

# Skateboards as a Mobile Technology

## » A New Perspective for Interaction Design and Mobile HCI

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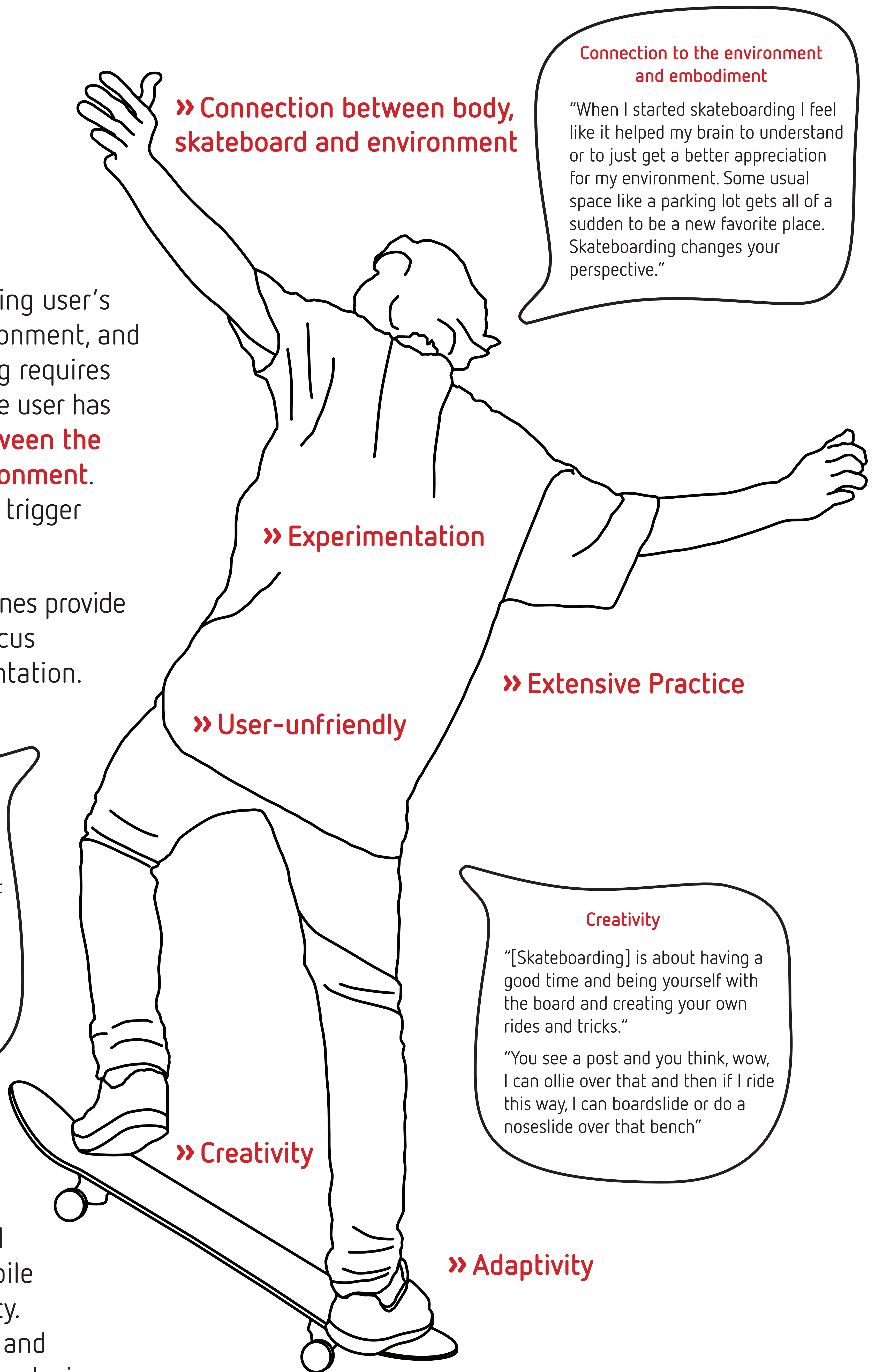
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Skateboards are embodied tools transforming user's mobility, their understanding of their environment, and the way they interact with it. Skateboarding requires **extensive practice** and **experimentation**, the user has to **adapt** to it and create a **connection between the user's body, the skateboard and the environment**. Skateboards are **not user-friendly** but they trigger **creativity** and provide a high reward.

Other mobile technologies such as smart phones provide opportunities to forget the environment, focus on user-friendliness and less on experimentation.



This research shows new Implications for HCI by illustrating a new way of looking at mobile technology and a transformation of mobility. A model to rethink embodiment, creativity, and experimentation when designing mobile technologies.