Seminar Medientechnik

“New Interaction – Examples and Visions”

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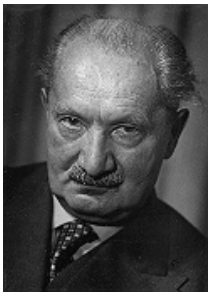
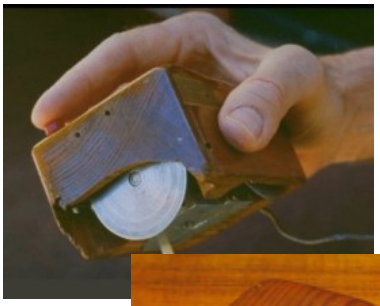
2.5.2003

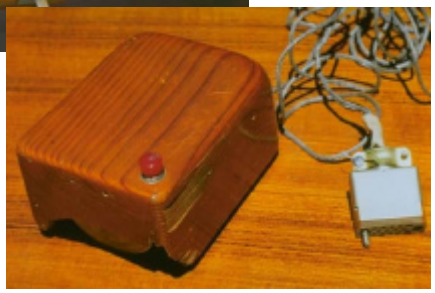
Heidegger, Martin (1889-1976)

- being-in-the-world
- **the nature of human experience is based in engaged participation in the world**



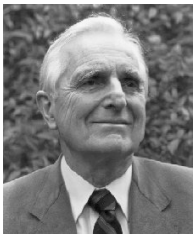
Douglas Engelbart





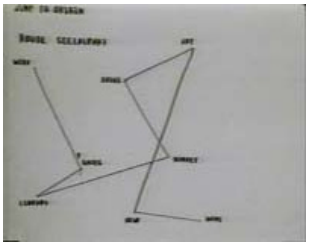
Inventing the Mouse

http://www.superkids.com/aweb/pages/features/mouse/mouse.html



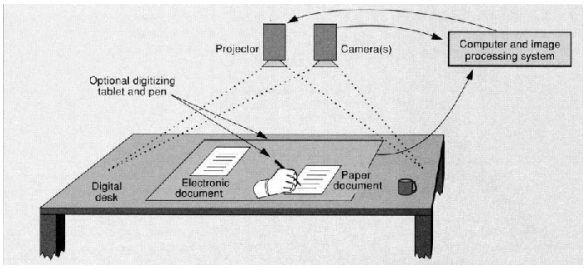
Douglas Engelbart (cont.)

http://sloan.stanford.edu/mousesite/1968Demo.html
(videos)



Wellner's Desk

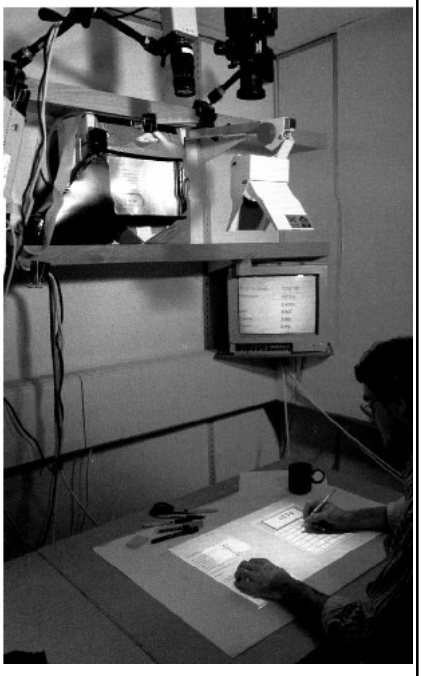
- Desk with top-projected video
- Camera tracking from above
- Digitizing tablet



Wellner. The DigitalDesk Calculator: Tangible Manipulation on a Desk Top Display UIST'91.
http://www.ics.uci.edu/~jpd/NonTradUI/p27-wellner.pdf

Wellner's Desk (Cont.)

- Interact with real paper
  - Digitize with camera
  - recognize action & gestures
  - Overlay with video
- Video
  http://www.ics.uci.edu/~jpd/ddesk.mov



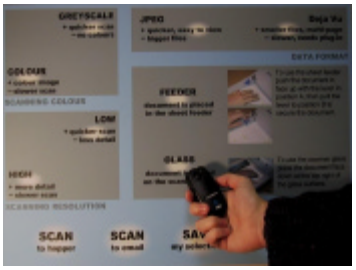
Sentient Computing

The world as seen by users. The world as seen by the sentient computing system.

http://www.uk.research.att.com/spirit/

Videos:
http://www.uk.research.att.com/labvid.html

Papers:
http://www.uk.research.att.com/abstracts.html



Interactive Modelling (Merl)

http://www.merl.com/papers/TR2000-13/

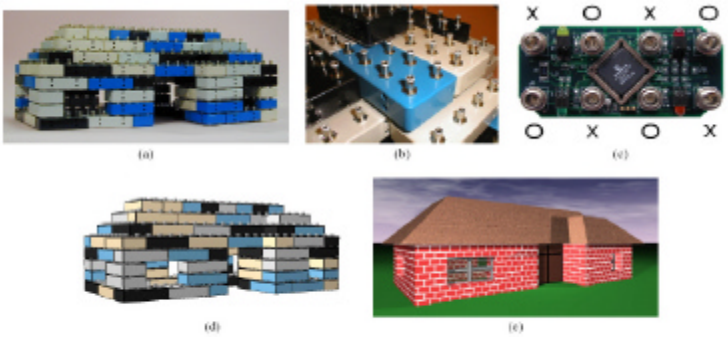
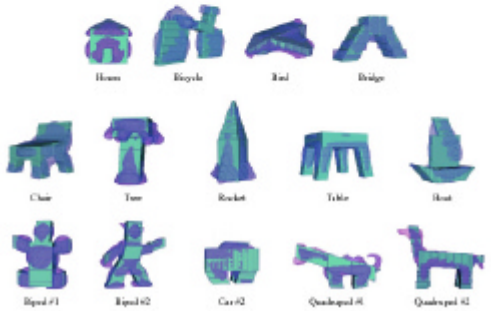


Figure 1: (a) a physical block structure comprising 98 blocks; (b) a close-up of the blocks; (c) a bottom view of the circuit board inside each block; and renderings of the virtual model recovered from the structure, one literal (d) and one interpreted (e). The literal rendering uses associated shapes and colors to render the blocks. The virtual model is augmented automatically for the interpreted rendering.

Interactive Modelling (Merl)

http://www.merl.com/papers/TR2000-13/

Interactive Modelling Cont. (Merl)



http://www.merl.com/papers/TR2000-13/

Tangible Media

- http://tangible.media.mit.edu/

- MediaBlock Papers & Video: http://tangible.media.mit.edu/projects/mediaBlocks/mediaBlocks.htm

Marble Answering Machine

- Concept and Design of a Tangible answering machine
  - Durrell Bishop, RCA
  - Marbles represent calls
  - Interact with marbles to
    - play message
    - to call back