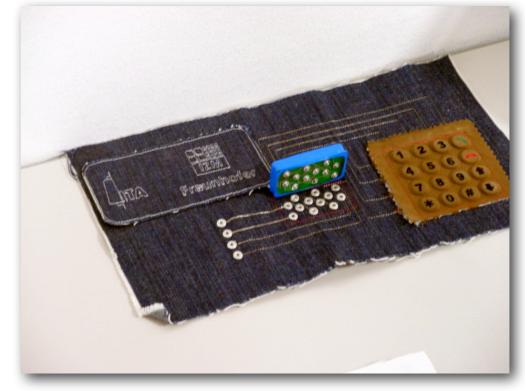
User Interaction: Ubiquitous Computing

Assoc. Professor Donald J. Patterson INF 133 Fall 2011

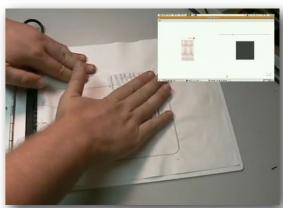


Technology: Different inputs





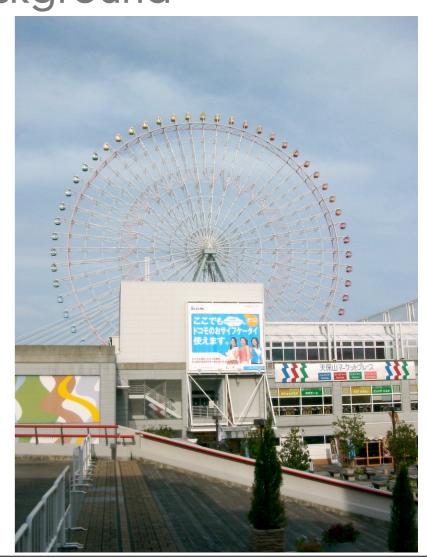




- Textile Interface Swatchbook
 - http://www.youtube.com/watch?v=NKWWa6BvUts
 - http://www.youtube.com/watch?v=Valtk6pXiHY

Technology: Different outputs

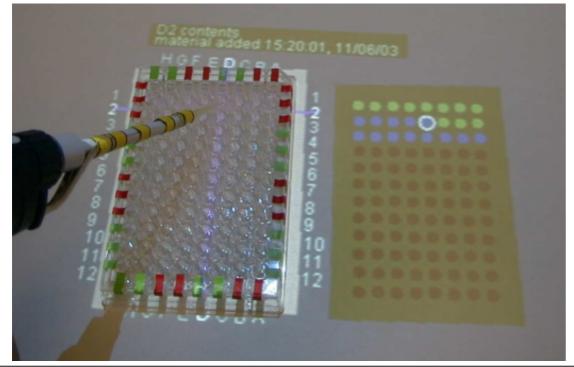
- More than eye-grabbing raster displays
 - Ambient: use features of the physical environment to signal information
 - Peripheral: designed to be in the background
- Examples:
 - Dangling String
 - Osaka Ferris Wheel
 - image

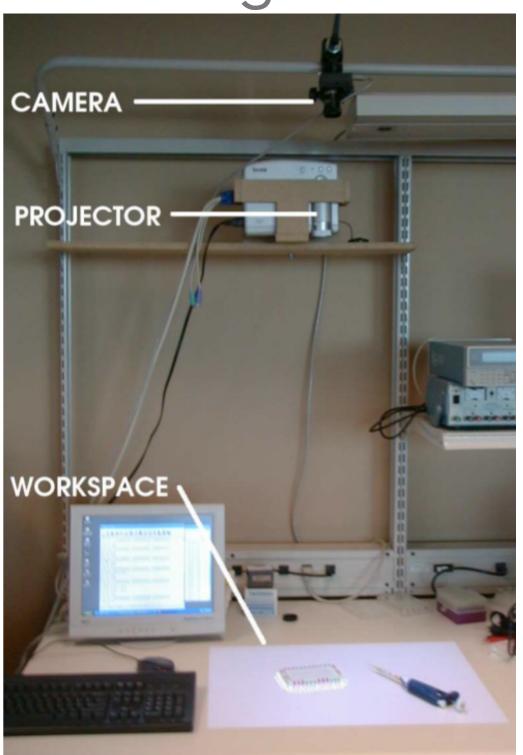


Technology: Merging Physical and Digital

Worlds

- How can we remove the barrier?
 - Actions on physical objects have meaning electronically, and vice versa
 - Output from electronic world superimposed on physical world





Microbiology Tray and Pipette Tracking as a Proactive Tangible User Interface, Hile et.al.

