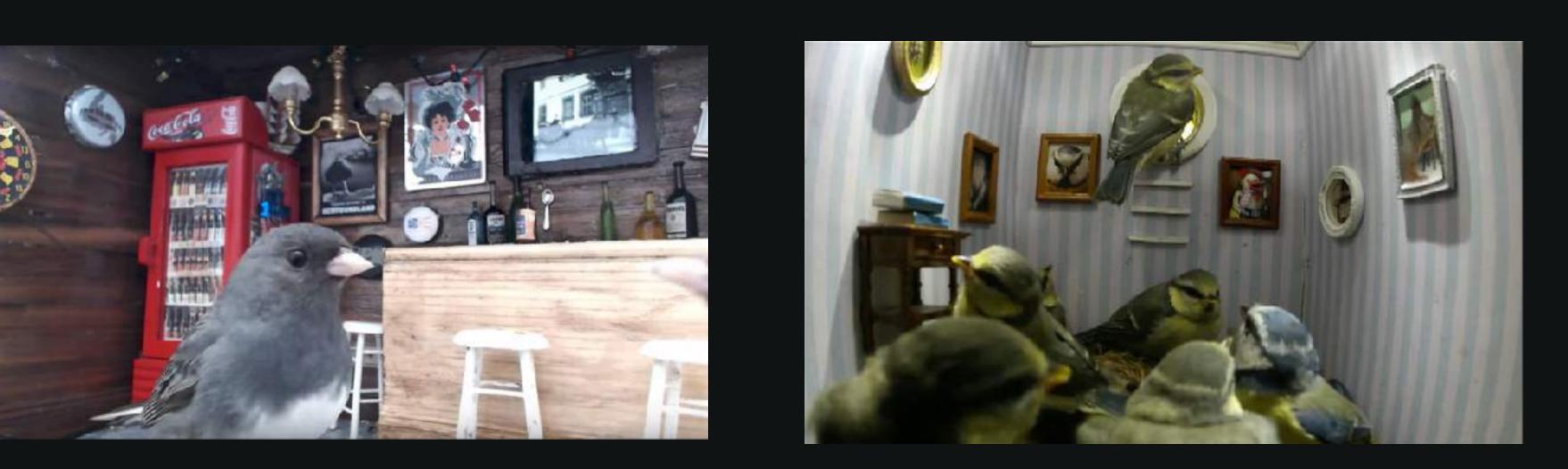












### Research

Senses / Mental stimulus / Place

Connections / Data / Simulation











#### Kids and nature

Every Child Wild survey by The Wildlife Trusts, 2015



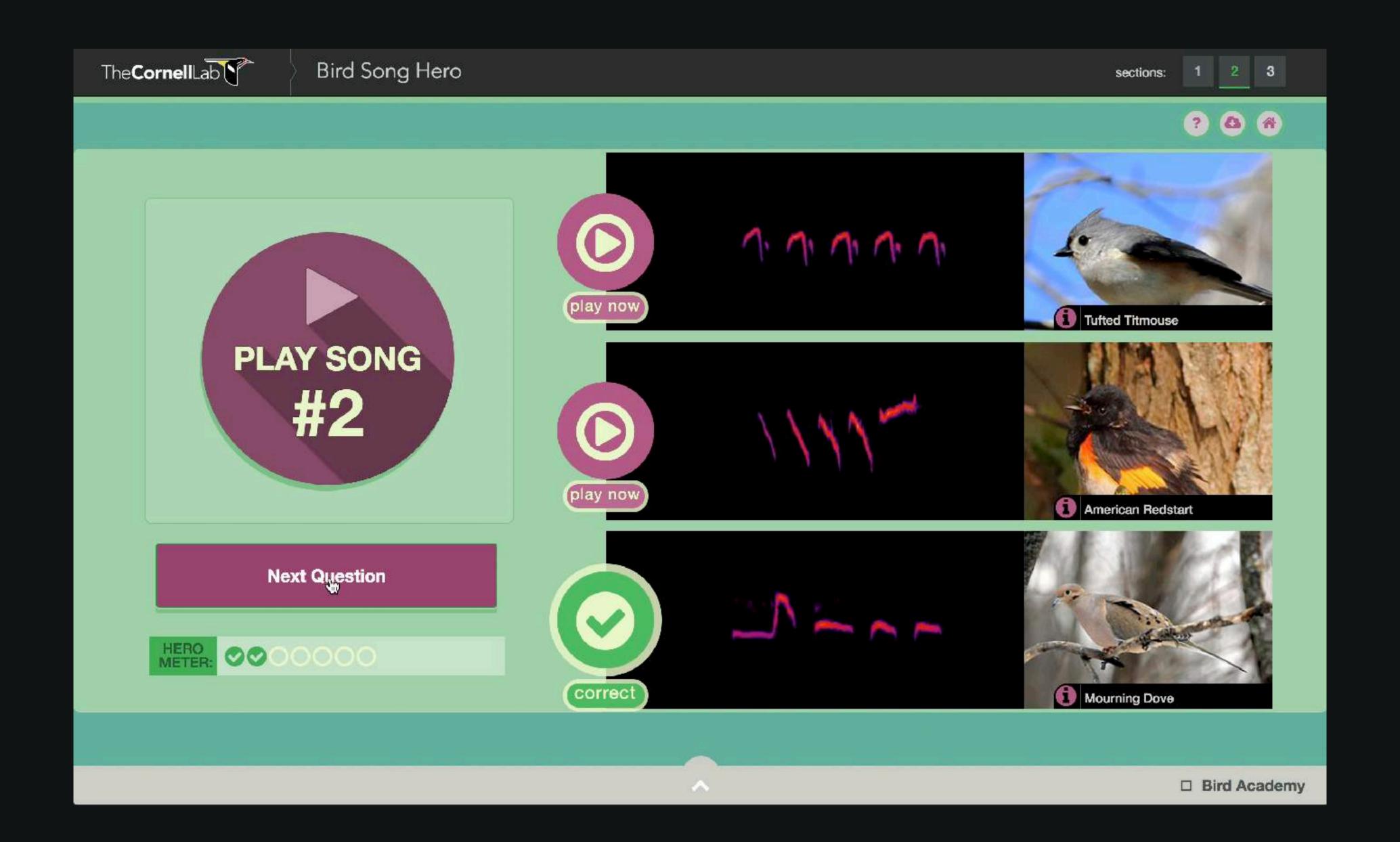
Only 10% have ever played in wild places

