



 Latest updates: <https://dl.acm.org/doi/10.1145/2901790.2901904>

RESEARCH-ARTICLE

Paper Street View: A Guided Tour of Design and Making Using Comics

THOMAS DYLAN, University of Northumbria, Newcastle, Tyne and Wear, U.K.

J. WALLACE, University of Northumbria, Newcastle, Tyne and Wear, U.K.

MARK A BLYTHE, University of Northumbria, Newcastle, Tyne and Wear, U.K.

JAMES THOMAS, University of Northumbria, Newcastle, Tyne and Wear, U.K.

Open Access Support provided by:

University of Northumbria



PDF Download
2901790.2901904.pdf
11 February 2026
Total Citations: 11
Total Downloads: 1100

Published: 04 June 2016

[Citation in BibTeX format](#)

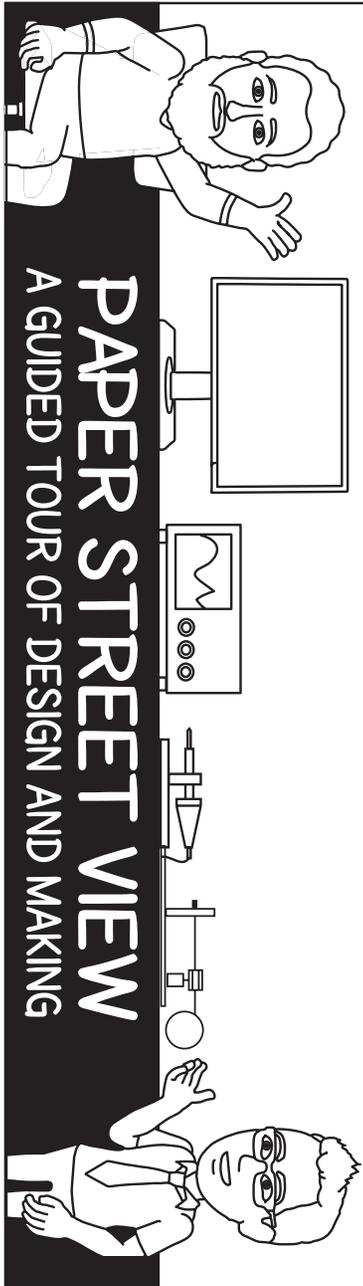
DIS '16: Designing Interactive Systems Conference 2016

June 4 - 8, 2016

QLD, Brisbane, Australia

Conference Sponsors:

SIGCHI



Paper Street View: A Guided Tour of Design and Making Using Comics

Thomas Dylan

Northumbria University,
Newcastle Upon Tyne, UK
thomas.dylan@northumbria.
ac.uk

James Thomas

Northumbria University,
Newcastle Upon Tyne, UK
james.thomas@northumbria.ac.uk

Jayne Wallace

Northumbria University,
Newcastle Upon Tyne, UK
jayne.wallace@northumbria.
ac.uk

Mark Blythe

Northumbria University,
Newcastle Upon Tyne, UK
mark.blythe@northumbria.ac.uk

Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for components of this work owned by others than the author(s) must be honored. Abstracting with credit is permitted. To copy otherwise, or republish, to post on servers or to redistribute to lists, requires prior specific permission and/or a fee. Request permissions from Permissions@acm.org.
DIS 2016, June 04 - 08, 2016, Brisbane, QLD, Australia
Copyright is held by the owner/author(s). Publication rights licensed to ACM.

ACM 978-1-4503-4031-1/16/06 \$15.00

DOI: <http://dx.doi.org/10.1145/2901790.2901904>

Abstract

This comic reveals multilayered details and insights about the design and making of Paper Street View, a suite of artefacts that allow groups of older people in care environments to navigate Google Street View using a paper map. In creating the comic we wanted to account for material thinking in design. We show that comics can be used as a dynamic and visual way of presenting and composing discussions about making. Comics allow you to talk around artefacts gathered during the design process (i.e. CAD drawings, prototypes, sketches and notes) and encourage a more dynamic use of image and text.

Authors Keywords

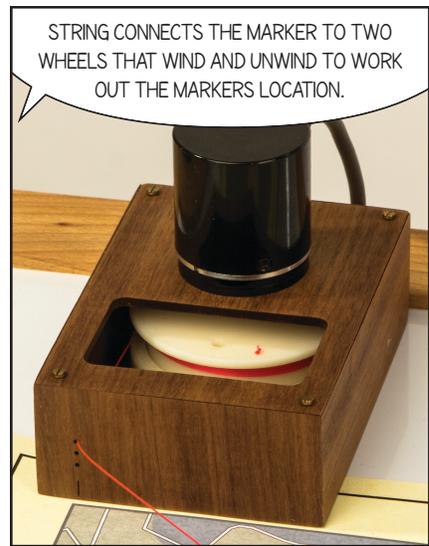
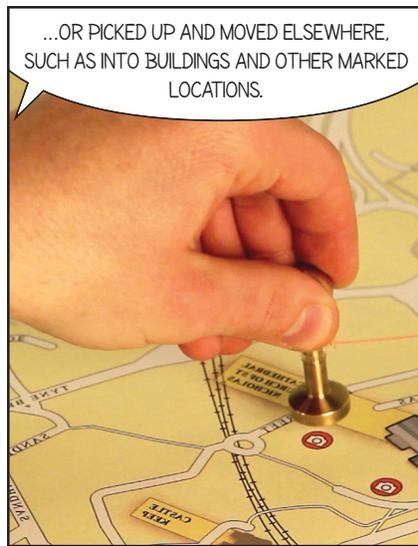
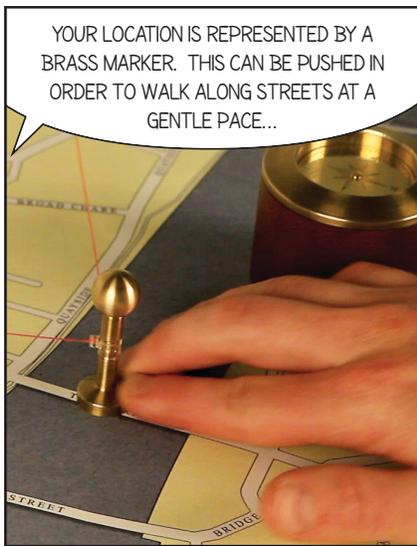
Design, craft, process, comics

ACM Classification Keywords

H.5.m. Information interfaces and presentation

Introduction

This pictorial builds on the work of Jarvis et al. [2] and Gaver and Bowers [1] in considering more visual approaches to the representation of design artefacts in HCI. It was in part inspired by the work of Scott McCloud [3], who talks about the descriptive power of comics through his cartoon self. We have reflected more fully on the potential of comics in a full paper [4]. We see this pictorial as a standalone contribution demonstrating how comics can holistically represent multi-faceted elements of design and making.



WE BEGIN JUST AFTER I HAD DECIDED TO MAKE A PAPER VERSION OF GOOGLE STREET VIEW.

