

## Topics

1. What types of interaction techniques had been explored in order to interact with public displays? What tradeoff do they have?

Müller, J., Alt, F., Michelis, D., & Schmidt, A. (2010, October): Requirements and design space for interactive public displays. In *Proceedings of the international conference on Multimedia* (pp. 1285-1294). ACM.

2. What makes people understand that a public display is interactive? Discuss the proposed solutions in the literature.

Müller, J., Walter, R., Bailly, G., Nischt, M., & Alt, F. (2012, May). Looking glass: a field study on noticing interactivity of a shop window. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 297-306). ACM.

3. Which mobile phone posting mechanisms have been explored in research in relation to public displays? Discuss the tradeoffs between those mechanisms.

Munson, S. A., Rosengren, E., & Resnick, P. (2011, March): Thanks and tweets: comparing two public displays. In *Proceedings of the ACM 2011 conference on Computer supported cooperative work* (pp. 331-340). ACM.

4. What are the benefits of wall-sized displays depending on the task? What effect has display size on task-performance?

Liu, C., Chapuis, O., Beaudouin-Lafon, M., Lecolinet, E., & Mackay, W. E. (2014, April). Effects of display size and navigation type on a classification task. In *Proceedings of the 32nd annual ACM conference on Human factors in computing systems* (pp. 4147-4156). ACM.

5. How do mixed-focus collaboration groups coordinate their actions? Do group members behave differently on horizontal and vertical interactive surfaces?

Tang, A., Tory, M., Po, B., Neumann, P., & Carpendale, S. (2006, April). Collaborative coupling over tabletop displays. In *Proceedings of the SIGCHI conference on Human Factors in computing systems* (pp. 1181-1190). ACM.

6. Which effects does the display environment have on collaboration? Which collaborative tasks were analyzed in research?

Rogers, Y., & Lindley, S. (2004). Collaborating around vertical and horizontal large interactive displays: which way is best?. *Interacting with Computers*, 16(6), 1133-1152.

7. How do people work on tabletop displays in co-located and distributed collaboration? Which mechanisms exist that support aspects of co-located and distributed collaboration?

Scott, S. D., Grant, K. D., & Mandryk, R. L. (2003, January). System guidelines for co-located, collaborative work on a tabletop display. In *ECSCW 2003* (pp. 159-178). Springer Netherlands.

8. Which aspects need to be addressed when designing user interfaces for multiple users? Discuss examples where the identified aspects had been addressed.

Bier, E. A., & Freeman, S. (1991, November). MMM: A user interface architecture for shared editors on a single screen. In *Proceedings of the 4th annual ACM symposium on User interface software and technology* (pp. 79-86). ACM.

9. How can "social mirrors" (systems that provide feedback to a group) support collaboration? Which aspects of collaboration have been used to generate the displayed feedback?

Bergstrom, T., & Karahalios, K. (2007, January). Conversation Clock: Visualizing audio patterns in co-located groups. In *System Sciences, 2007. HICSS 2007. 40th Annual Hawaii International Conference on* (pp. 78-78). IEEE.

10. Which kinds of ambient feedback forms exist and in which scenarios have their effects been investigated?

Rogers, Y., Hazlewood, W. R., Marshall, P., Dalton, N., & Hertrich, S. (2010, September). Ambient influence: Can twinkly lights lure and abstract representations trigger behavioral change?. In *Proceedings of the 12th ACM international conference on Ubiquitous computing* (pp. 261-270). ACM.

11. What approaches exist to support awareness in remote collaboration?

Dourish, P., & Bellotti, V. (1992, December). Awareness and coordination in shared workspaces. In *Proceedings of the 1992 ACM conference on Computer-supported cooperative work* (pp. 107-114). ACM.

12. How can tangible objects be used to support awareness and communication?

Greenberg, S., & Kuzuoka, H. (1999). Using digital but physical surrogates to mediate awareness, communication and privacy in media spaces. *Personal Technologies*, 3(4), 182-198.

13. How can techniques of information visualization be used to support collaborative tasks?

Tobiasz, M., Isenberg, P., & Carpendale, S. (2009). Lark: Coordinating co-located collaboration with information visualization. *Visualization and Computer Graphics, IEEE Transactions on*, 15(6), 1065-1072.

14. How can visualizations be used to support different types of analyses? Which types of analyses have been investigated in related research?

Stasko, J., Görg, C., & Liu, Z. (2008). Jigsaw: supporting investigative analysis through interactive visualization. *Information visualization*, 7(2), 118-132.

15. What attributes make visualizations understandable and memorable?

Bateman, S., Mandryk, R. L., Gutwin, C., Genest, A., McDine, D., & Brooks, C. (2010, April). Useful junk?: the effects of visual embellishment on comprehension and memorability of charts. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 2573-2582). ACM.

16. Which approaches exist to support collaborative creativity techniques such as brainstorming? What visual elements have been used to support creativity?

Wang, H. C., Fussell, S. R., & Cosley, D. (2011, March). From diversity to creativity: Stimulating group brainstorming with cultural differences and conversationally-retrieved pictures. In *Proceedings of the ACM 2011 conference on Computer supported cooperative work* (pp. 265 - 274). ACM.

17. Which cross-device interaction techniques have been investigated in research that support co-located collaboration?

Marquardt, N., Hinckley, K., & Greenberg, S. (2012, October). Cross-device interaction via micro-mobility and f-formations. In *Proceedings of the 25th annual ACM symposium on User interface software and technology* (pp. 13-22). ACM.

18. Which types of cross-device interaction for personal and shared interactive displays have been investigated? Which tradeoffs exist?

Schmidt, D., Seifert, J., Rukzio, E., & Gellersen, H. (2012, June). A cross-device interaction style for mobiles and surfaces. In *Proceedings of the Designing Interactive Systems Conference* (pp. 318-327). ACM.

19. What does the term “proxemic interaction” stand for? Which approaches exist in research supporting proxemic interaction?

Ballendat, T., Marquardt, N., & Greenberg, S. (2010, November). Proxemic interaction: designing for a proximity and orientation-aware environment. In *ACM International Conference on Interactive Tabletops and Surfaces* (pp. 121-130). ACM.

20. Which approach of designing interactive spaces with a combination of different devices exist in current research?

Jetter, H. C., Geyer, F., Schwarz, T., & Reiterer, H. (2012). Blended Interaction: Toward a Framework for the Design of Interactive Spaces. In *Workshop DCIS* (Vol. 12).