

# Interface 1



## Airpods

who is the "user" of the interface?

People who like to listen to music wirelessly, or who want to make calls without wires.

Which system of systems are connected by the interface?

Case -> airpods -> phone -> human

How does the interface affect the user?

You can come into contact with other people, you can also literally turn off the outside world for a while, by turning on "sound blockade" on your airpods. This way you can enjoy the view or watch your movie in a busy environment.

How can the user interact with the interface?

By putting the airpods in your ear and calling someone or playing music.

what are the material properties of the interface?

They are handy, small, they transmit sound to humans and it is a technical gadget

# Interface 2



## usb collect point

who is the "user" of the interface?

actually man and machine, for example in this case people can install a power bank to it, and the power bank needs this USB point to charge.

Which system of systems are connected by the interface?

Computer -> USB connection -> USB multiplier point -> power bank -> mobile

How does the interface affect the user?

It can connect multiple things to 1 computer. So several things at once. A mouse, a phone, a power bank, a fit bit.

How can the user interact with the interface?

By plugging in your phone and connecting it to the computer

what are the material properties of the interface?

It has 4 USB inputs, with 1 input for the computer itself. as a connection