NOW... LETS FIRSTLY SEE IF I CAN GET AN ACCURATE GEOGRAPHICAL COORDINATE FROM THIS PAPER MAP.

$LonO = -1.673312$
 $LATO = 54.97785$
 $LonI = -1.651855$
 $LATI = 54.969237$

$$Lon(x) = x/width \times LonO - LonI + LonI$$

$$= 0.3714 \times 0.021457 + -1.673312$$

$$= -1.6653429$$

$$Lat(y) = y/height \times LatO - LatI + LatI$$

$$= 0.5285 \times 0.008613 + 54.969237$$

$$= 54.973298$$

Location = 54.973298, -1.665343

WOW! NICE... THIS IS THE SAME LOCATION. I JUST NEED A MARKER THAT TELLS ME IT'S POSITION AND THEN I CAN GET PANORAMAS FROM THE GOOGLE MAPS API.

WHAT ABOUT TRACKING A MARKER WITH A CAMERA?

I CAN'T TRACK THE MARKER EASILY WHEN SOMEONE IS HOLDING IT.

I COULD PUT A CAMERA UNDERNEATH A TABLE... BUT THEN IT WOULD BE BIG AND DIFFICULT TO MOVE.

WOULD IT EVEN WORK WITH A PAPER MAP?

WHAT ABOUT A WACOM TABLET?

THEY'RE ALL VERY SMALL AND EXPENSIVE.

Wacom pen

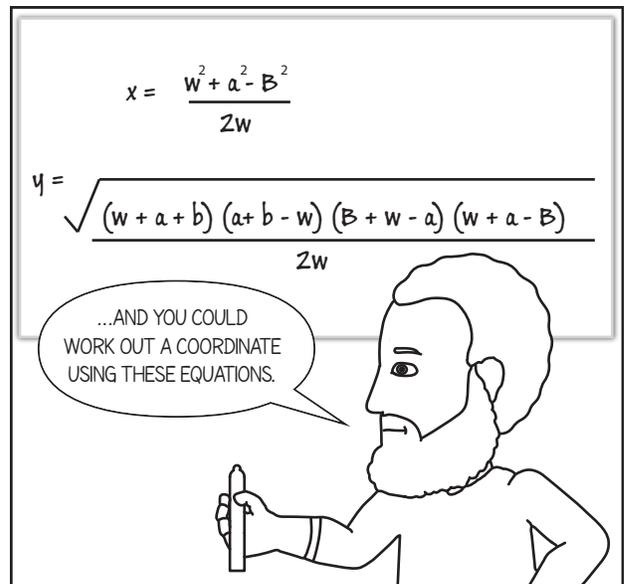
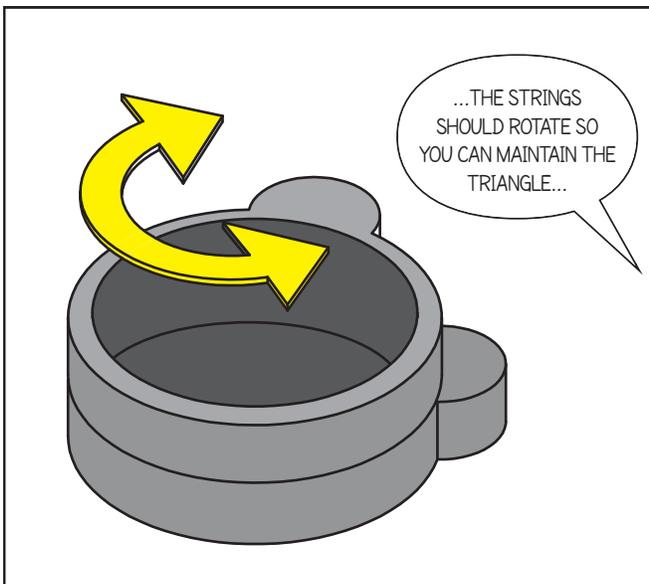
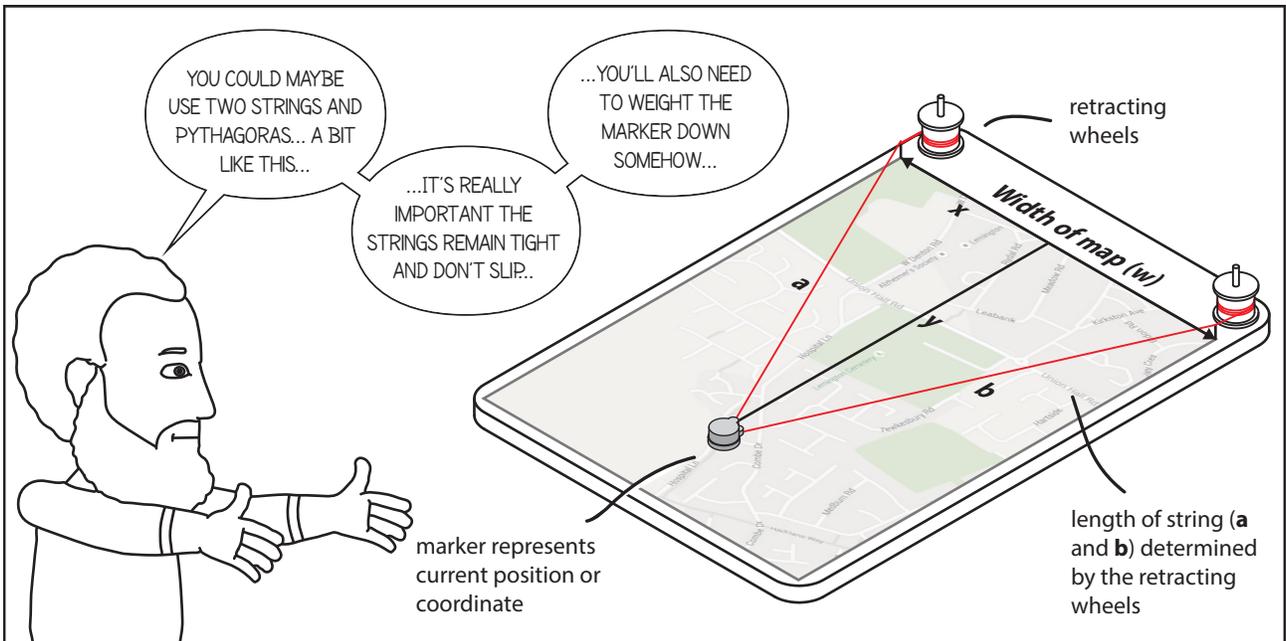
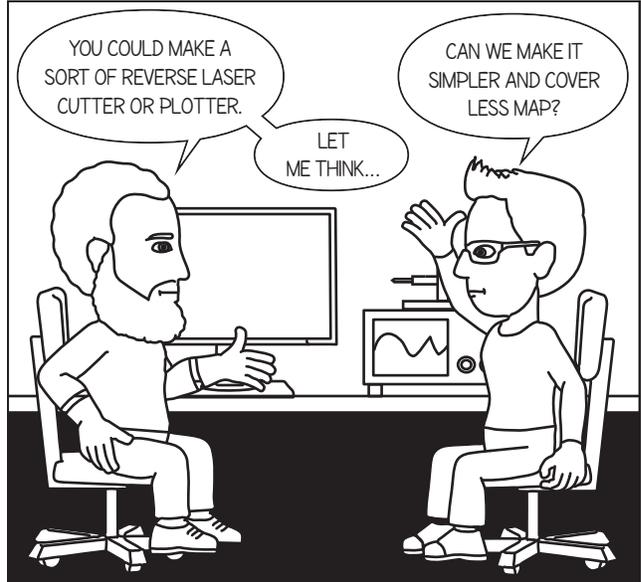
Wacom tablet

