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# Conceptualizing Aesthetic Experiences of Embodied Interactions with ICTs

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## ABSTRACT

This study proposes a theoretical model to depict a holistic view of aesthetic experiences of interactions with ICTs based on the embodiment approach, including their components and their interaction process.

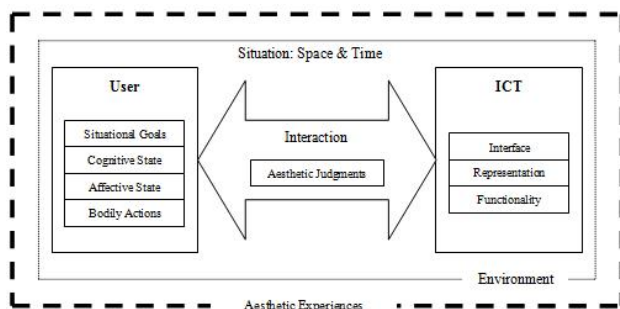
## Keywords

Aesthetics, Aesthetic Experiences, Embodiment.

## INTRODUCTION

Attentions in the human-computer interaction (HCI) field have been paid to aesthetics (Udsen and Jørgensen, 2005). It is important to identify key factors that come into play in the aesthetic experience of HCI. In particular, there is a need to analyze the effects of both abstract perceptions and bodily actions on the aesthetics of interaction and how they interact with other non-human factors. Therefore, this study aims at exploring users' aesthetic experiences based on their embodied interactions with ICTs. To address it, we propose a model developed based on aesthetics studies in this field.

Figure 1 depicts our view of what constitute aesthetic experiences of embodied interactions with ICTs. There are five major elements – the user, the ICT, the interaction, the situation, and the environment. They constitute the aesthetic experience the user has with the ICT. They are integral to the aesthetic experience and are interdependent on each other.



**Figure 1. The Model of Aesthetic Experiences of Embodied Interactions with ICTs**

The user is an individual who carries certain goals that are situation-relevant and are expected to be fulfilled by interacting with the ICT. She brings to the interaction with

her distinctive cognitive and affective states, and bodies that can perform actions. An ICT is an aesthetic object that is culturally infused and standards integrated (Udsen and Jørgensen, 2005). The interface gives form to and manifests the functions. It couples with the representation. The functionality of an ICT is about functions it performs that serve specific purposes. Interaction occurs when the user perceives the ICT, identifies what it might afford and how it might react from its interface and its representation, decides and refines her goals, and performs actions upon ICT's representations to enable the display and execution of its functions (Dourish, 2004). The ICT then responds and presents its functions. The user further makes sense of the responses resulted from her behaviors and perform next actions. This process occurs iteratively and formulates embodied interactions. In this way, the situation keeps changing and the user needs to comprehend it to move on in order to achieve her goals in the perceived time and space. Aesthetic judgments are made in the process. Aesthetic experiences are generated from the recursive interactions. They are hence constructed within a time and space bound situation. Space indicates not only the physical location where the user encounters and interacts with the ICT, but how she relates it to other ICTs and related artifacts. The environment brings in contexts that serve as the framework to direct and guide the construction of meanings of aesthetic experiences. Previous aesthetic experiences affect subsequent and overall experiences. Their meanings evolve as users keep interacting with ICTs and reflect on their interaction experiences. In Summary, conceptualizing aesthetic experiences of interaction is the first step of a long research process where the roles and effects of such aesthetic experiences can be studied. More efforts are needed for empirical verification and continued refinement to ensure its validity.

## REFERENCES

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