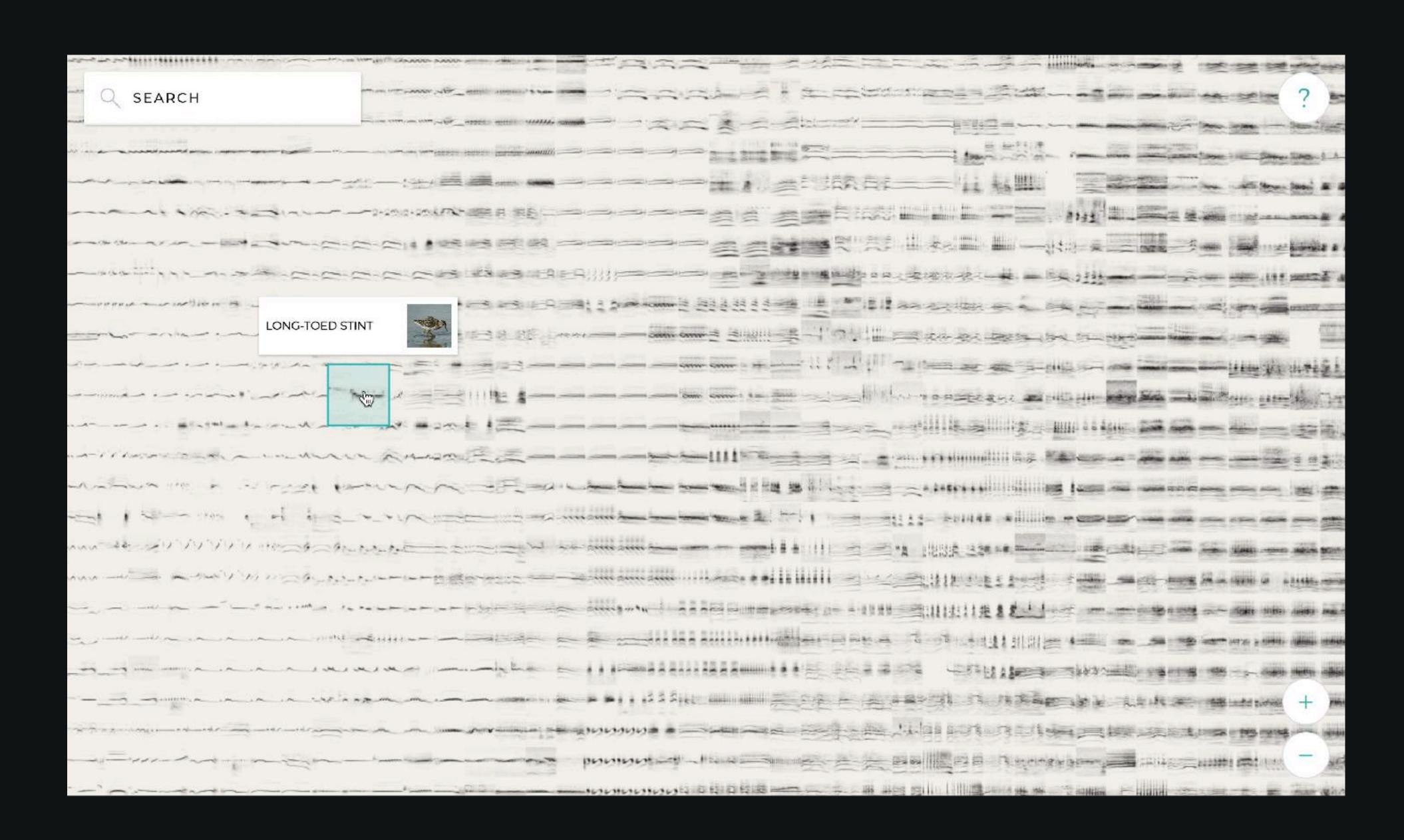


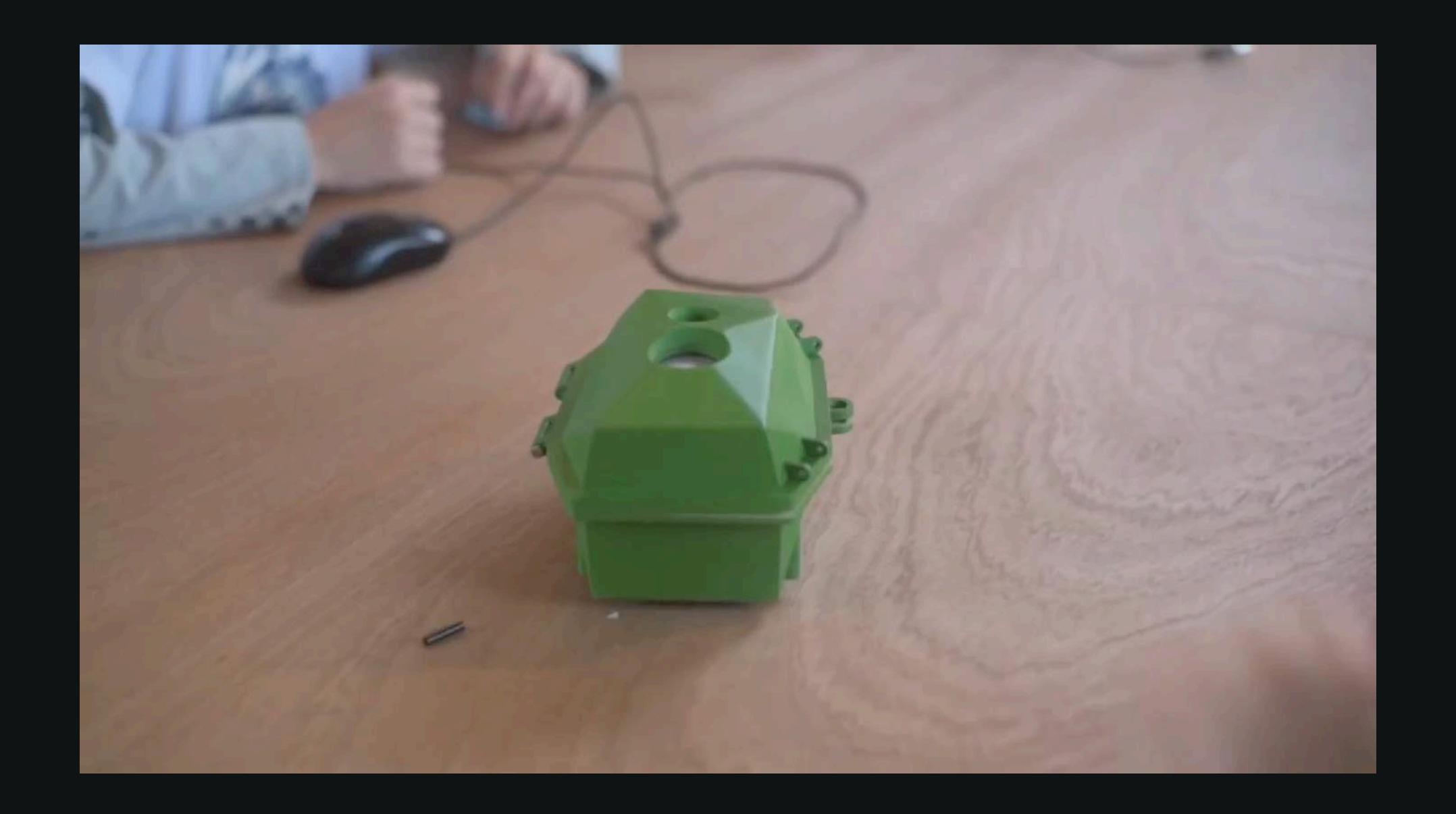
Less than 50% have found frogspawn in the wild



Only a third know that acorns come from trees









#### Research

Senses / Mental stimulus / Place

Connections / Data / Simulation / Knowledge

# Part two / Development

### Research

Senses / Mental stimulus / Place

Connections / Data / Simulation / Knowledge

#### <u>Material</u>

The web / Nature

Space / Light / Time

Physics	is a language of	light
Music	is a language of	time
Architecture	is a language of	space

### Research

Senses / Mental stimulus / Place

Connections / Data / Simulation / Knowledge

### <u>Material</u>

The web / Nature

Space / Light / Time

# Guiding principles

1	Ideation
---	----------

Bullet points!