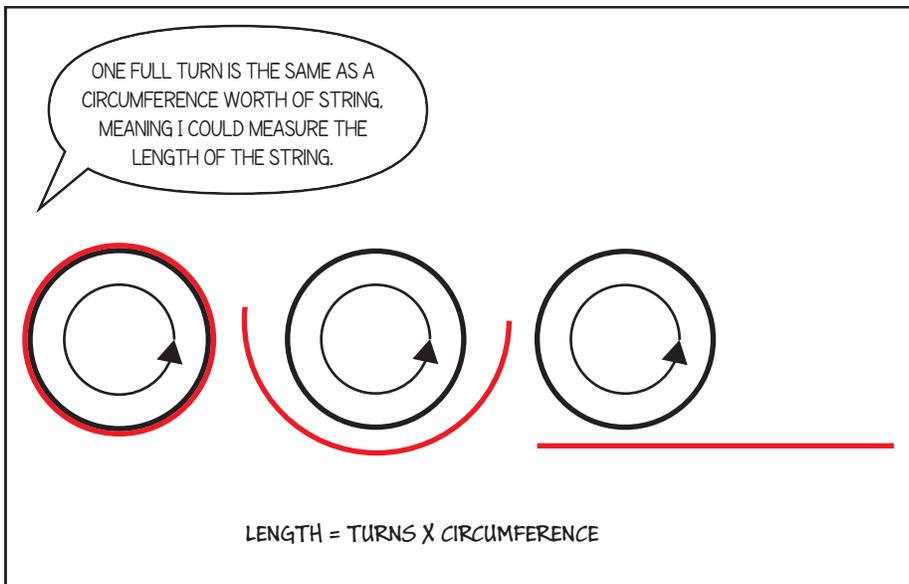
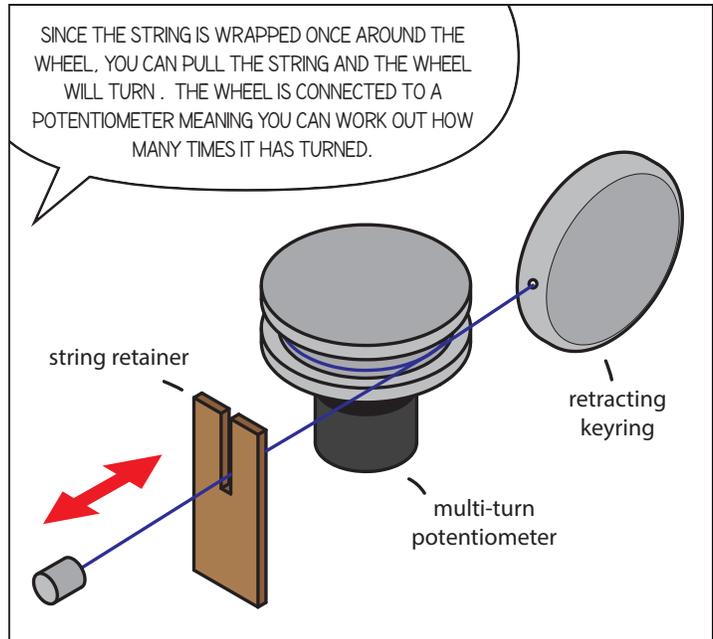
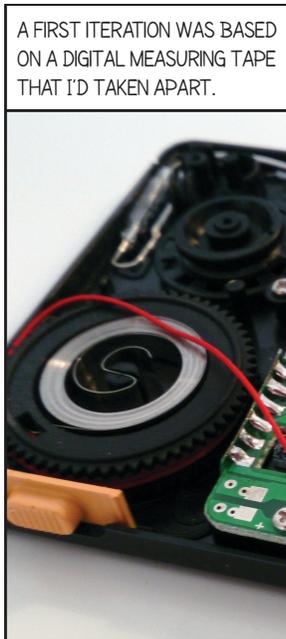
WHAT ABOUT ADAPTING A DRAWING BOARD?

