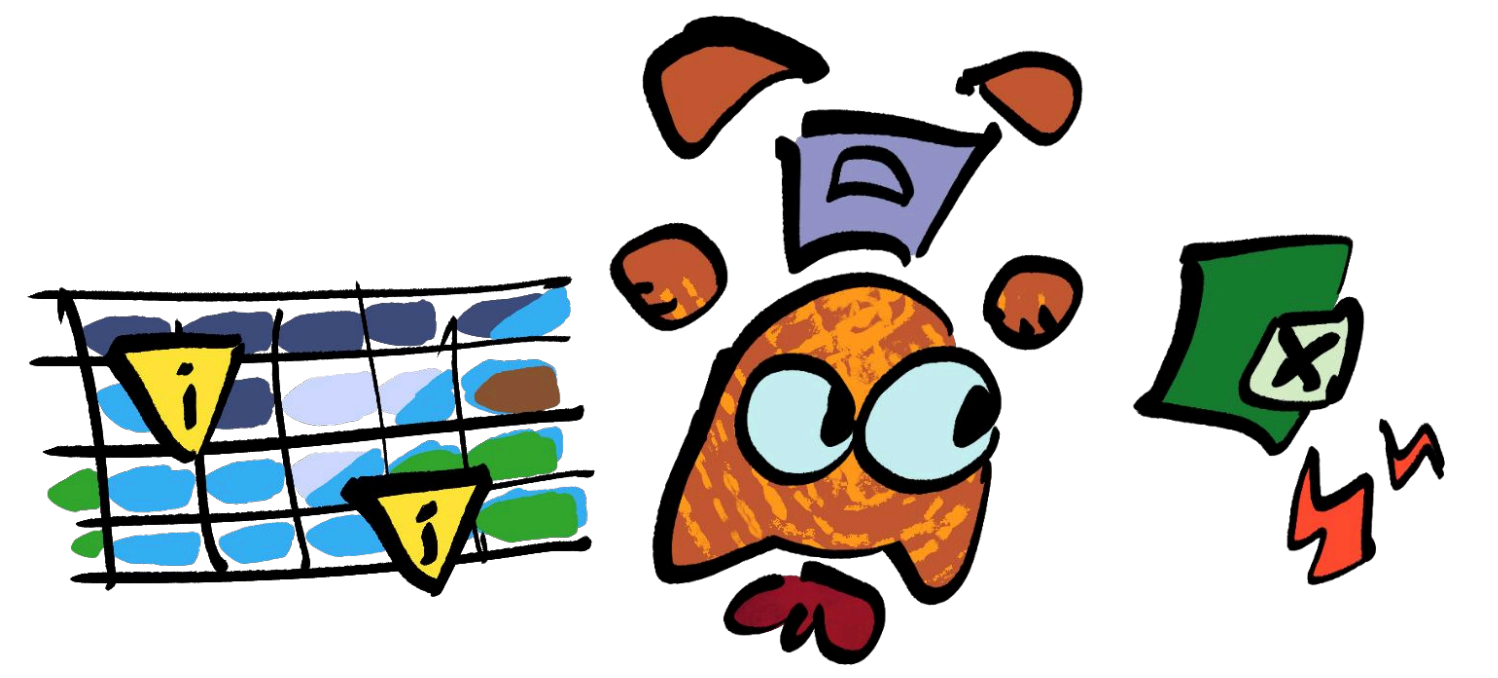
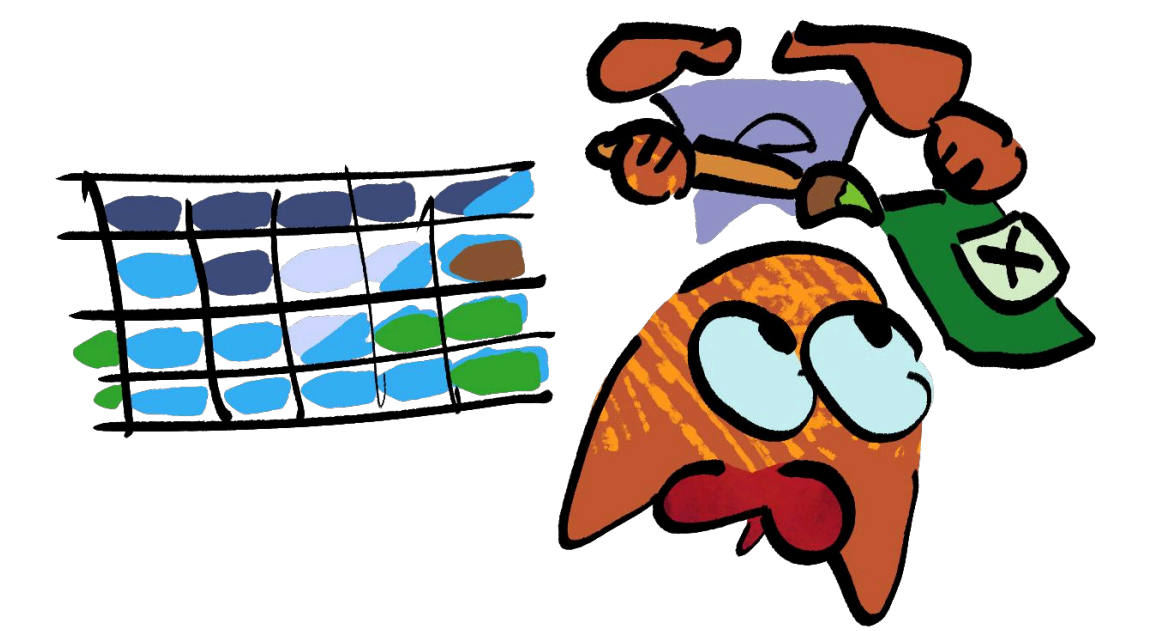




