Scaffolding autobiographical memories can be facilitated through external representations [1], such as digital photographs, and the way these media are presented. We use design research [2] to create new presentations and explore scaffolding in everyday life. This ‘designing for personal memories’ [3] is gaining momentum in the field human-computer interaction and design.

The case study presented as an example of designing for remembering is called Cueb [4], and was designed and implemented to support communication between parents and teenagers, about the parents’ past. The Cueb system consists of two cubes, each containing personal digital photos of one family member (either a parent or a teenager). The cubes facilitate several types of interactions, including shaking, which will randomly display photos on six sides, and connecting cubes by holding them together, which will display photos of the family members’ shared experiences.

The evaluation of Cueb with four families showed that the family members felt significantly more triggered and supported to share their experiences and stories with Cueb’s full functionality (connecting cubes, switching and locking photographs) than with limited functionality (shaking to display random photographs), similar to more traditional photo media.

References