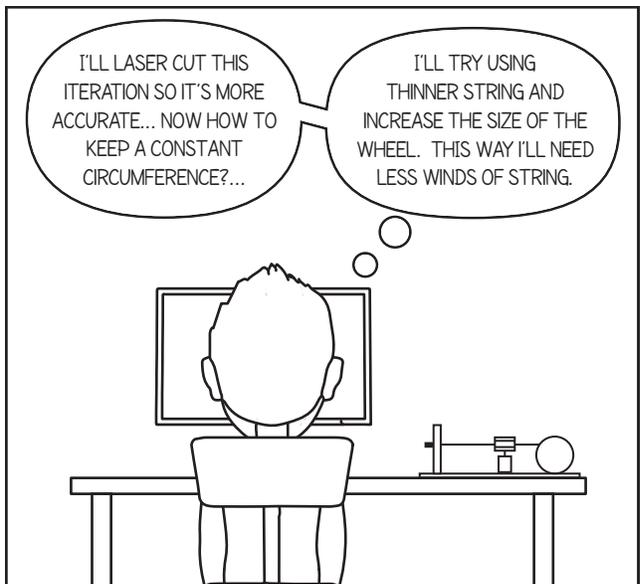
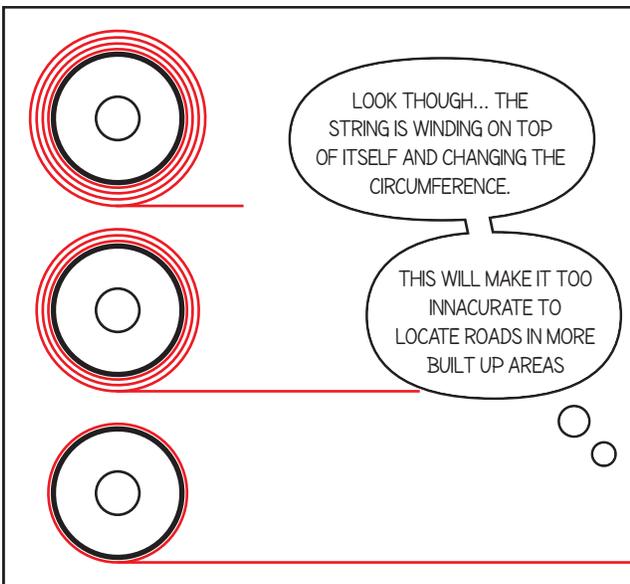
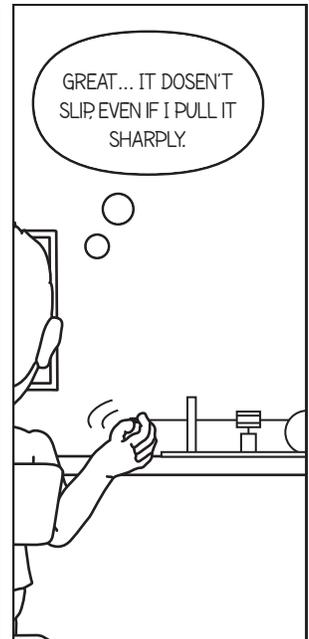
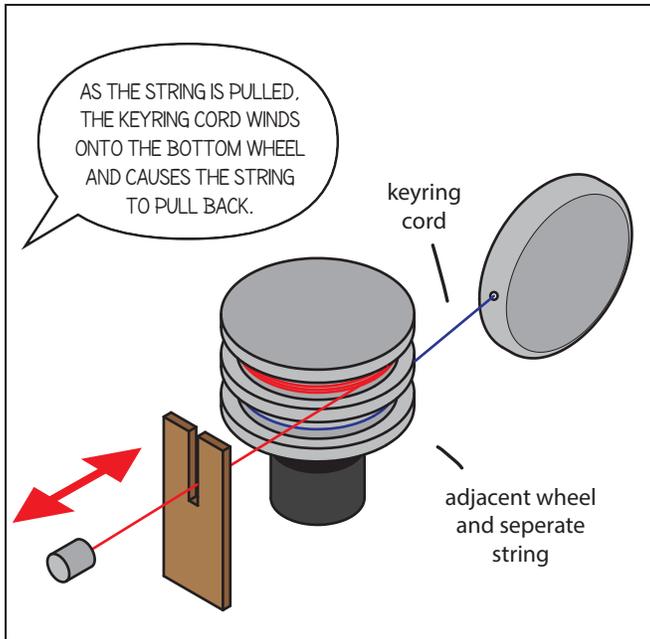
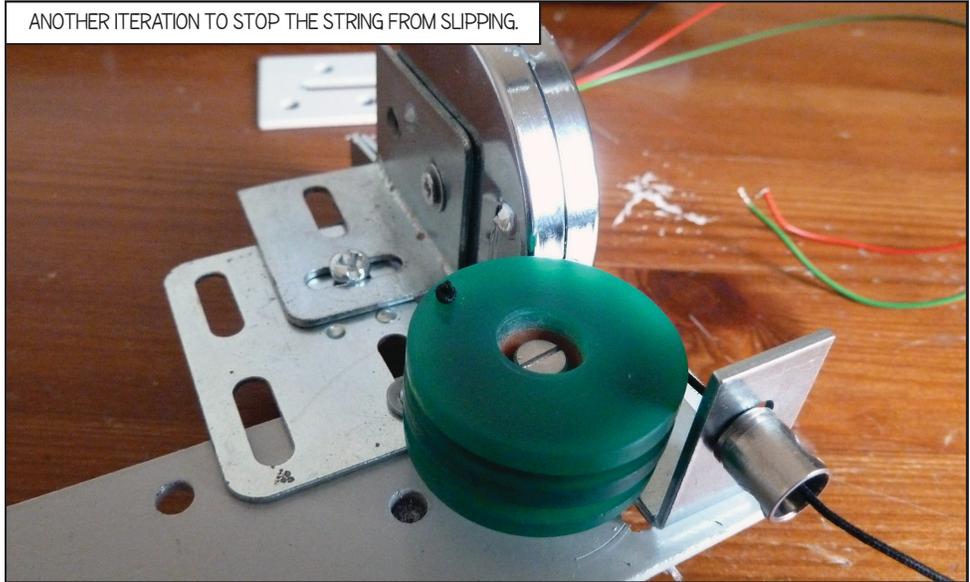
THIS WOULD GO NICELY WITH A PAPER MAP.