Explore the highest-level experiences

Don't think within rectangles: think without edges

Consider intentions and resulting events

Scriptwrite the experience, with real words

Think about designing moments in time

## 2 Physicality

0	2
2	(6)

Be spatially aware of what you're building

Visualise it as spaces, with rooms and doorways

Imagine it in 3D, and draw how that feels

Design an open-ended experience, find natural boundaries

Imagine someone moving through your experience

3	Purpose
	Less tasks or goals; more open learning
Bullets	Encourage exploration without being too abstract
	Help people accomplish new and unexpected things
Is this powerpoint?	Build a lens through which the world can be seen differently

4	Choice
	Don't paralyse with too much choice
	Offer the right amount at the right time
I chose bullets	Trigger choices in the right context
	Provide clear, simple, minimal prompts
	Define realistic expectations

5	Tone
	Craft machine personality gently, and cautiously
I learned nothing from that TED book	Know when to use humour, and don't overdo it
	Offer warmth, but avoid over-familiarity
	Be kind, patient, and act as guide
	Be forgiving, and allow the system to be forgiven too

6	Trust
	Set out to improve lives; avoid guilt or addiction
	Make as few demands as possible
FFS	Avoid ambiguity and unguided assumptions
	Catch errors before they happen, be honest when they do
	Allow consent

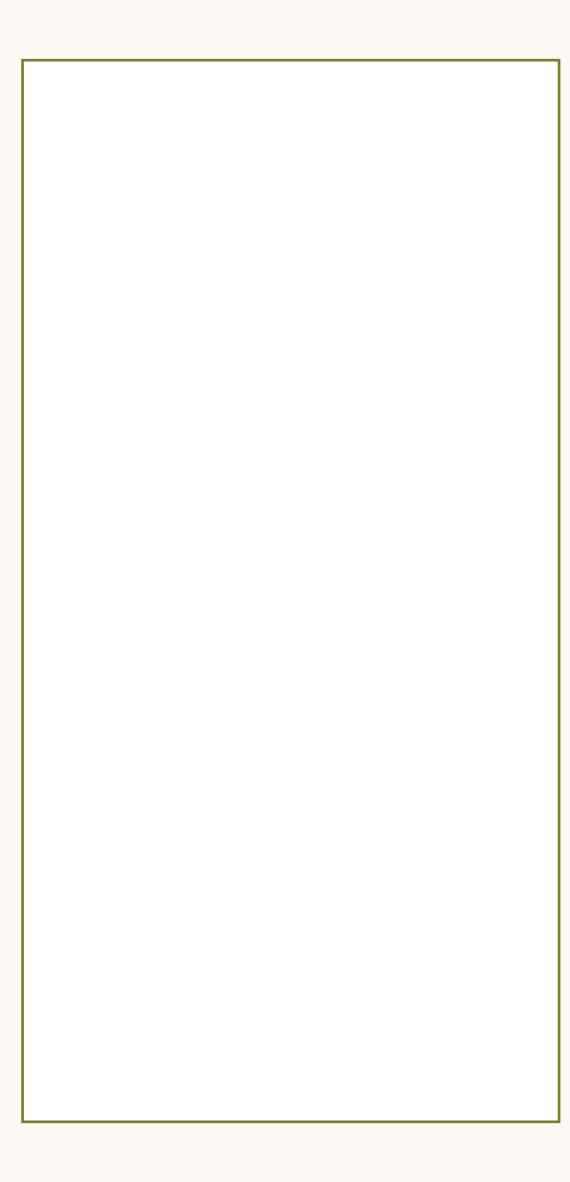
7	Learning
	Create experiences that are open and inviting
	Consider multi-sensory inputs
WTF	Increase learning through repeated experience
When will it end?	Build system knowledge through habit
	Offer gently persuasive feedback, non-addictive rewards

8	Onboarding
	Get started quickly
	Unobtrusive guidance, always available
	Slow and thoughtful steps; a little at a time
	Encourage discovery, ensure early results
I bet they're really sick of bullets	Support failure and gently correct

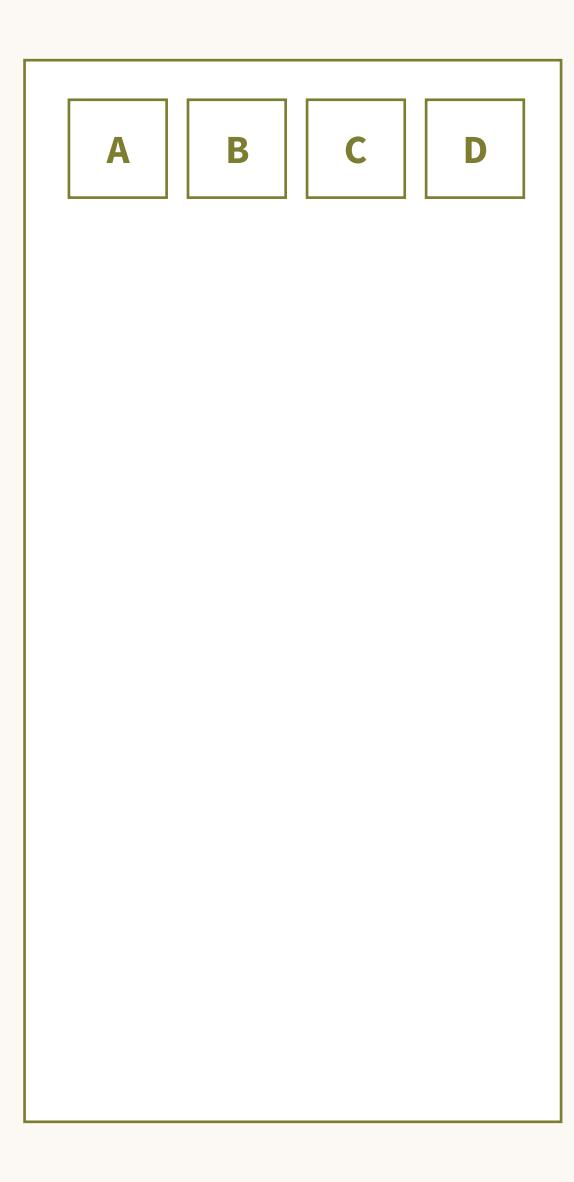
9	Notifications
	INUCITICACIONS

	Quietly serve without continuous distraction
ZZZ	Manageable, concise, polite, and actionable
	Contextual to time, place, and learned routine
	Consider levels of urgency, and alternatives to sound
	If a notification doesn't improve quality of life, kill it

