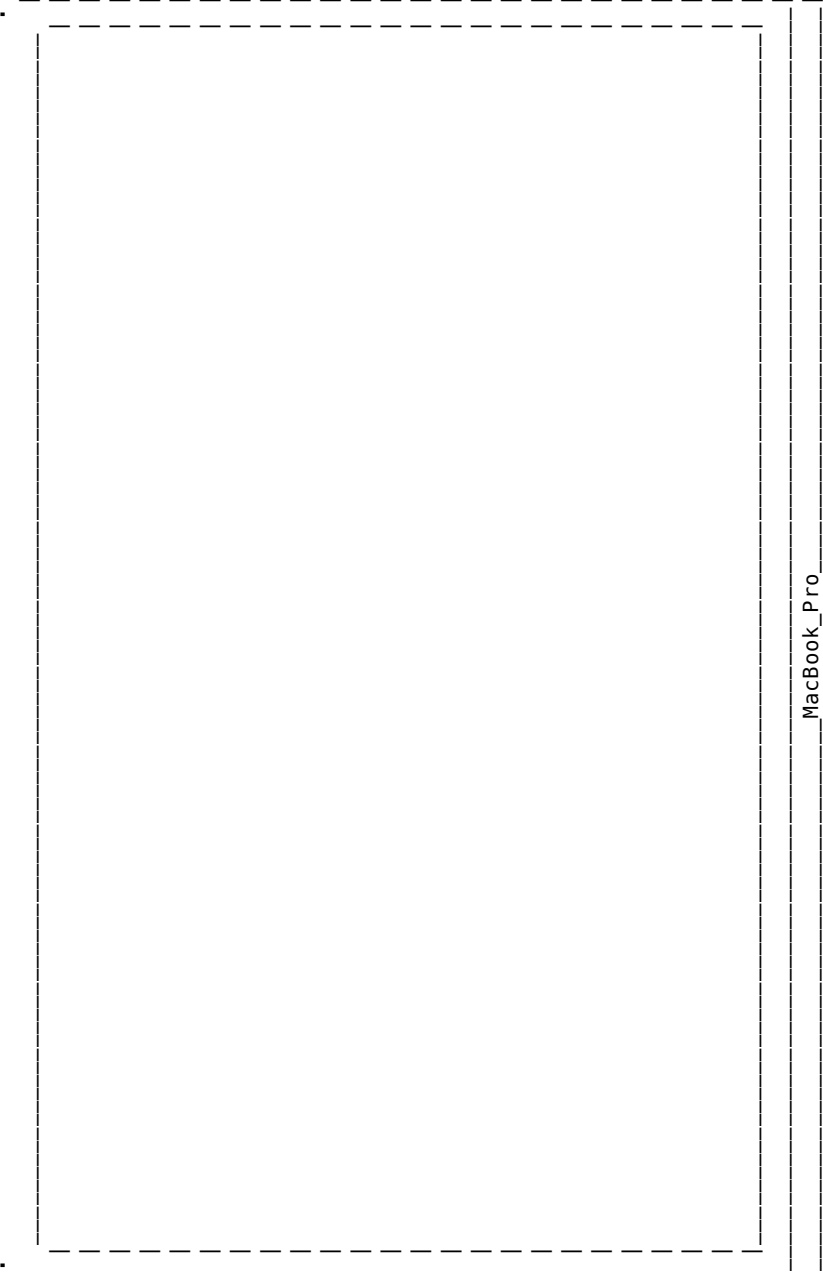




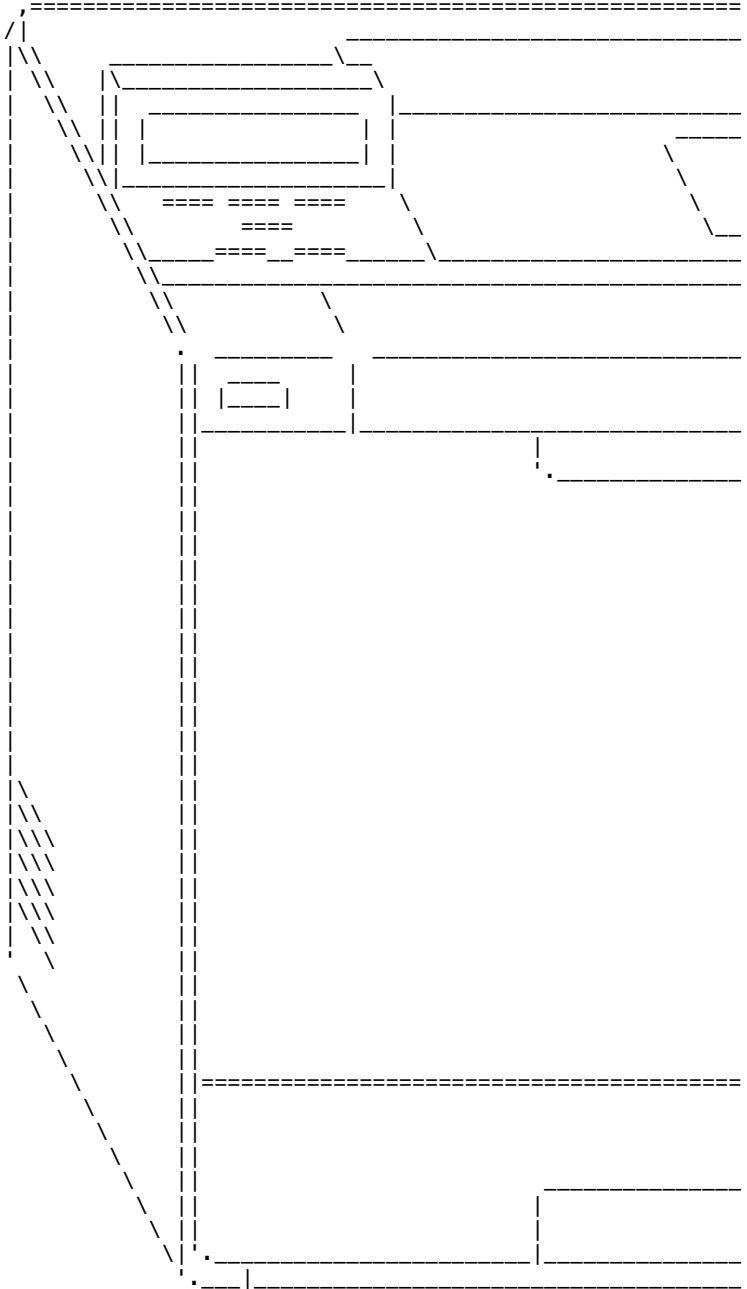


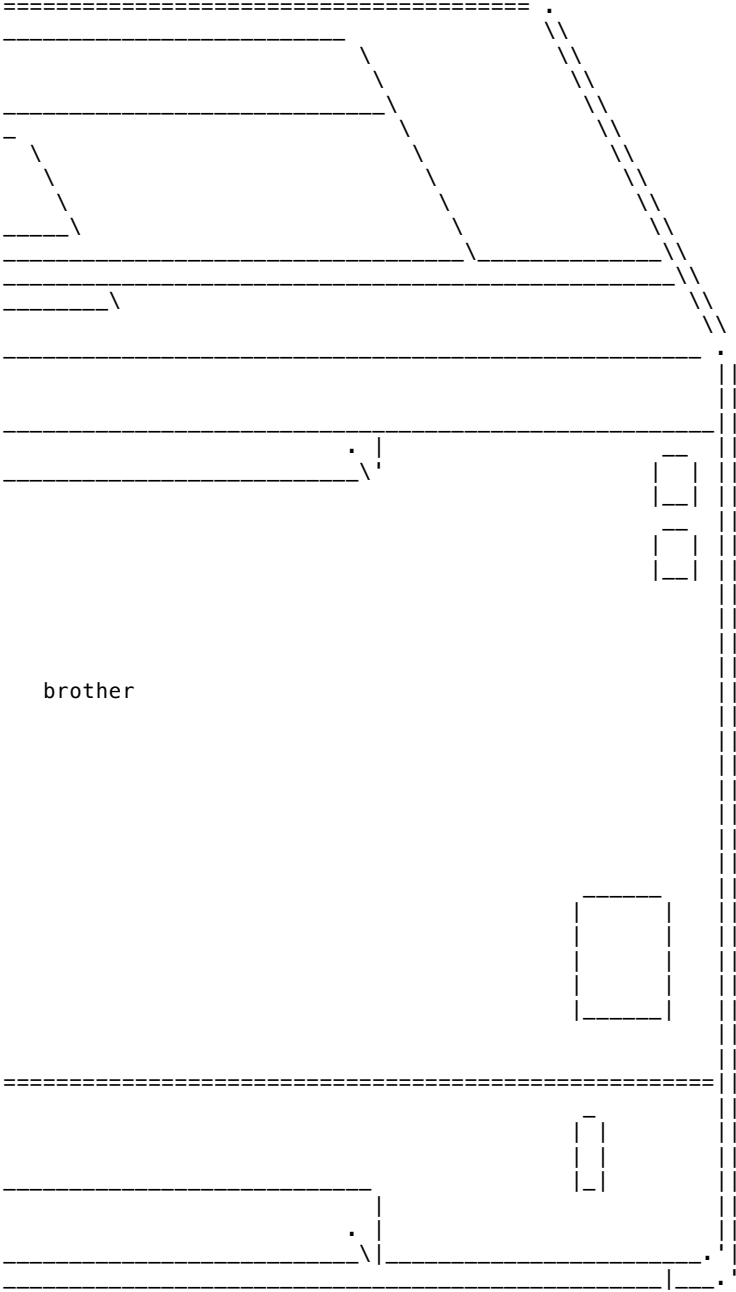
tools  
hard



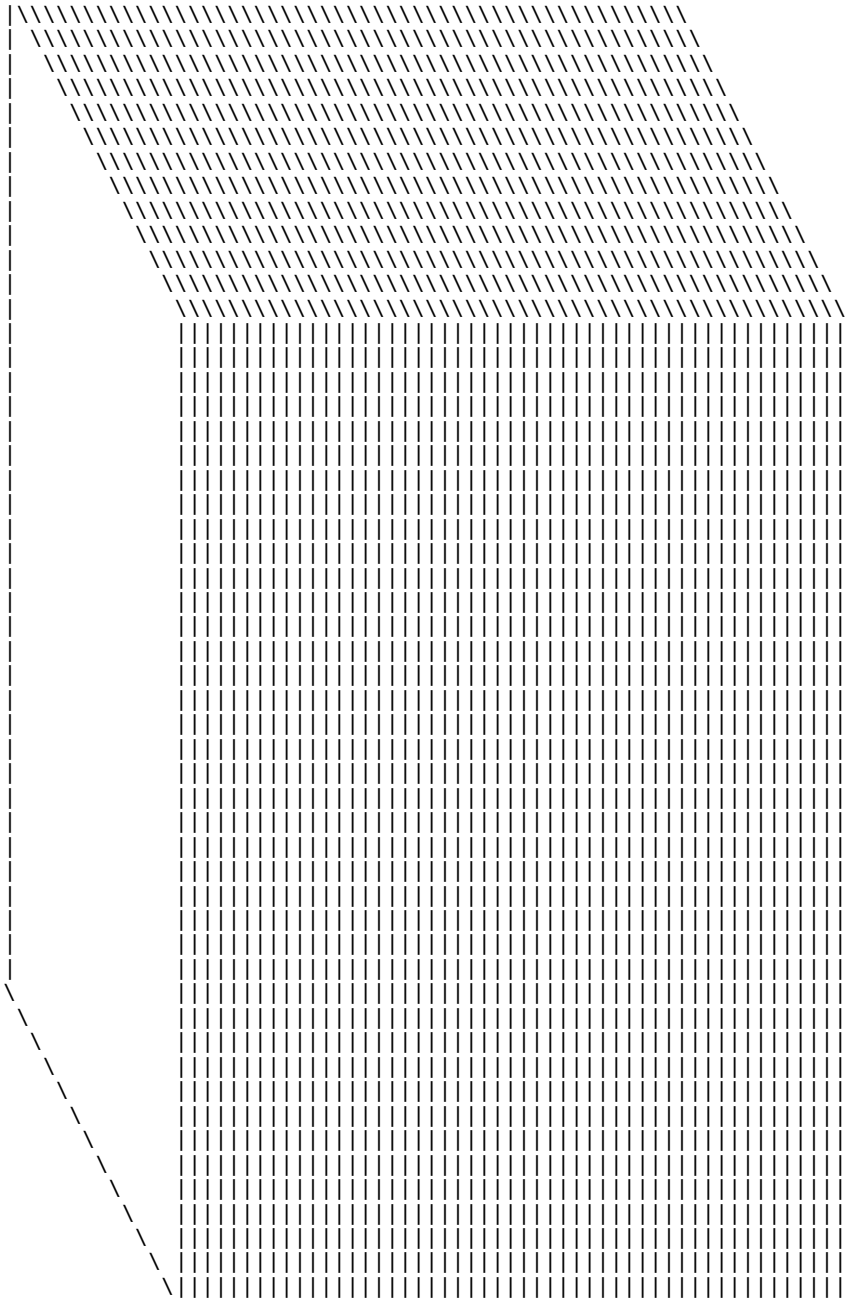
MacBook\_Pro



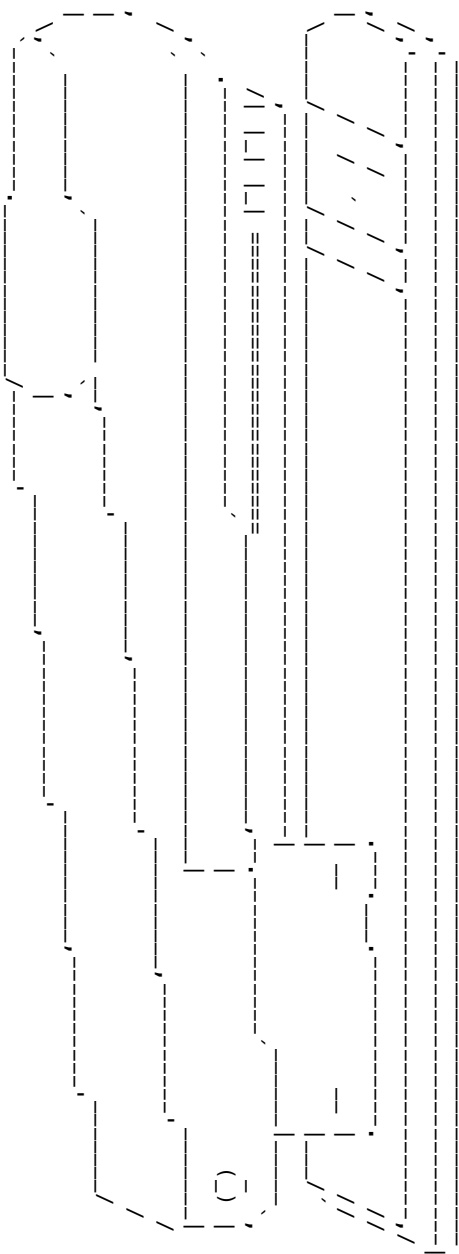
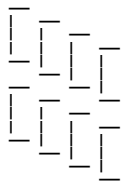
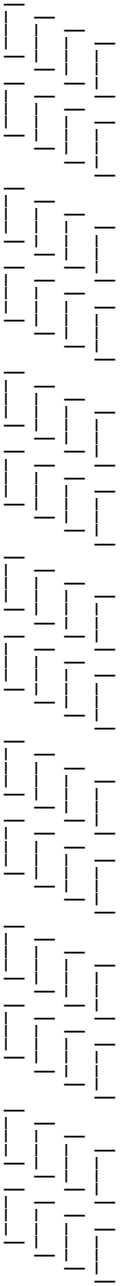




brother







MacBook Pro  
Duplex Printer  
A4 Paper  
Booklet Stapler

"It must now be asked how these three heterogeneous areas – a body; a purposeful action; an artefact, or information in an act of communication – are connected. They are linked by the interface. It should be emphasized that the interface is not a material object, it is the dimension of interaction between the body, tool and purposeful action. This is not only true of material artefacts but also of semiotic artefacts, for instance, information in communicative action. This is the essential domain of design. This position is not meant to dismiss design as immaterial, and certainly not to dispel its materiality. On the contrary, the interface goes beyond the duality of material/ immaterial, it covers what they have in common. It covers the design of a spanner just as it covers medical software for the purposes of diagnosing skin disease.

The interface is the central domain on which the designer focuses attention. The design of the interface determines the scope for action by the user of products. The interface reveals the character of objects into products, it makes data into comprehensible information and – to use Heidegger's terminology – it makes ready-to-hand (Zuhandenheit) as opposed to present-at-hand (Vorhandenheit)."



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