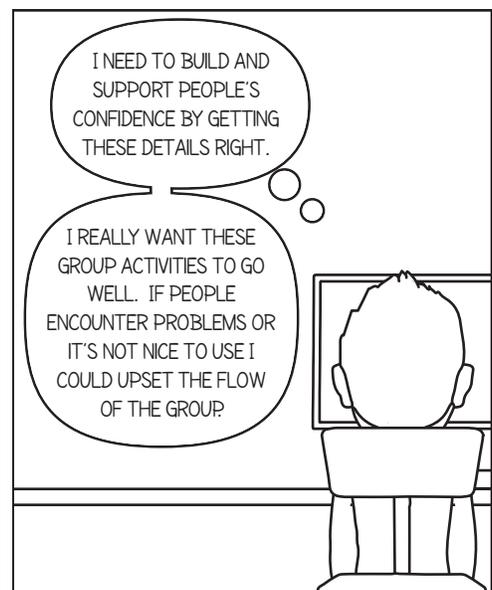
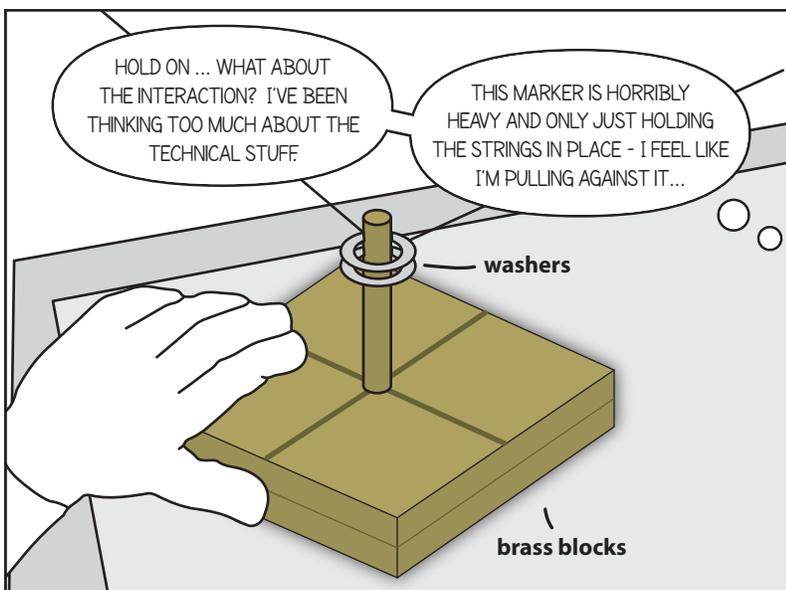
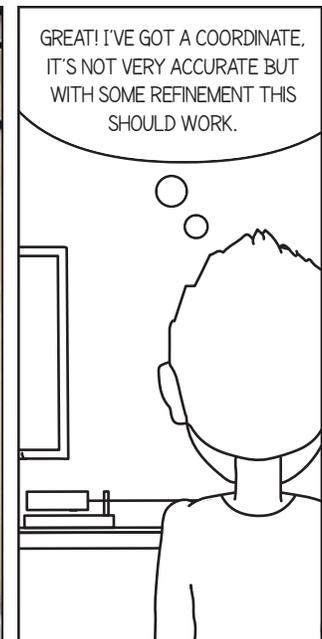
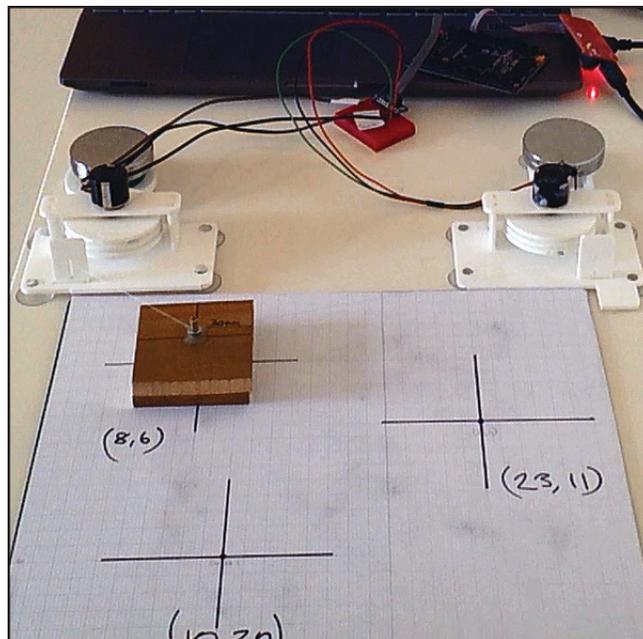
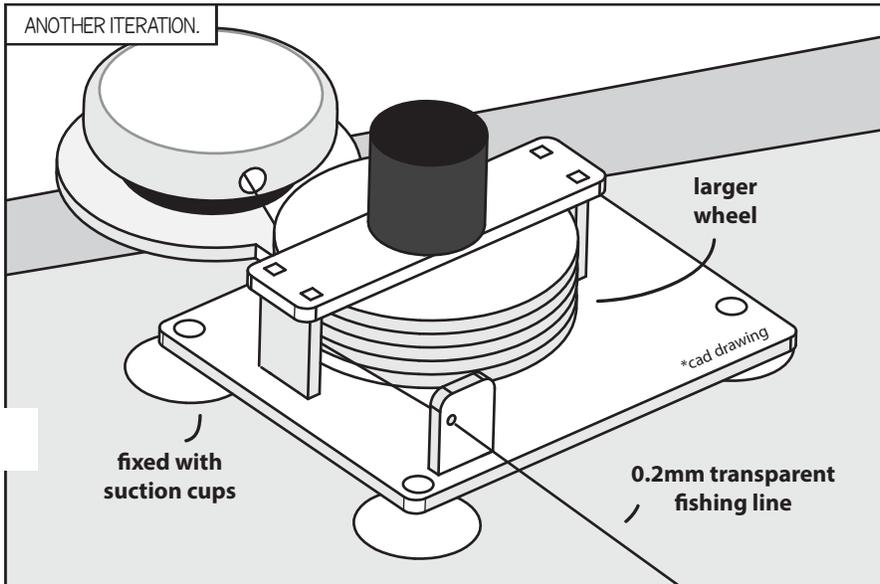
track movement with rotations

I LIKE THE VISIBLE MECHANICS - THIS COULD MAKE THE DESIGN SEEM MORE TANGIBLE AND DOWN-TO-EARTH.



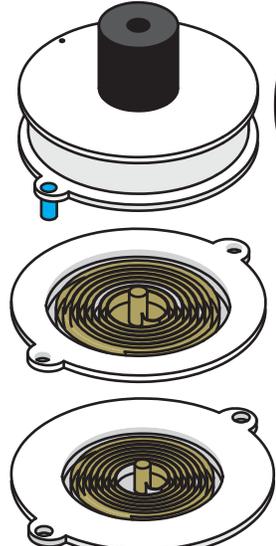






THE NEXT ITERATION INTRODUCED A NUMBER OF CHANGES.

THE FIRST THING WAS TO MAKE THE STRINGS LIGHTER SO THE MARKER WOULD PULL LESS.

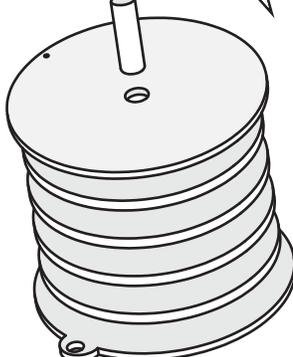



A CLOCK SPRING WAS PUT INSIDE THE WHEEL AND THE TENSION WAS TWEAKED TILL IT WAS TIGHT, BUT NOT PULLING TOO STRONGLY.

A LOOSE WIND LED TO LESS PULL.

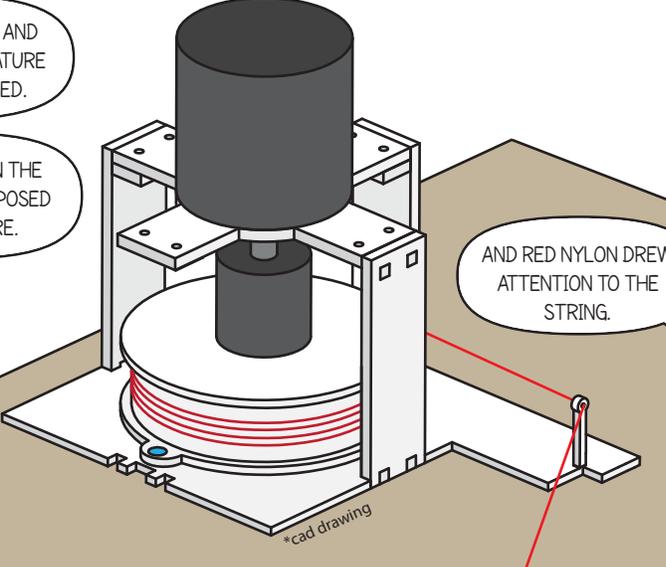
A TIGHT WIND LED TO MORE PULL.

STACKS OF LASER CUT WHEELS HELD TOGETHER BY A TIGHT FITTING ROD WAS A QUICK AND EASY WAY OF MAKING WHEELS.



A MORE ACCURATE AND SMOOTHER QUADRATURE ENCODER WAS USED.

THE STRING ON THE WHEEL WAS EXPOSED AS A FEATURE.



AND RED NYLON DREW ATTENTION TO THE STRING.