10	Context
OK last one!	This is everything!



Default apps OS

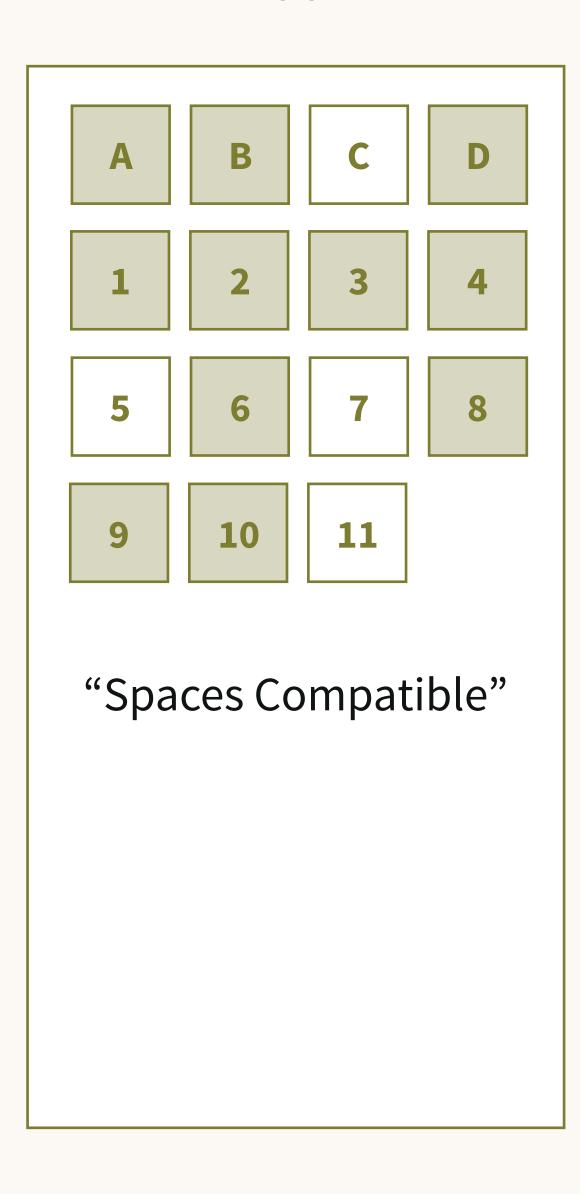


### Third party apps

11 9

A	В	С	D
1	2	3	4
5	6	7	8
9	10	11	

OS





Spaces OS D A D 9 3 6 10 10 8 6 10 11 9 Work Home Study Social