Digital artists today have access to a wealth of computational tools across diverse disciplines and media. Yet the way they use these tools may not always align with the visions of developers, leading to an intimate but sometimes fraught relationship with software. Rather than seeing this gap between developer intent and user behavior as a problem of usability, we look towards circumstances beyond the interface which motivate unexpected tool use. Cultural, personal, and normative understandings of creative practice inform how practitioners define “proper use”, and subsequently the inverse – creative behavior that is seen as “improper”, which we call “misuse”.



Reimagining Misuse as Creative Practice

Impressions and Implications of Usage Norms on Digital Artists

Isabel Li*, Ace S. Chen*, Eric Rawn, Shm Garanganao Almeda, Bjoern Hartmann, Jingyi Li

CHI '25, Shaping Cognitive Processes
Wed, Apr 30, 5:32 – 5:44 PM, G416+417

We envision a direction of HCI research that studies how practitioners misuse tools just as thoughtfully as it studies how they use them.

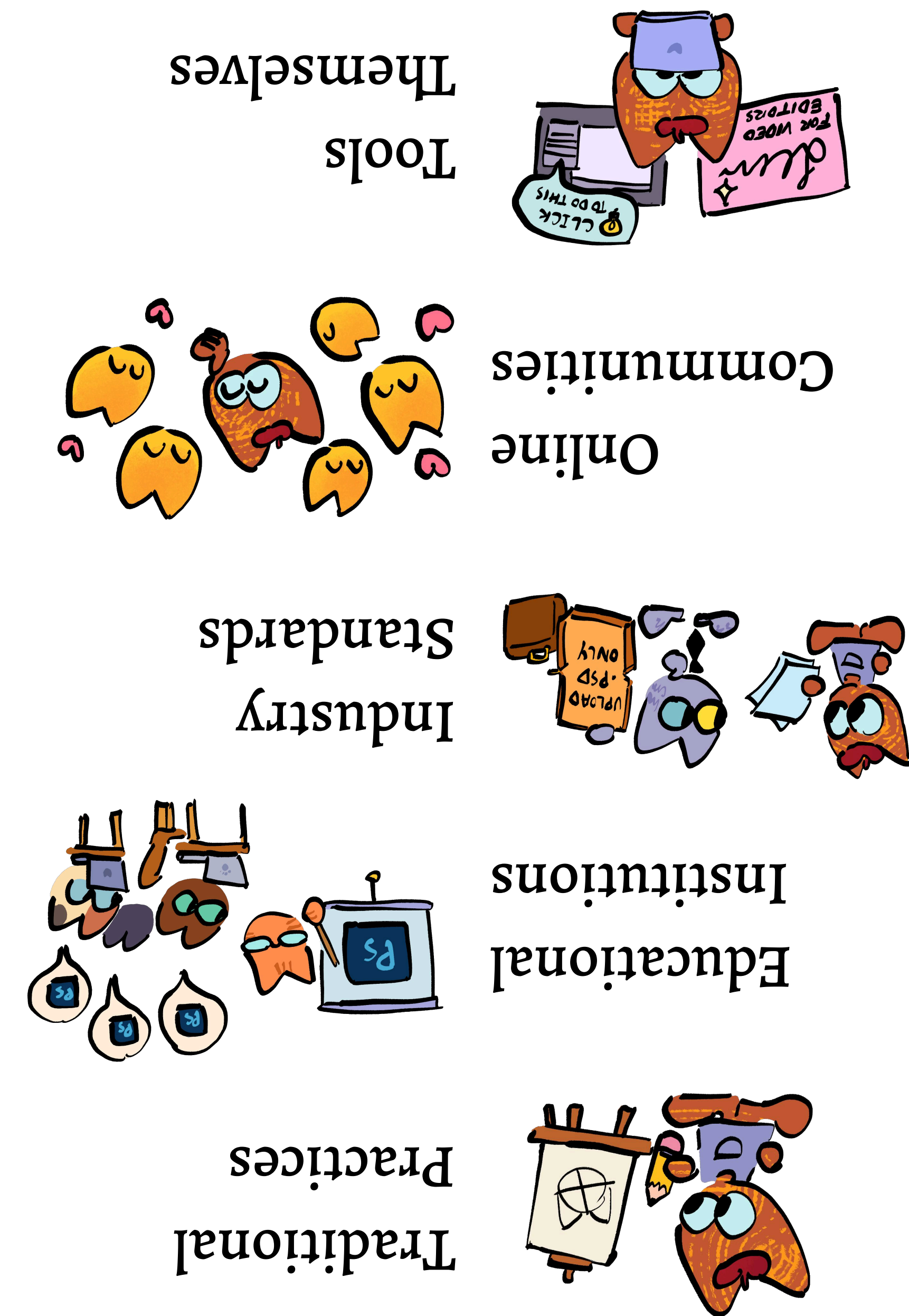


- (1) How artists perceive misuse in their creative practice
 - (2) Contexts in which misuse occurs
- Through contextual inquiries with 20 visual creative practitioners, we investigated...

Illustrations by Isabel and Ace!

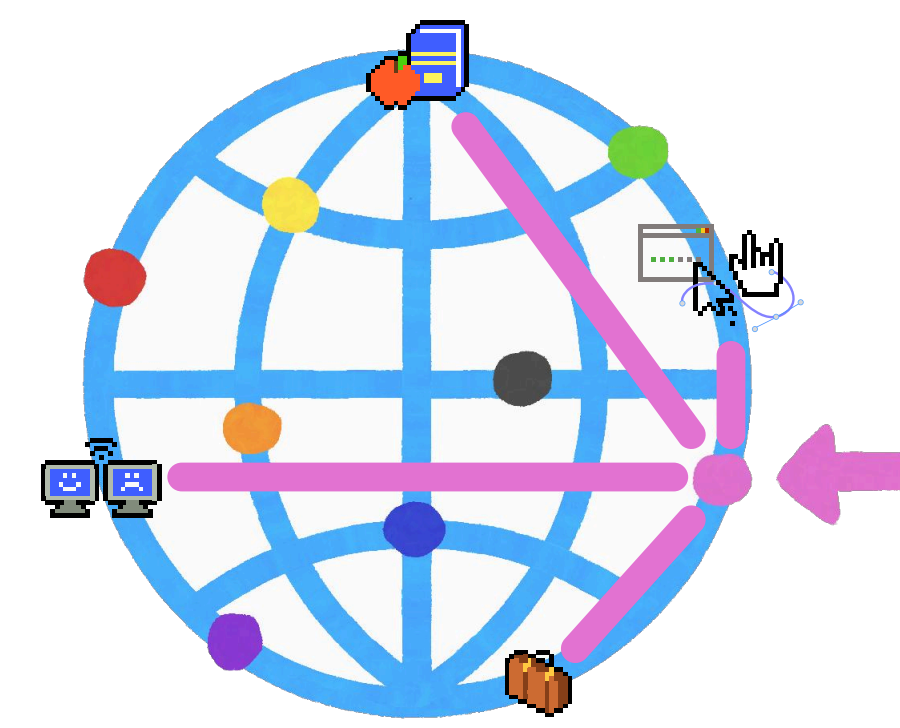


Read the full paper here



Five primary sources of normativity of misuse and use. construct practitioners' understanding of

See our discussion of...