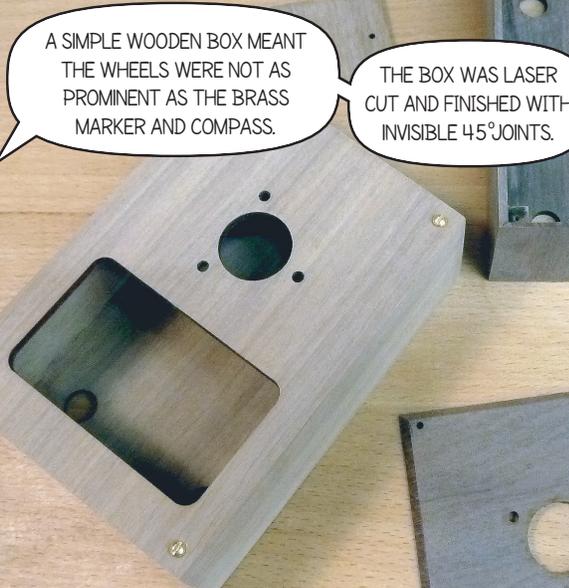
**cad drawing*

THE WHEEL SPUN SMOOTHLY AND THE STRING WOUND EVENLY MOST OF THE TIME. I KEPT THE SAME SETUP FOR THE FINAL DESIGN, ONLY ADDING A MORE CONSIDERED SURROUND.



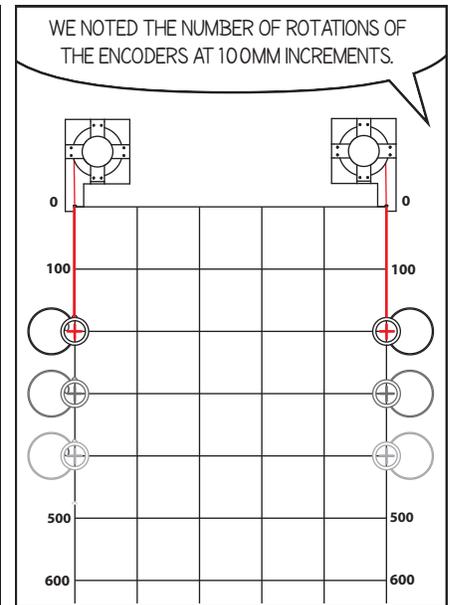
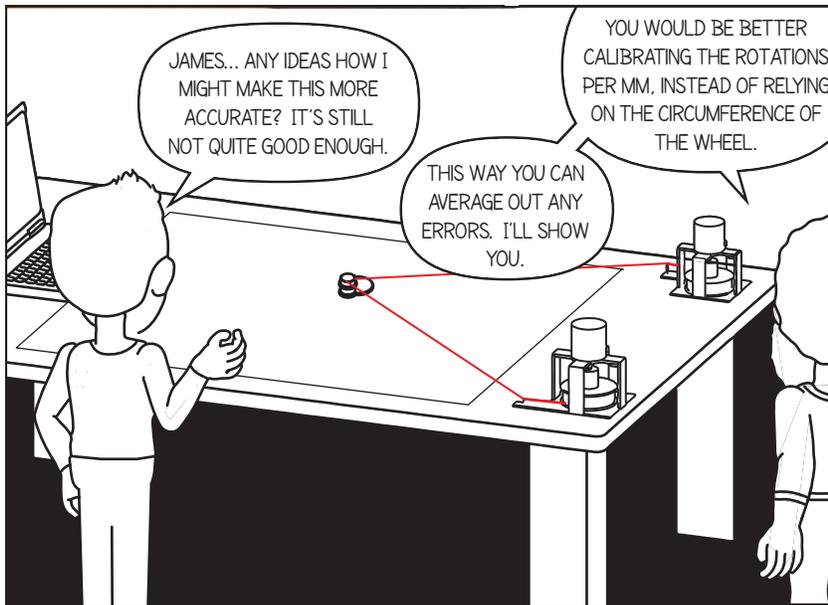
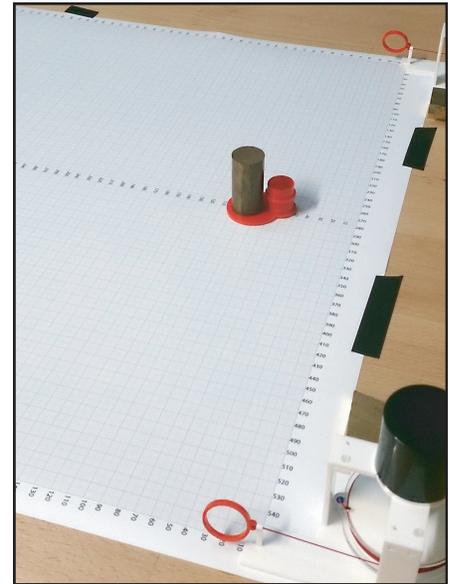
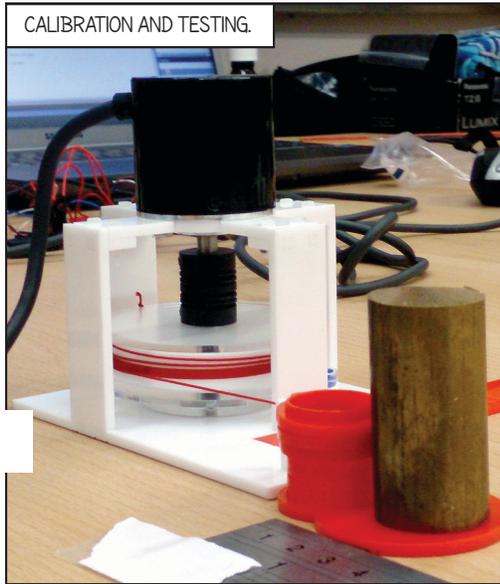
A SIMPLE WOODEN BOX MEANT THE WHEELS WERE NOT AS PROMINENT AS THE BRASS MARKER AND COMPASS.

THE BOX WAS LASER CUT AND FINISHED WITH INVISIBLE 45° JOINTS.




GROOVES IN A 3D PRINT ENSURED THE STRING ALWAYS WOUND EVENLY AND NOT ON TOP OF ITSELF. THIS GAVE A CONSTANT CIRCUMFERENCE.