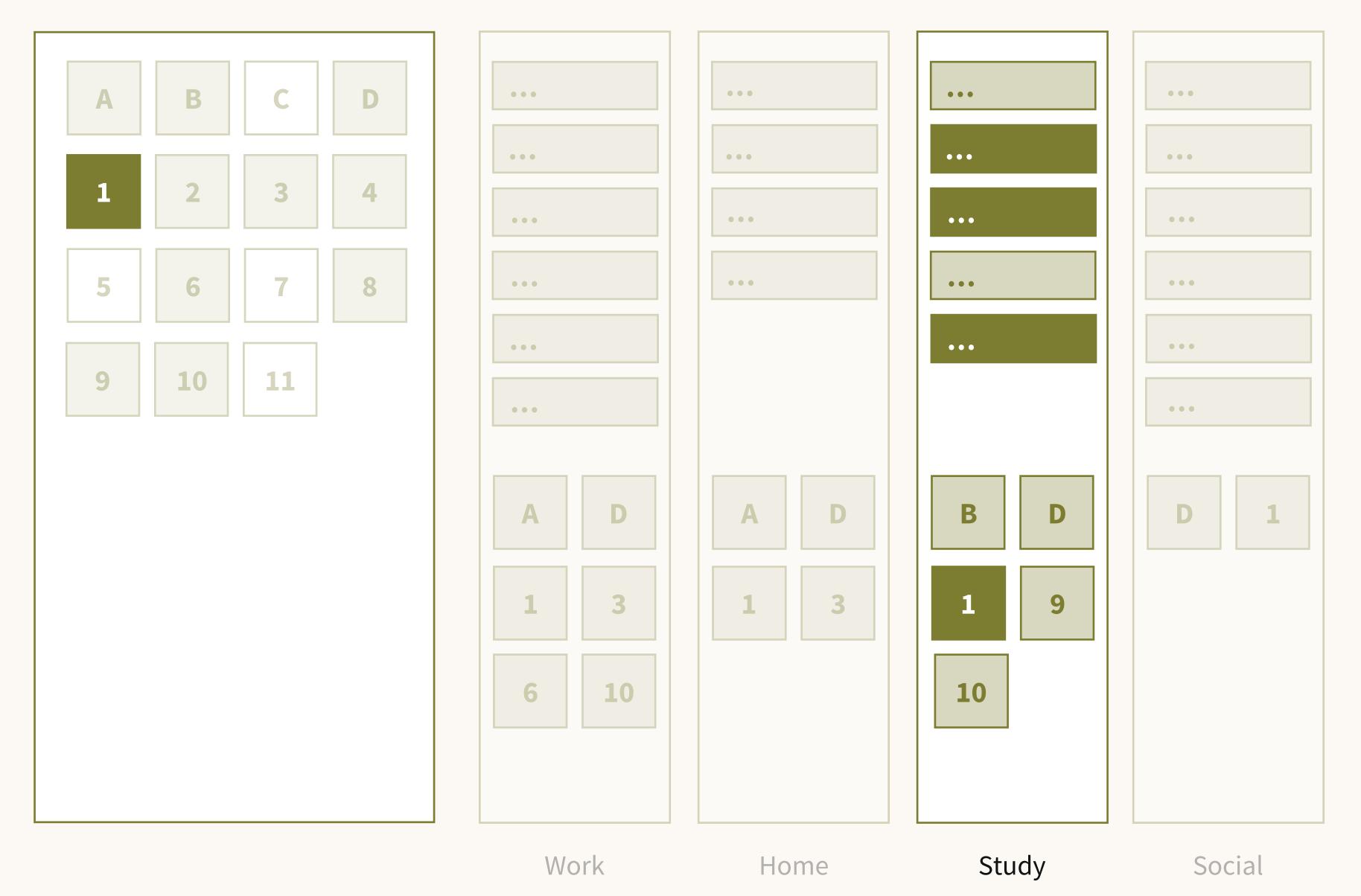


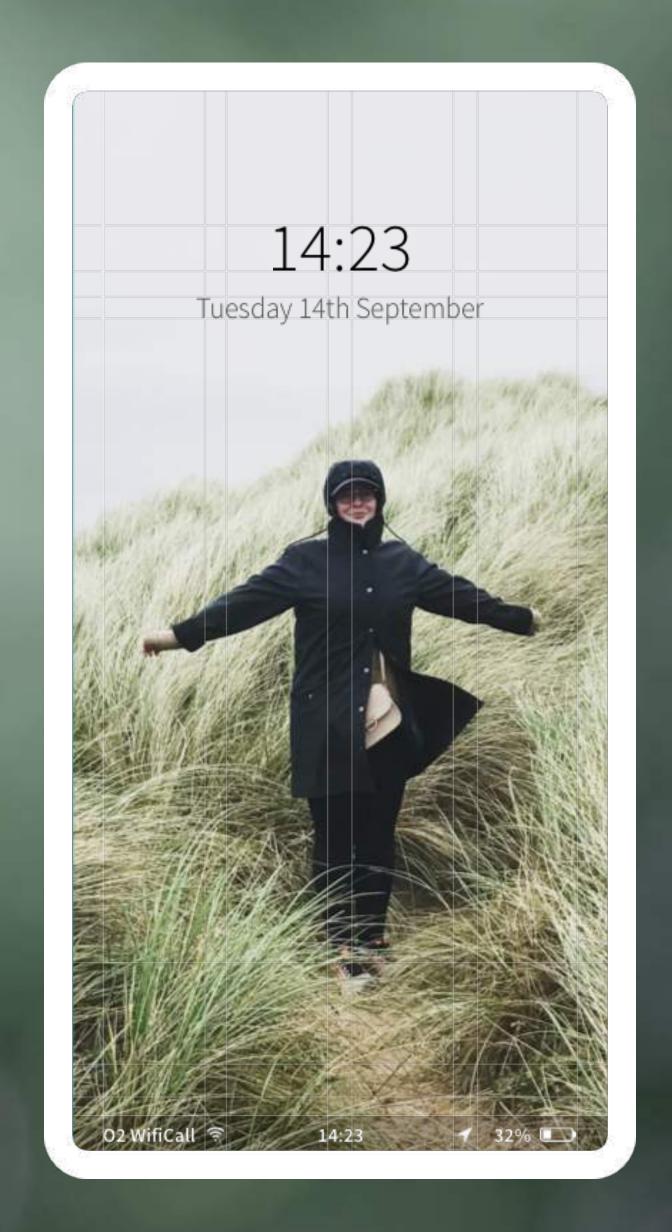
Home

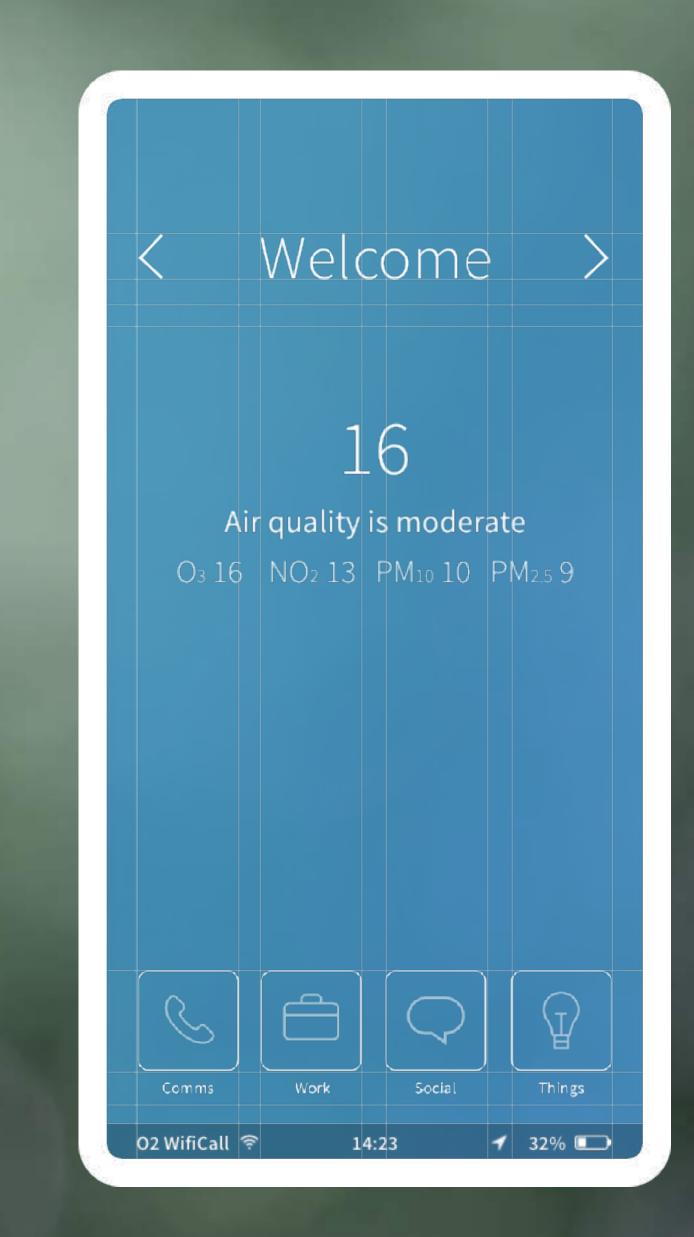
Work

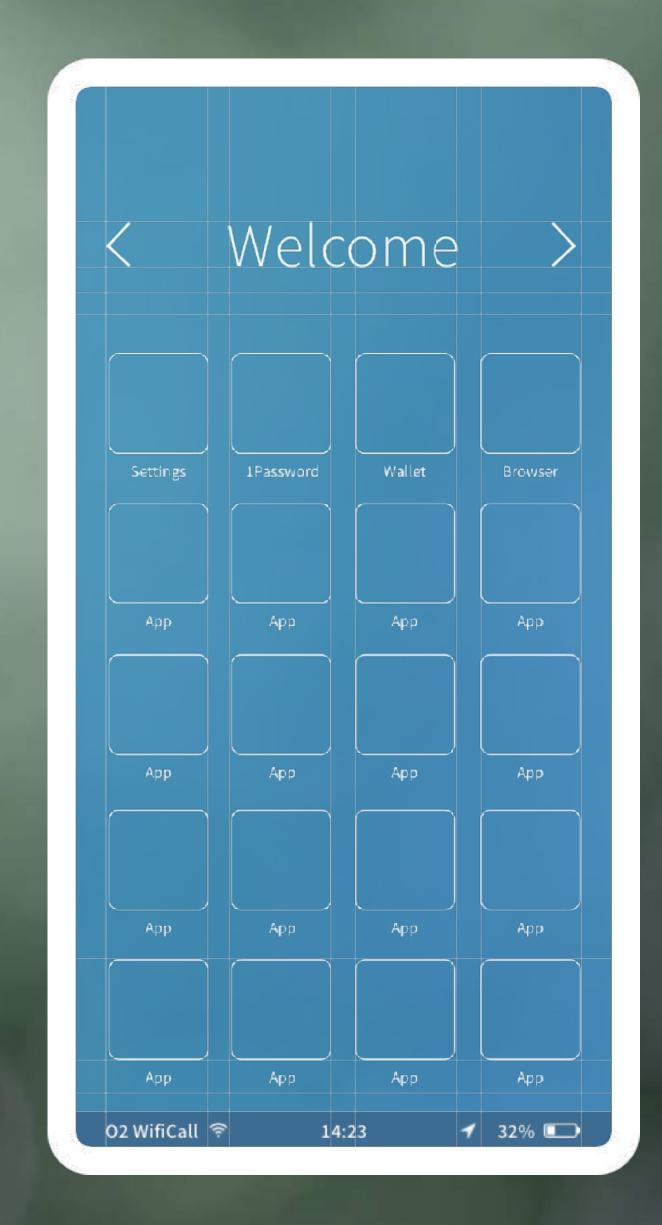
Study

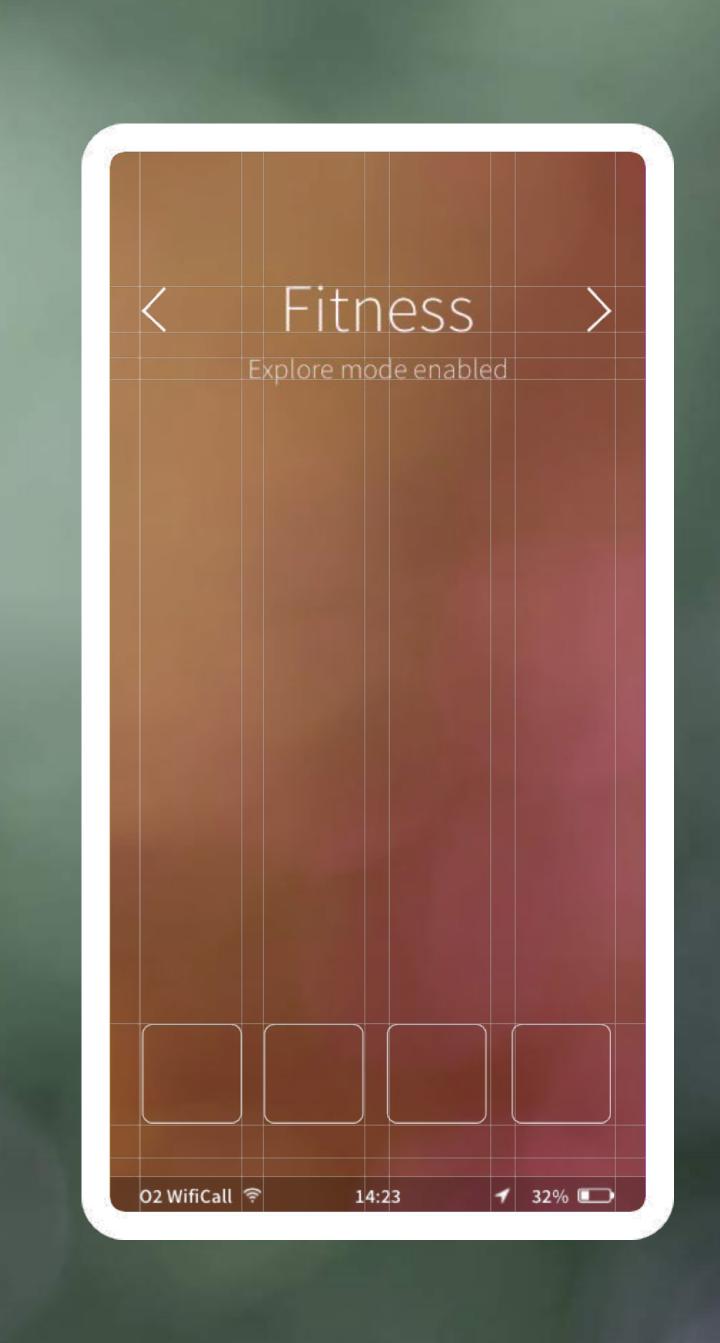
Social

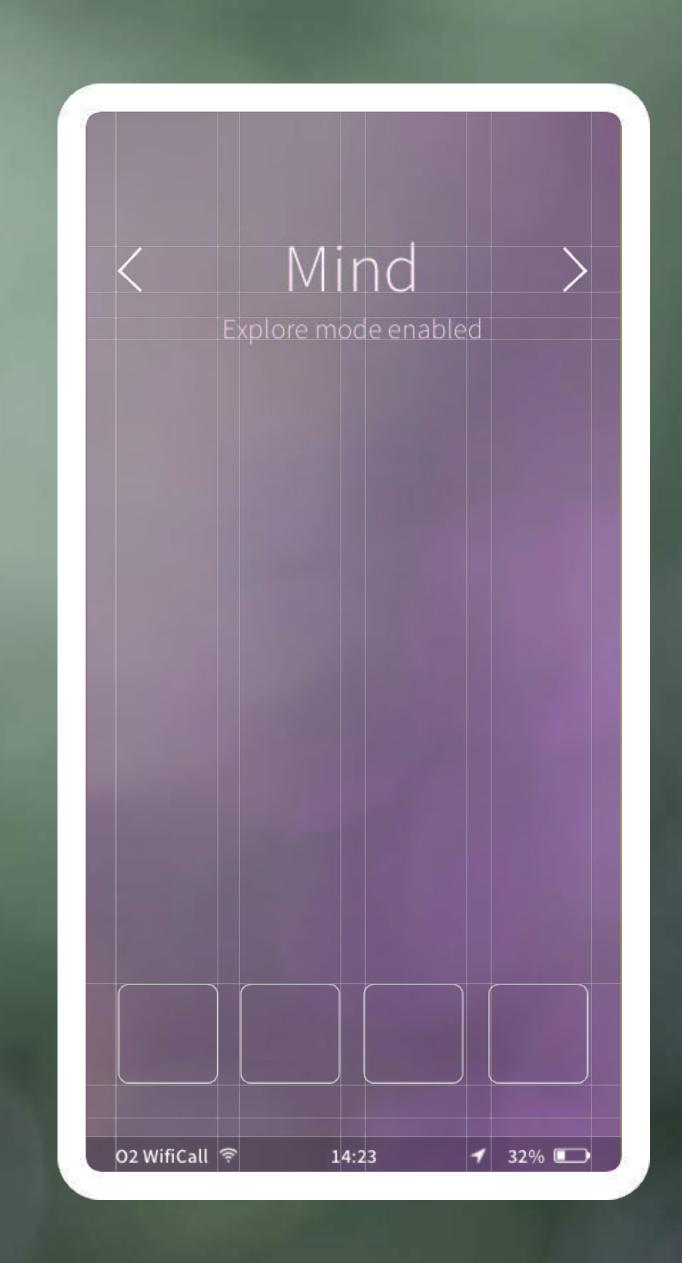