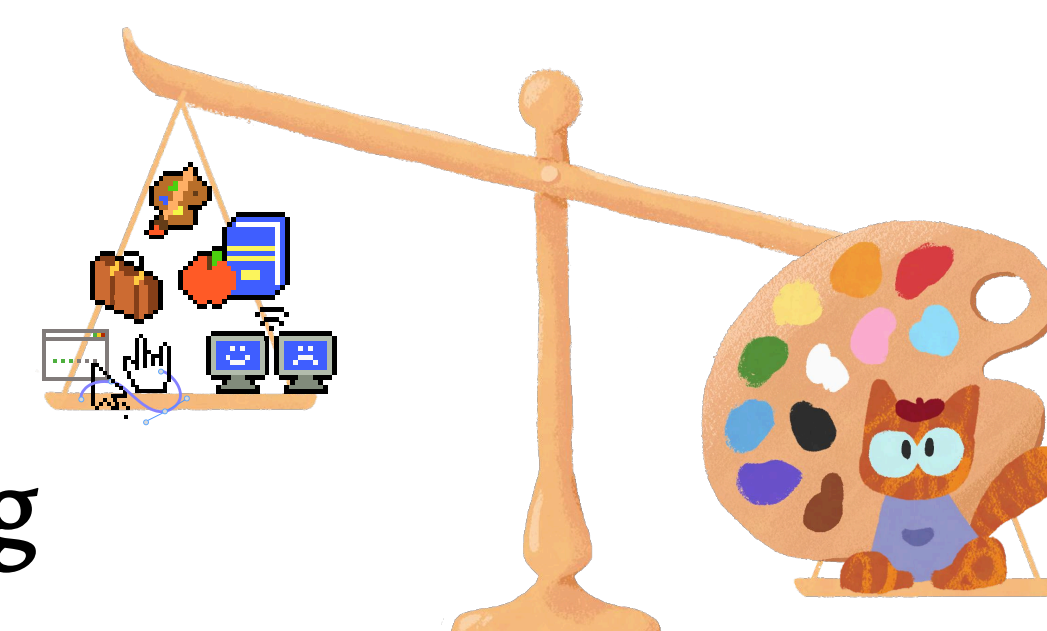


Future Research Recommendations

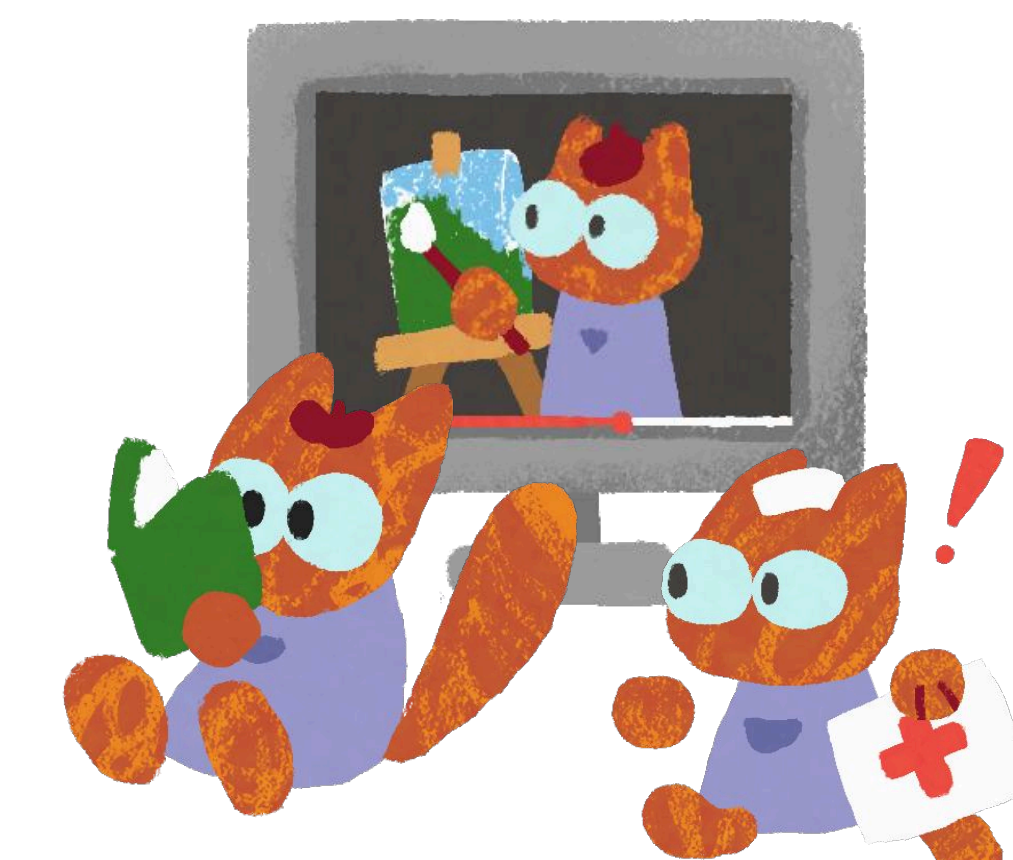


Adapting Artists' User Groups

Misuse as Queer and Power-Shifting



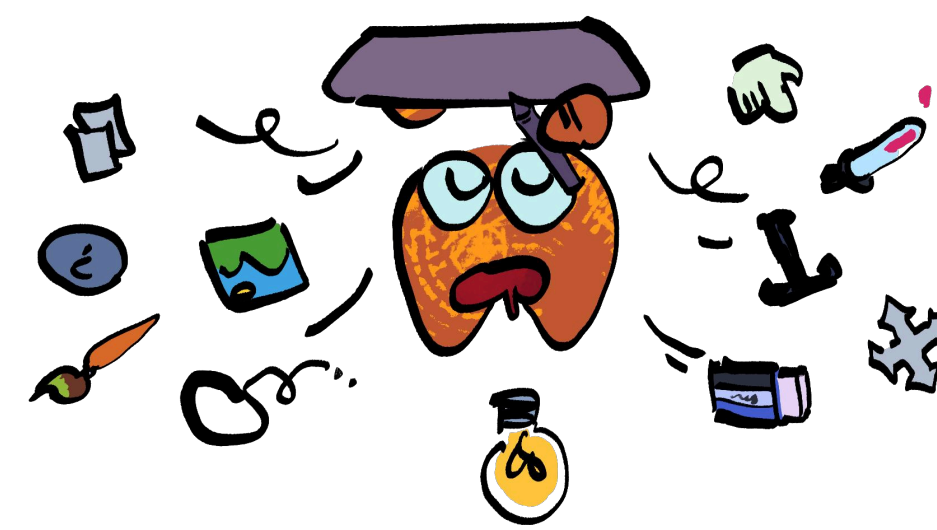
