ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.

INTRODUCTION AND BACKGROUND
Digital technologies allow vast capture of personal information in digital form on external devices [14] and offer new opportunities and challenges for human memory, as they act to mediate remembering in everyday life.

‘Lifelogging’ technologies often realised through novel, wearable sensor-rich devices, have provided a particular focus for HCI research [13]. However, Sellen and Whittaker [13] argue that we should look beyond the ‘total capture’ of everyday life and simply augmenting memory.

Meanwhile, Banks [1] has turned to consider the legacy of lives lived online, which create an inevitable digital by-product granting users ineffable digital possessions (e.g. social media posts, emails, usage history) [9]. Clearly the present has become very recordable and has given rise to new opportunities and challenges for human memory.

ABSTRACT
Digital technologies which now capture many aspects of everyday human life increasingly act to mediate the process of remembering. This paper outlines a thesis that seeks to understand the experience of remembering as a socially situated activity, in the context of the design of personal informatics systems.

Author Keywords
Memory; personal informatics; experience-centred design.
‘ennmeshed in everyday life’. Extending current research, which largely focuses on the present and future-focused use of these tools for behaviour change, this will open the design space for their long-term, sustainable and social use.

However, this context also extends much of the memory literature in HCI, which has often focused on more traditionally evocative digital media or those designed specifically with memory in mind. Li and Rooksby [8,12] report a wide range of self-tracking motivations, but few begin with a determined intention to create a long-term documentary record. Indeed often tracking occurs routinely through daily use of a technology (e.g. Google’s web history and ‘account activity’). Furthermore, the quantitative and seemingly objective nature of PI data may mediate remembering in quite different ways. Taken together I propose the following broad research questions:

RQ1: How can the experience of remembering and forgetting be mediated by personal informatics tools?

RQ2: How should we design to support the long-term use and value of personal informatics tools and data?

Proposed Methodologies

Having outlined the scope for this thesis, from the Doctoral Consortium I hope primarily to provoke discussion around the best methodology to pursue these questions. An initial orientation study, interviewing participants about different historic PI data they have accumulated has already been undertaken. This work-in-progress [4] has provided a broad understanding and description of the research space, and has highlighted some potentially rich experiences mediated by different types of PI data. I intend to use this study to inform the design of speculative provocations to further explore emerging design spaces with participants.

Longer-term, during my thesis research, it may be appropriate to work for an extended period of time with one particular group or data type in a series of case studies. Perhaps the long-term deployment of a technology probe would prove insightful especially as a means to speculate about possible futures where PI data is more commonplace. Alternatively, a focus on non-use, non-recording and forgetting could be a useful counterpoint.

Following any of these approaches, different analytical frameworks could offer a good fit. Remembering as a subjective, situated action may invite an ethnomethodological approach, while experience-centred design appeals to phenomenological study of felt-life [15]. Finally, digital technologies are seen as mediating remembering, as part of socio-digital systems. Middleton and Brown among others have successfully turned to Actor-Network-Theory (ANT) as a means to understand such systems. Ultimately, although this offers inevitable epistemological challenges, a combination of these methodologies may be most appropriate.

CONCLUSION

In recent years HCI has given significant attention to the affordances of the mass of digital data created through our everyday lives. By focusing on the experience of remembering, and renewing a socio-cultural perspective on memory, this thesis will consider the role of personal informatics tools in mediating our perspective of the past.

REFERENCES