CHI 2011 – LARGE DISPLAYS IN URBAN LIFE | 07.05.2011

ON THE IMPACT OF NON-FLAT DISPLAYS ON THE INTERACTION WITH PUBLIC DISPLAYS

Gilbert Beyer and Florian Alt

Non-flat displays

Classical

Modern

Design Principles

VANCOUVER, BC
MAY 7–12, 2011

CHI
2011

CONNECTING

COMMUNITIES

DESIGN

ENGINEERING

MANAGEMENT

USER EXPERIENCE

FEATURED COMMUNITIES

HCI FOR KIDS

ENTERTAINMENT

HEALTH

SUSTAINABILITY

WELCOME TO CHI 2011

The ACM CHI Conference on Human Factors in Computing Systems is the premier international conference of human-computer interaction. CHI 2011 focuses on leveraging our diversity and connecting people, cultures, technologies, experiences, and ideas.

CHI 2011 will be held in gorgeous, energetic, sophisticated Vancouver BC, a city renowned for its innovation in sustainability, accessibility, and inclusivity. *The New York Times* calls it, "a liquid city, a tomorrow city, equal parts India, China, England, France and the Pacific Northwest." Join us at CHI 2011 in Vancouver and prepare yourself for a great time Connecting...

General Conference Chair:
Desney Tan, *Microsoft Research*

Technical Program Chairs:
Bo Begole, *PARC*
Wendy Kellogg, *IBM Research*

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ANNOUNCEMENTS

Best Papers and Notes
Plenary Speakers Announced
See the Advanced Program
List of Workshops
Registration for Attendees Open!
Exhibits Sold Out!
Shorter Talks so you see more of CHI

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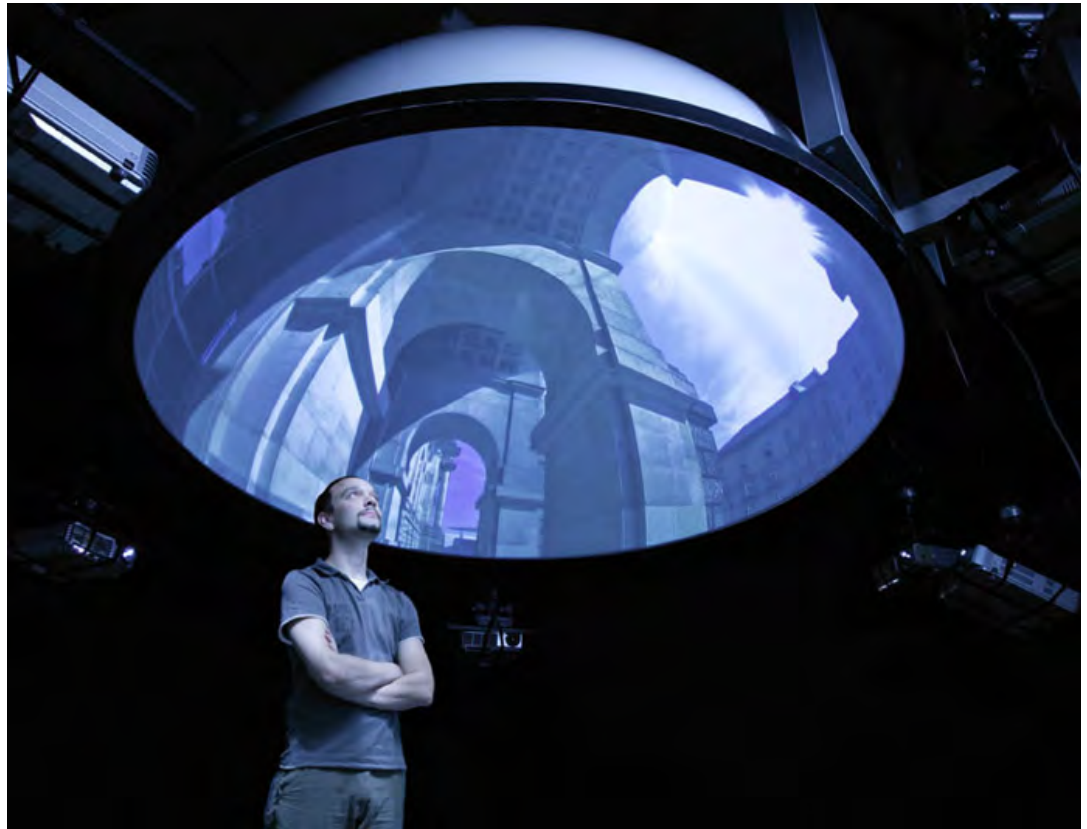
Google