Perspectives on Usability Research



Artist Genealogies as Anchors in Misuse

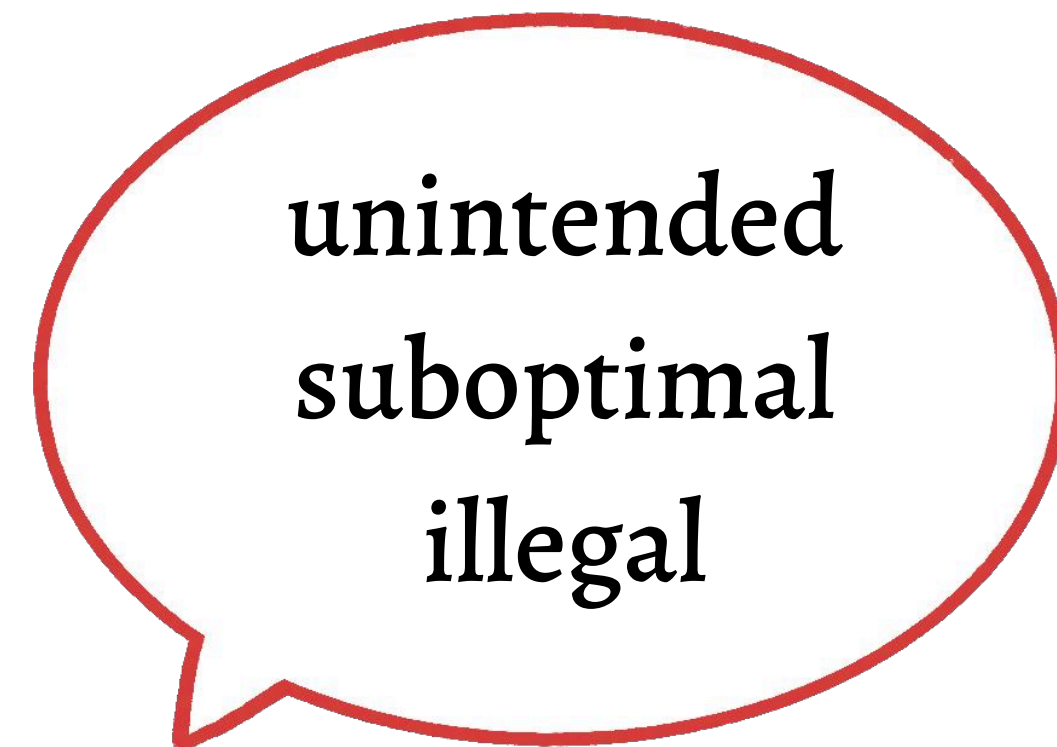


Software Apathetic Creativity through Misuse



See our findings around...

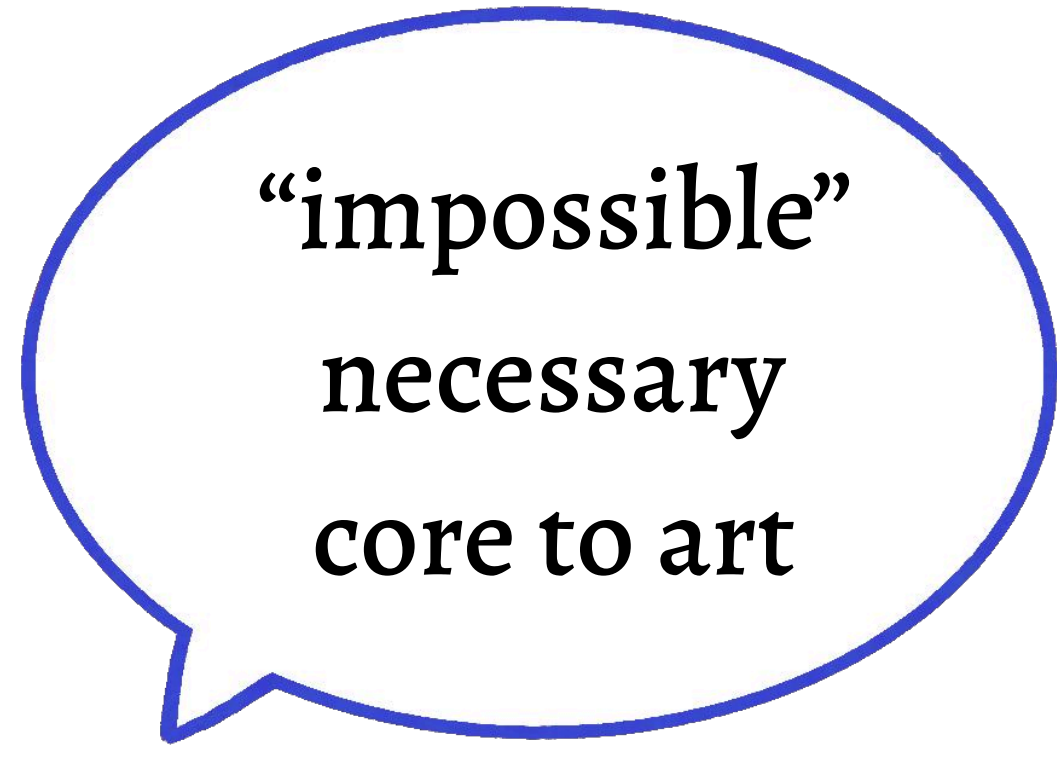
We consider artists' individual impressions of the term misuse. These personal perceptions agree and disagree with each other to complicate the broader landscape of misuse.



unintended suboptimal illegal



fun fulfilling enjoyable



“impossible” necessary core to art