Is 'friction' the right kind of label for this?

Here's a nice philosophical piece on friction and smoothness:
Friction and the aesthetics of the smooth (Seiler)

interaction treacle

eh yeah how does this relate to Slow design?

Exemplar generation task

blister pack

game mechanics

architecture

taking the stairs instead of an escalator

Designing to stop unintended actions before closing an app or before performing financial transactions

Do they have to be annoying?- they are generally not in game disciplines/interacts no- Sim, games too

prototypes

speed bumps

Games, Puzzles, immersion, penalty

Attractors that aim to get attention

captcha code tasks

Theory generation task

Rather than thinking about intent, can we think about coupling/engagement and decoupling/detachment. This avoids questions of intent and may be informative and related to outcomes

Slow design

Concept of flow

i feel like at least one of the nielsen heuristics was about friction

I think many heuristics are implicitly arguing against friction (frust.on efficiency, smooth, intuitive)- they need to be revisited

Language as a barrier/enabler

DIY, making, repair communities

alternatives to consumption

links to sustainability

Privacy paradox

Disciplines to learn from- architecture (retaking)?

Privacy calculus (in context of privacy decisions)

Value-sensitive design

also wendy mackay had a paper on how the air traffic controllers were creating difficult situations for themselves to learn from

paternalistic friction?

Designing of rituals

muscle memory

Habituation as an enemy of friction? After x times, friction ineffective —— Habituation theory

mental model research?

first and second order desire (harry frankfurt)

Who wrote this? Yes Frankfurt!

Are there any tasks that are not 'proceduralisable'- is there a theoretical account?

Routes to friction without reflection (embodied friction) (Jelle)

Idea generation task

What's the goal of using frictions? Why do we need to introduce them into interactions? Should we? What contexts can we imagine frictions being more or less successful? Why? How do we factor in people's expectations for quick and easy interactions everywhere?
WHERE DO YOU WISH YOU HAD AND A FRICTION IN AN INTERACTION?

Is friction really the right word?

Privacy based interactions

Agency seems key issue

Challenge involved behaviour?

Negative nudge patterns

Fictions as a design probe

Giving user choice about frictions

Giving user choice over frictions

big medical decisions?

Re: GDPR. Here is a project from the BBC about how to let people control the use of their data and understand what data they are handing over...

Personal Data Stewardship:

Welcome!
A Special Interest Group on Designed and Engineered Friction in Interaction
🐦 #frictionsig

Dark patterns

Dark patterns are interactions designed to get people to behave in ways that the designer wants, rather than in a way that aligns with a user's goals. Are these the opposite of a design friction?

There's Lots to the environment this year mentioning dark patterns if you're keen to learn more.

Good example?

Good theory?

Dual-Process Theories of Higher Cognition: Advancing the Debate

Jonathan St. B. T. Evans[1] and Keith E. Stanovich[2]

Good use?

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how to measure effects of friction (e.g., measure deliberation, reflection, intent...)