Food
A Material for Interaction Design

Tom Gayler
My Interest

Food as a tool for design

Connecting physical and digital

Digital food tools allows more than fancy dinners
Qualities of Food

How do we experience food?
Multisensory
‘In-bodiment’
Habitual
Emotional
Qualities of Digital Material

How does computing afford new forms of material and experience?

Digital Gastronomy (Zoran and Coelho, 2011)
Gustatory Interfaces (Vi et al., 2017)
Unpack the Sensory, Social, Symbolic

We should de- and reconstruct the existing systems of meanings

New technology affords new experiences
Creating with food gives us the power to create rich sensory and bodily experiences and draw on a wealth of personal and cultural meanings.