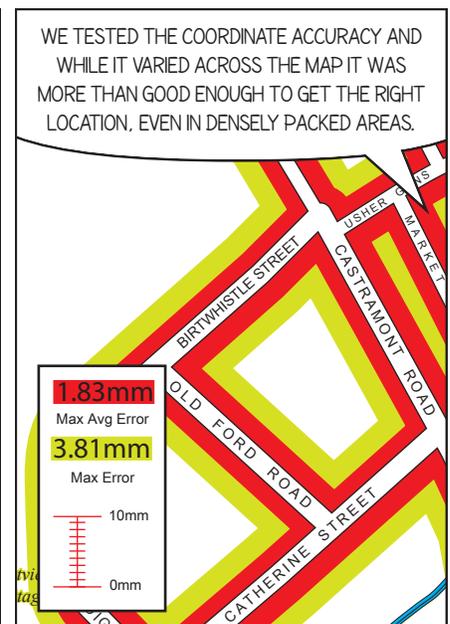


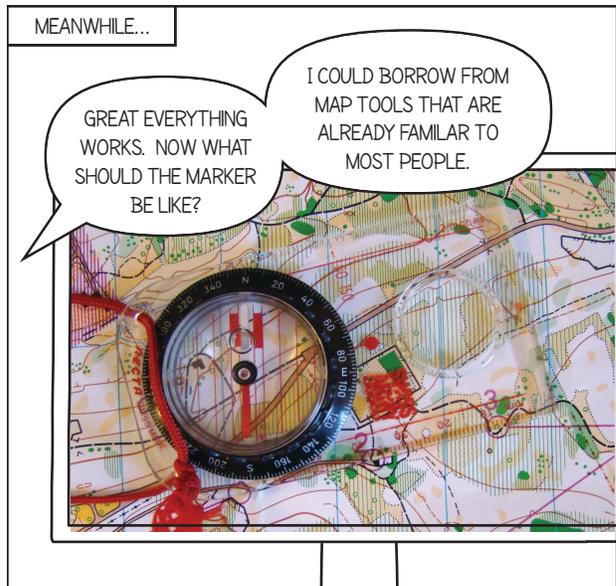
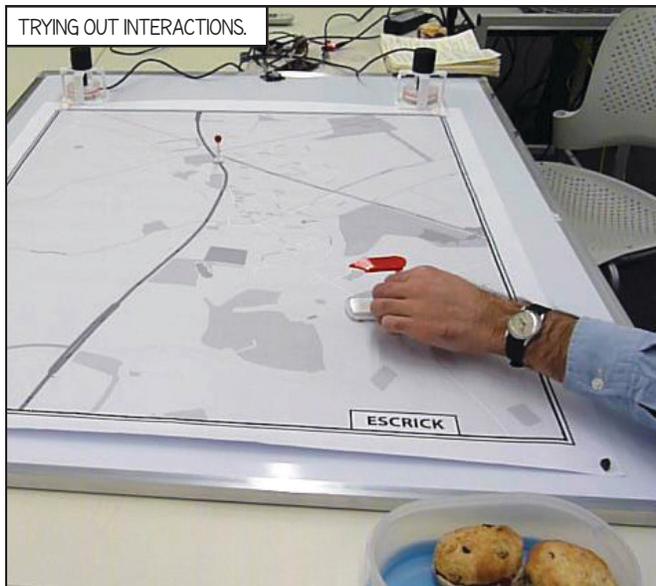
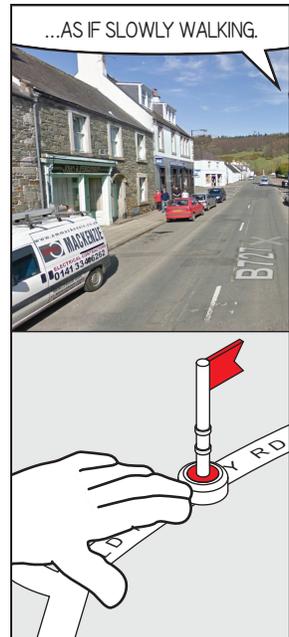
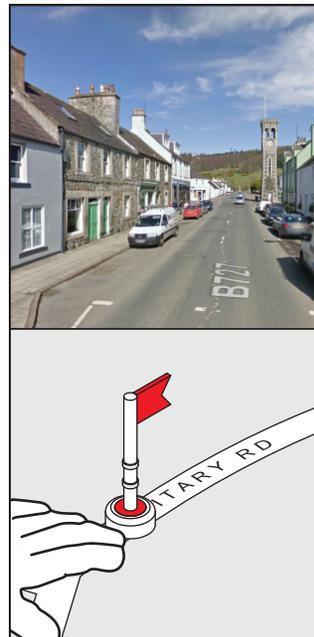
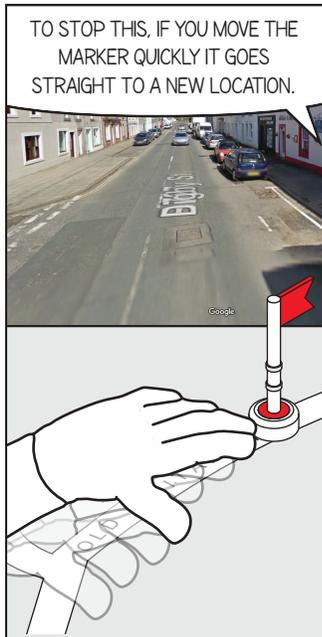
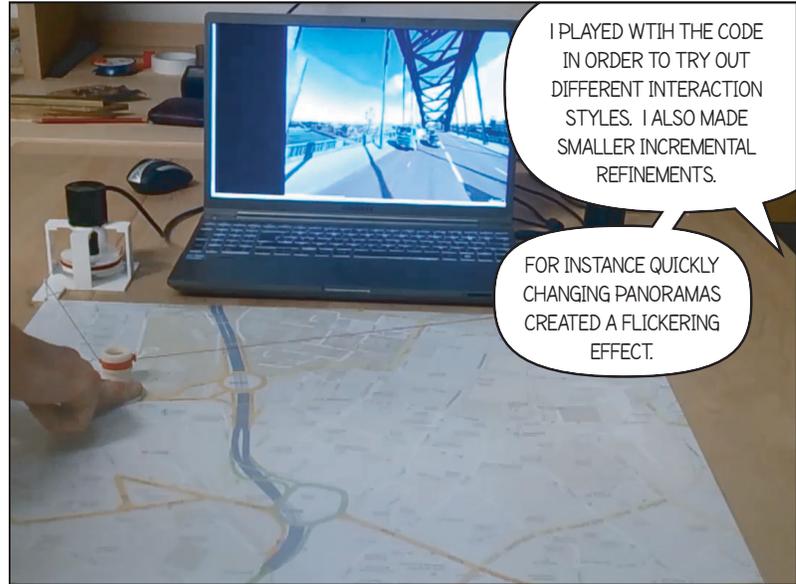