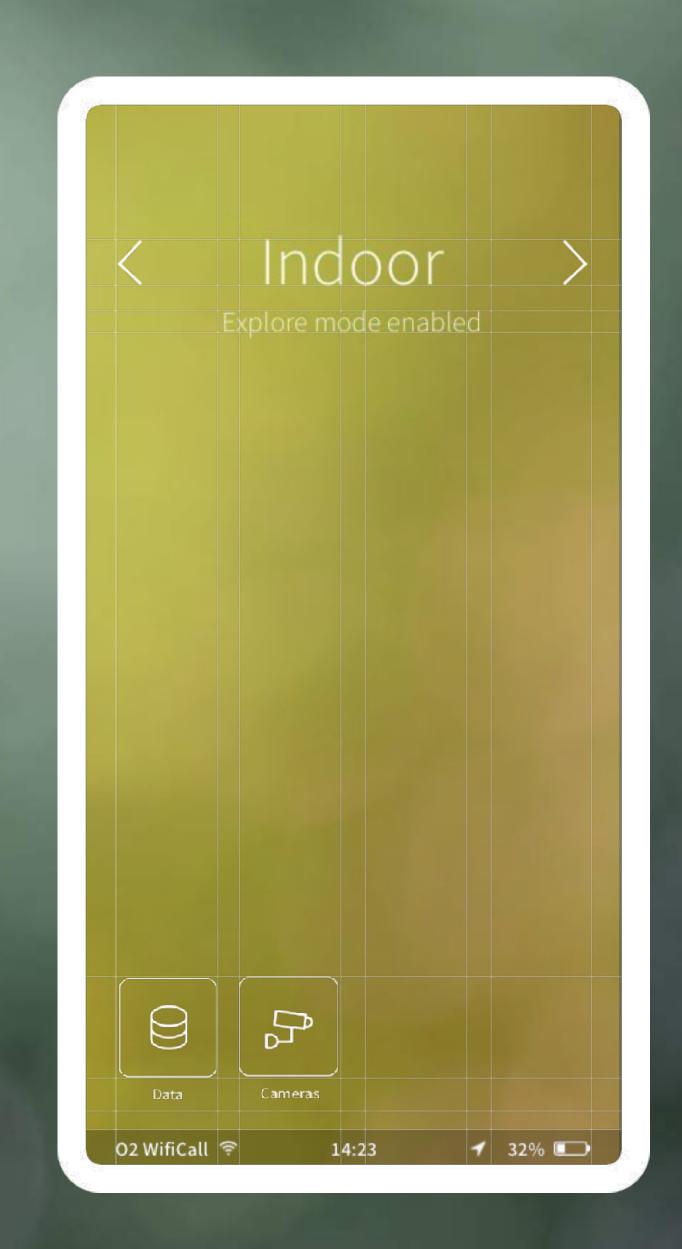


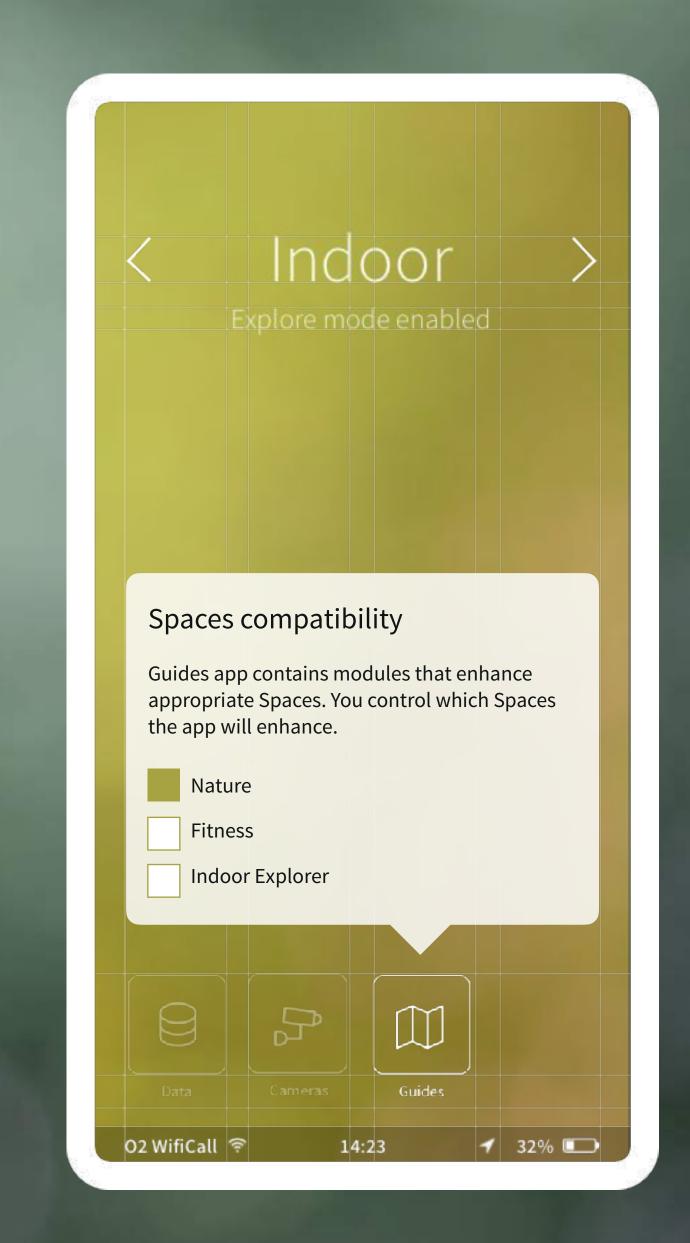


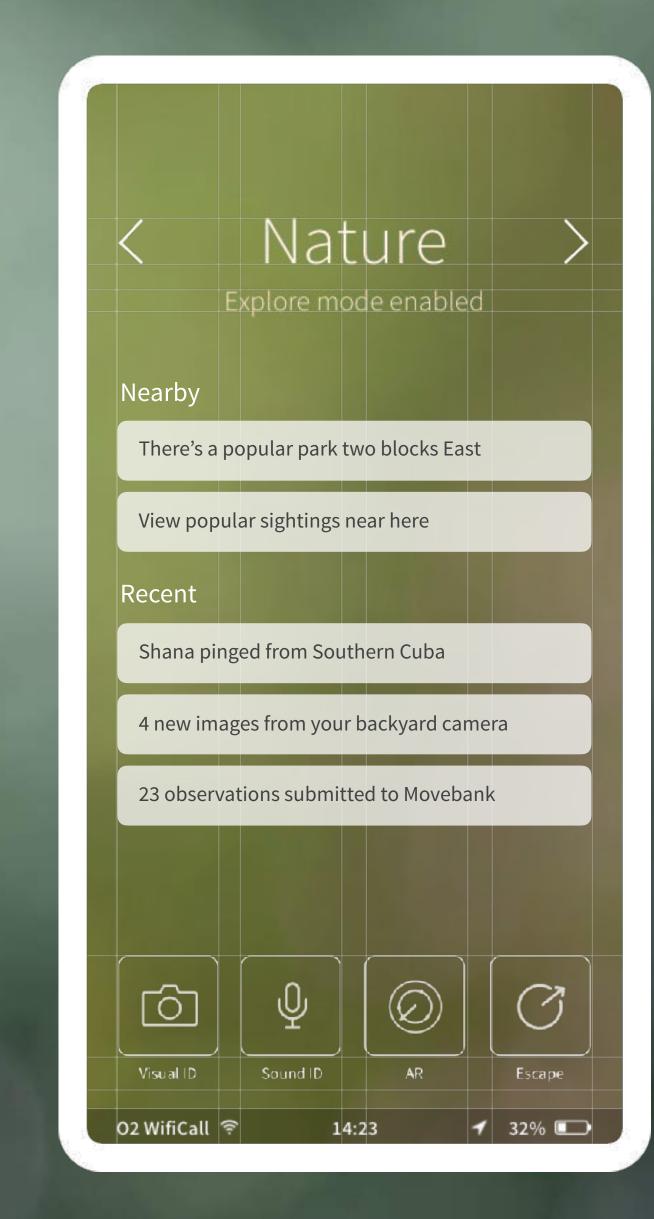


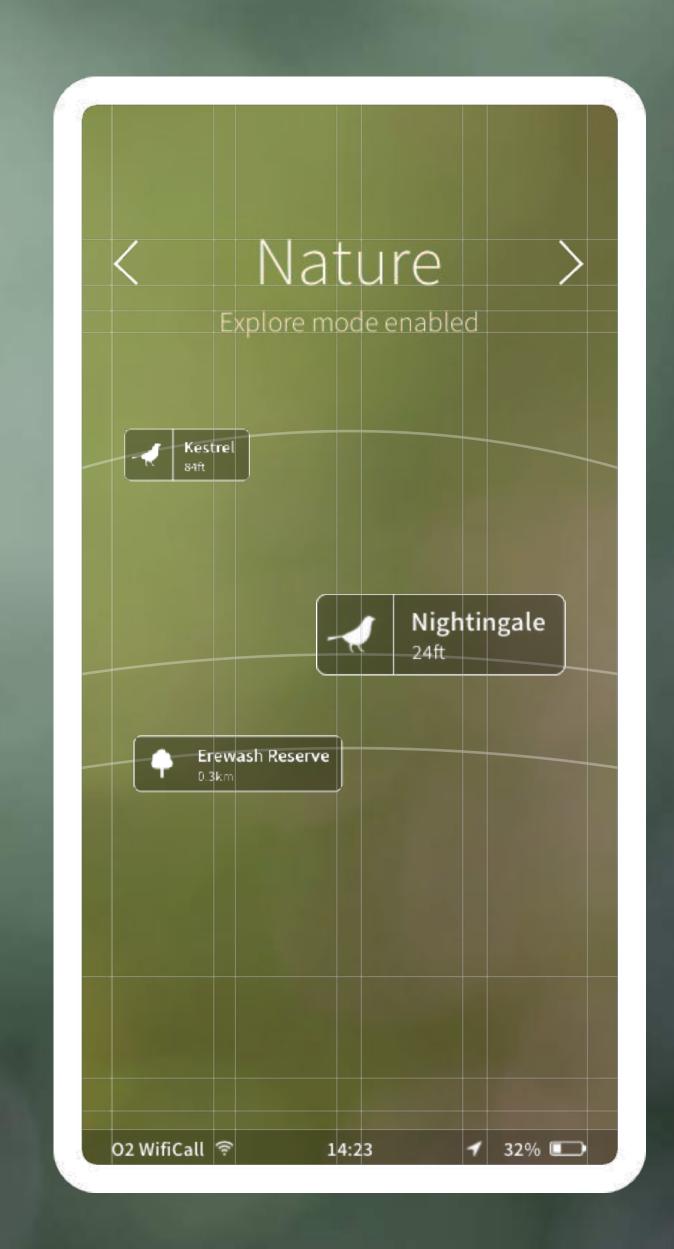


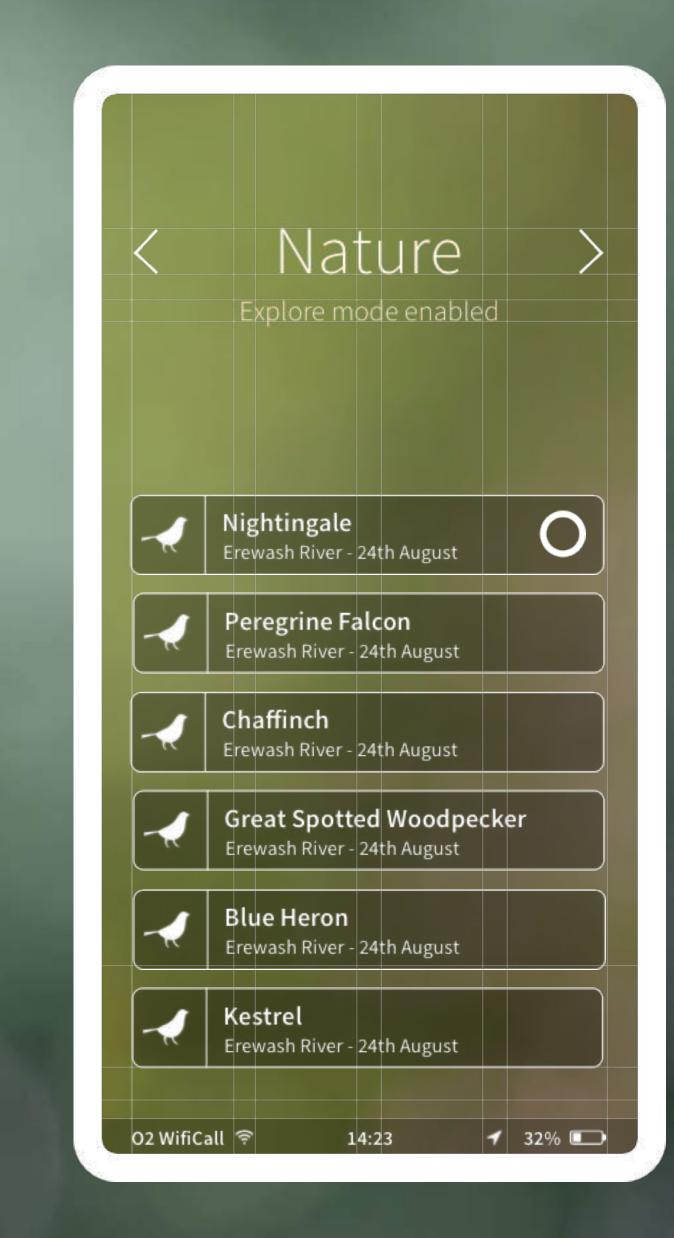


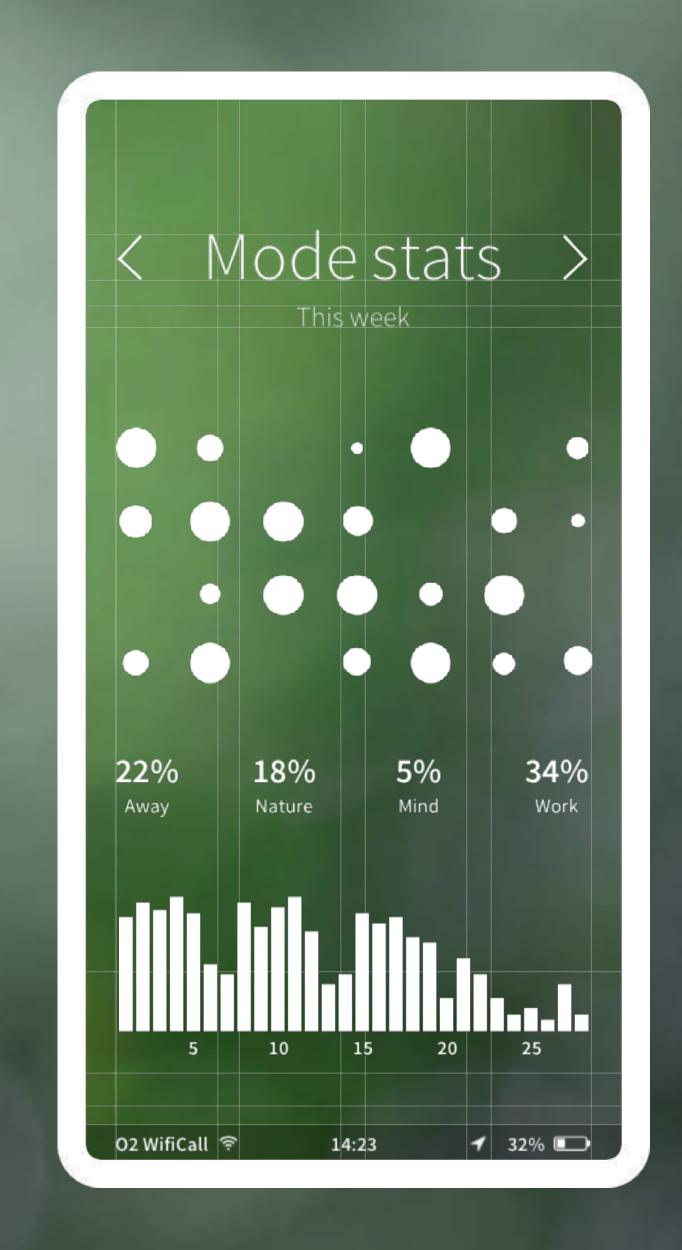












## 'Place-onas'

Internet of na

### Internet of na

#### Internet of natural things

folder

https://internetofnaturalthings.com

website

#### IoNT

Github repository

#### Internet of nature

bookmark

# Big questions

## The future?

"Our computers should be like our childhood: an invisible foundation that is quickly forgotten but always with us, and effortlessly used throughout our lives." Mark Weiser / The World is Not a Desktop, 1993

## A new environment

## Thank you