Microsoft®

NSF

Semi-framed Layout

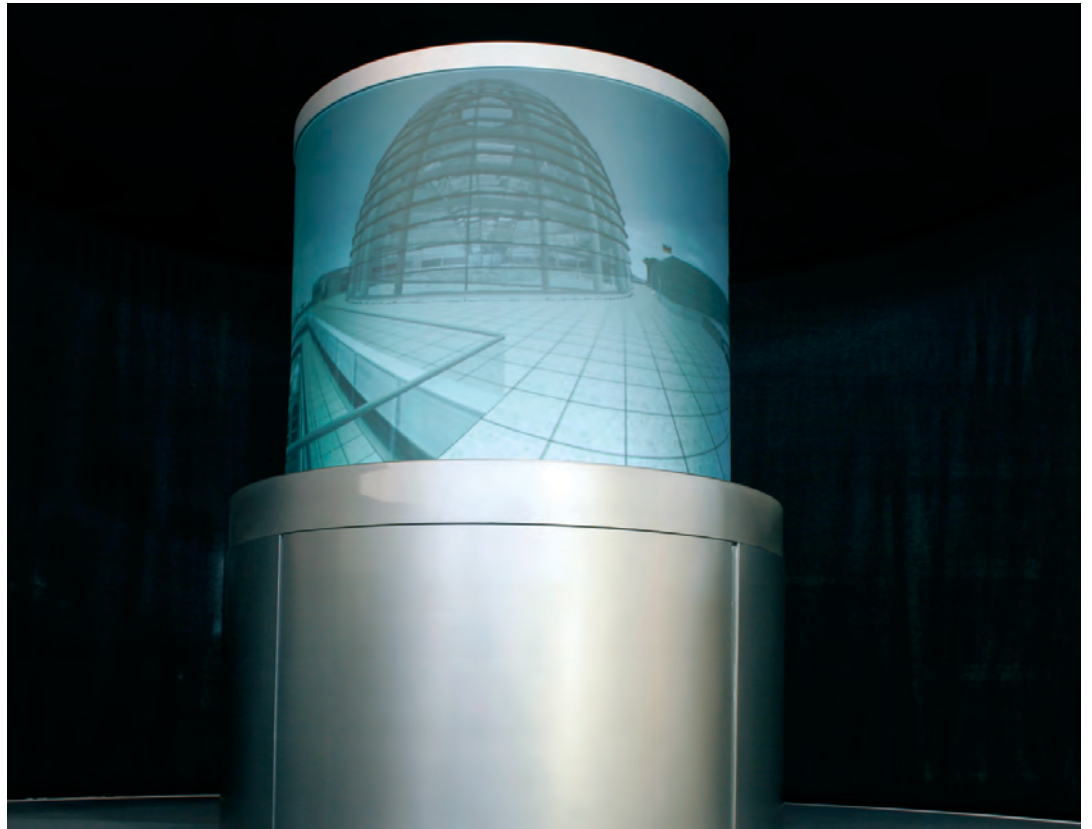Where to put the
CHI 2011 logo?

Immersion

Digital Dome

Best viewpoint
in the center of
the shape

Digital Column

Best viewpoint
for immersive
content?

Panorama

Interaction

Flat Screen

Use a hand for fine and a second hand for gross motor skills.

Digital Column

How to use
both hands while
moving around
the column?

User Position

Framed Screen

Where to best
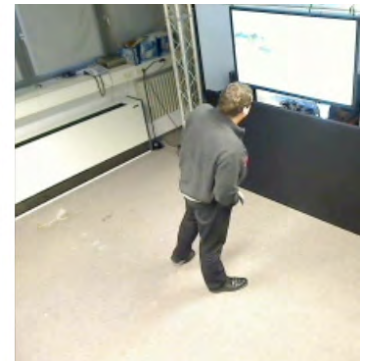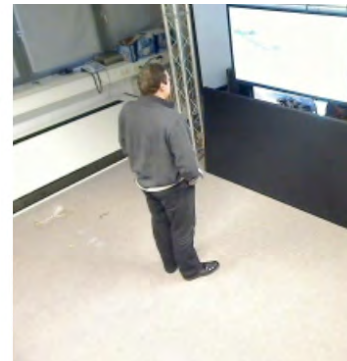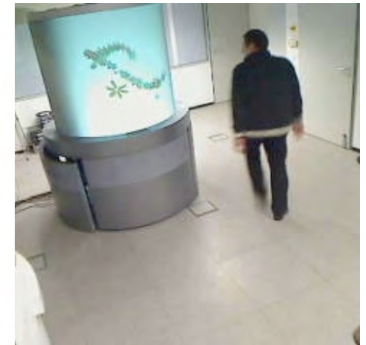view the weather
forecast?

Framed Screen

Where to best
view the weather
forecast?

Digital Column

Sweet spot
with columns?
(Tuesday, Session
Non-flat displays)

Social Interaction

Sweet spot

A single user
performing within
an exclusively
occupied spot.

No Sweet Spot

Everyone nearby
is equally exposed
to the interaction.

External Context

Place of installation

Integrated with
architecture.

Place of installation

Standing there
where people go.

User Evaluation

Observational Studies

Rule of thumb:
Bring a camera
for each direction
to be covered.

Discussion