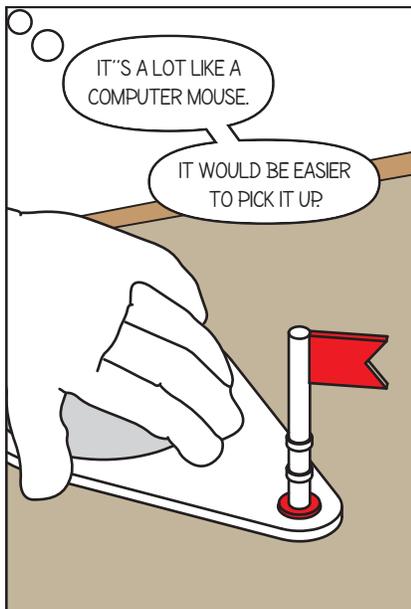
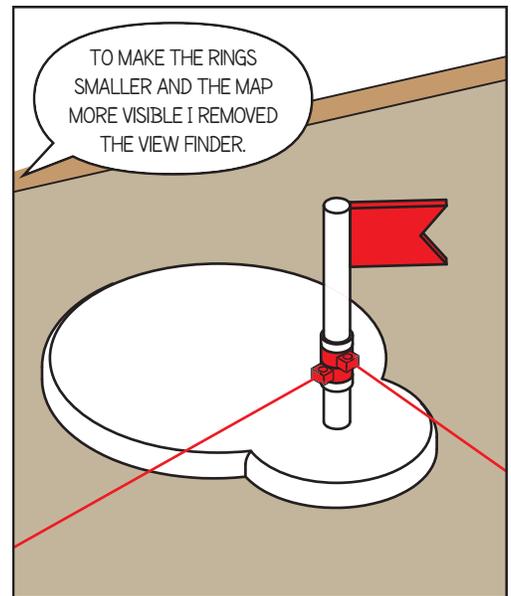
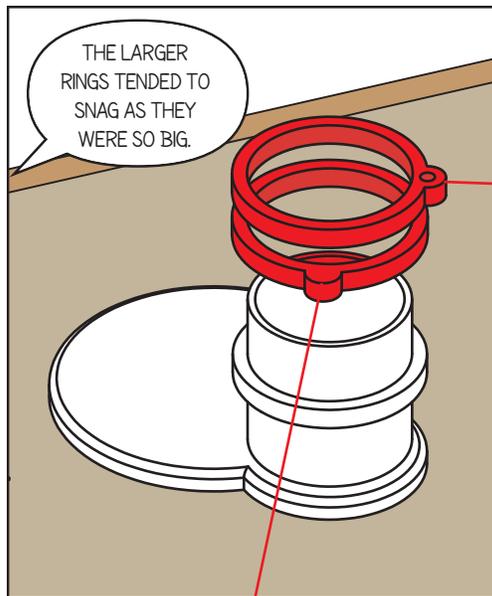
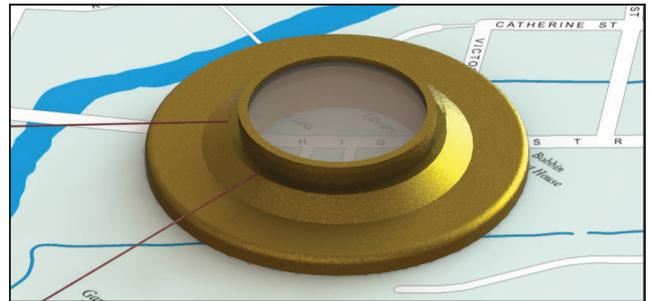
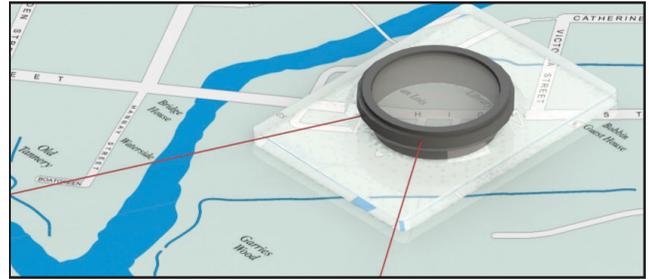
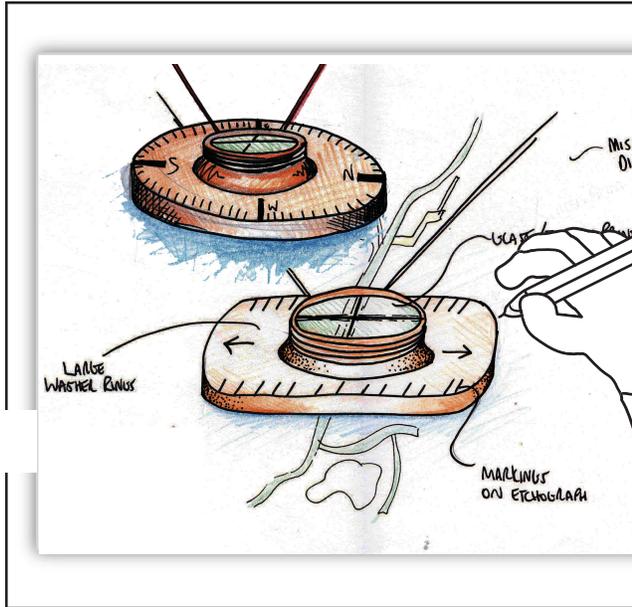
AND THESE ARE THE RESULTS OF THE CALCULATIONS TO GIVE YOU AN IDEA OF WHAT WE DID.

Distance (mm)	Rotations	DISTANCE	
		ROTATIONS	
100	2097	*****	*****
200	4318	2224	22.24
300	6539	2221	22.21
400	8752	2212	22.12
500	10981	2228	22.28
600	13206	2231	22.31
700	15438	2232	22.32
Average		2225	22.25

USED TO CALCULATE THE LENGTH OF STRING
 $45.1000 \text{ (ROTATIONS)} / 22.25 = 45\text{MM}$







THE MAGNET WAS LIGHT ENOUGH TO BE PICKED UP AND PUSHED, WHILE STRONG ENOUGH TO STAY IN PLACE ON THE MAP.

N42 4x2mm

N52 4x1mm

N42

TOO SHORT AND THE STRINGS GOT IN THE WAY.

TOO HIGH AND IT EASILY TOPPLED WHEN SLID.

WHEN KNOCKED OVER THE MARKER WOULD GET PULLED QUICKLY TO THE END OF THE BOARD AS THE STRINGS RETRACTED.

I REDUCED THE WALL THICKNESS SO THE MAGNETS STOPPED IT SLIDING.

wall thickness



IN FINISHING I USED A CAPTIVATING AND QUALITY COMBINATION OF MATERIALS AND DESIGN BY REFERENCING VINTAGE NAVIGATION TOOLS.

THE PHYSICAL QUALITIES OF THE DESIGN WERE SEEN AS IMPORTANT A PART OF THE GROUPS EXPERIENCE AS THE DIGITAL.

THERE WE HAVE IT. IN THIS SHORT TIME I'VE GIVEN YOU SOME VISUAL INSIGHTS INTO THE DESIGN AND MAKING OF PAPER STREET VIEW.

I ALSO TRIED TO SHOW DIFFERENT WAYS THE COMIC CAN BE USED WHEN TALKING ABOUT DESIGN AND MAKING AND AM EXCITED TO SAY I HAVE MANY MORE IDEAS FOR THE FUTURE!

References

1. Bill Gaver and John Bowers. 2012. Annotated portfolios. *interactions*, 19 (4). 40-49.
2. Nadine Jarvis, David Cameron and Andy Boucher. 2012. Attention to detail: annotations of a design process. *Proceedings of the 7th Nordic Conference on Human-Computer Interaction: Making Sense Through Design*, ACM, Copenhagen, Denmark, 11-20.
3. Scott McCloud and Bob Lappan. 1994. Understanding comics. William Morrow, New York.
4. Thomas Dylan, Mark Blythe, Jayne Wallace, James Thomas and Tim Regan. RtD Comics: A Medium for Representing Research through Design. *Proceedings of the Designing Interactive Systems Conference*, ACM, Brisbane, Australia.