Application Themes

- Context-aware computing
 - Sensed phenomena facilitate easier interaction
- Automated capture and access
 - Live experiences stored for future access
- Toward continuous interaction
 - Everyday activities have no clear begin-end conditions

New Opportunities for Theory

- Knowledge in the world
 - Ubicomp places more emphasis on the physical world
- Activity theory
 - Goals and actions fluidly adjust to physical state of world
- Situated action and distributed cognition
 - Emphasizes improvisational/opportunistic behavior versus planned actions
- Ethnography
 - Deep descriptive understanding of activities in context

Simultaneous Multi-Scale Input and Output

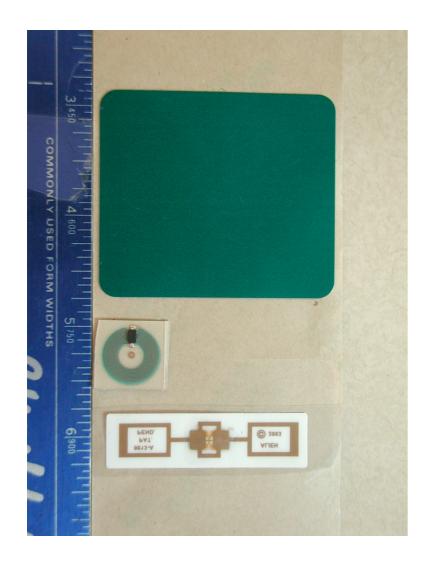
- Screens
 - Of many sizes
- Distributed in space, but coordinated



- Nokia Morph Concept
 - http://www.youtube.com/watch?v=IX-gTobCJHs

UBICOMP

RFID

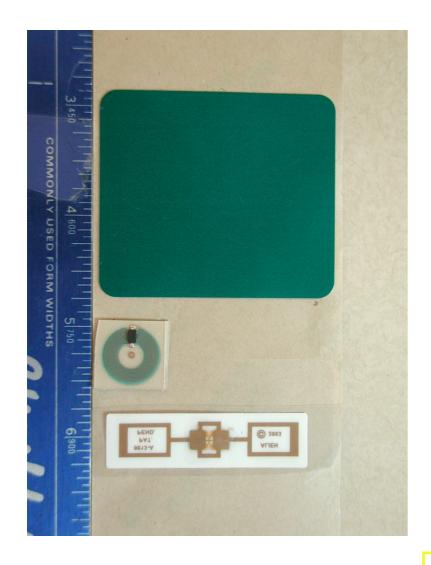


- Radio Frequency IDentification tags
 - are small, durable, cheap
 - have no batteries
 - are designed to replace barcodes
 - GUID



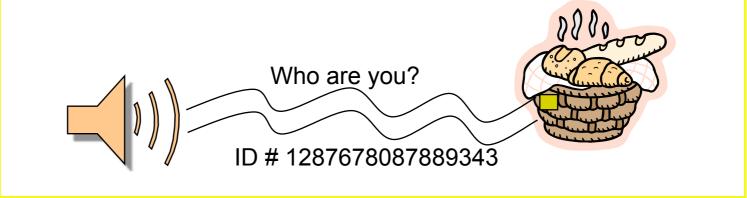
UBICOMP

RFID



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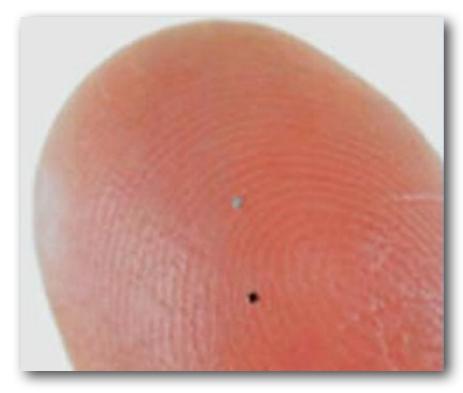


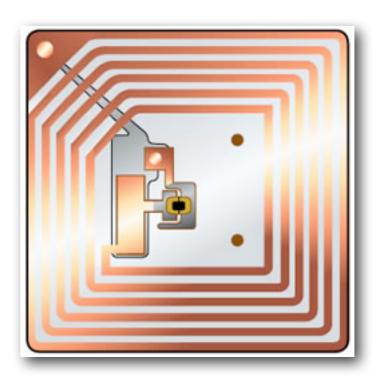
UBICOMP

RFID









Conclusion

- The biggest challenges for technology engineering in UBICOMP:
 - Creating reusable libraries
 - Creating reusable patterns
 - Creating reusable infrastructure
- That work in more than one deployment



