

Joseph Malloch

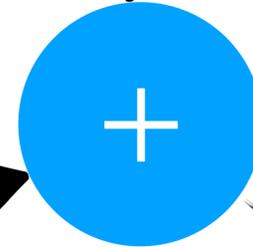
Graphics and Experiential Media Lab

Dalhousie University

Toward

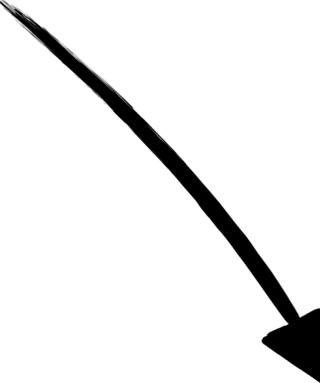
Rich

Continuous



Interaction

Representation



# author info

background in HCI applied to musical creation

PhD McGill, focused on new interfaces, creativity support

postdocs at Université Paris-Sud XI and Inria

currently at Dalhousie University



# position

Consider using continuous representations and interactions whenever possible.

Try not to reflexively perceive and discuss discrete objects (e.g. objects, events, triggers).

When recognition / “event-ification” is required, maintain access to prior continuous representations.

# avoid using this

# try this instead

trigger, event

process, flow

object

field, phenomenon, medium

categories, classes

continuous features

thresholds, recognition

function of distance

click

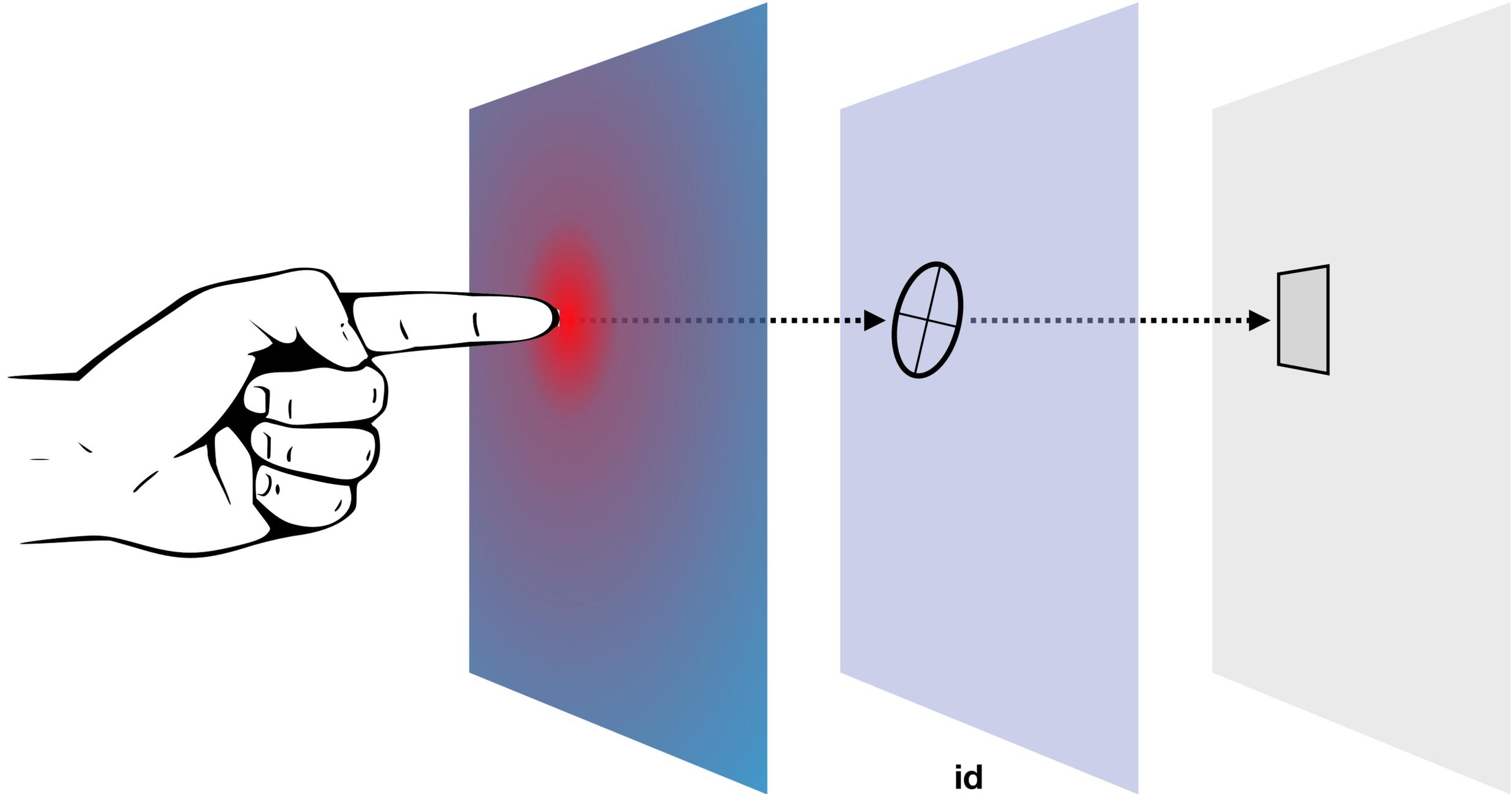
cross/intersect

cursor

surface

notification

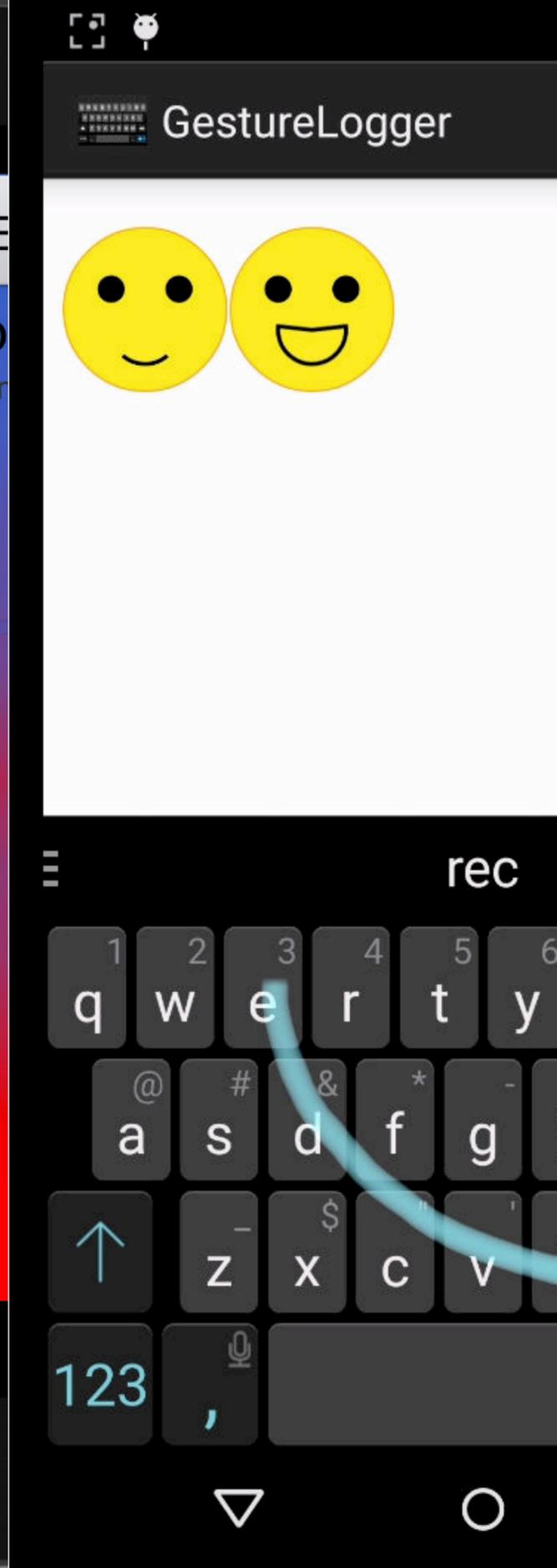
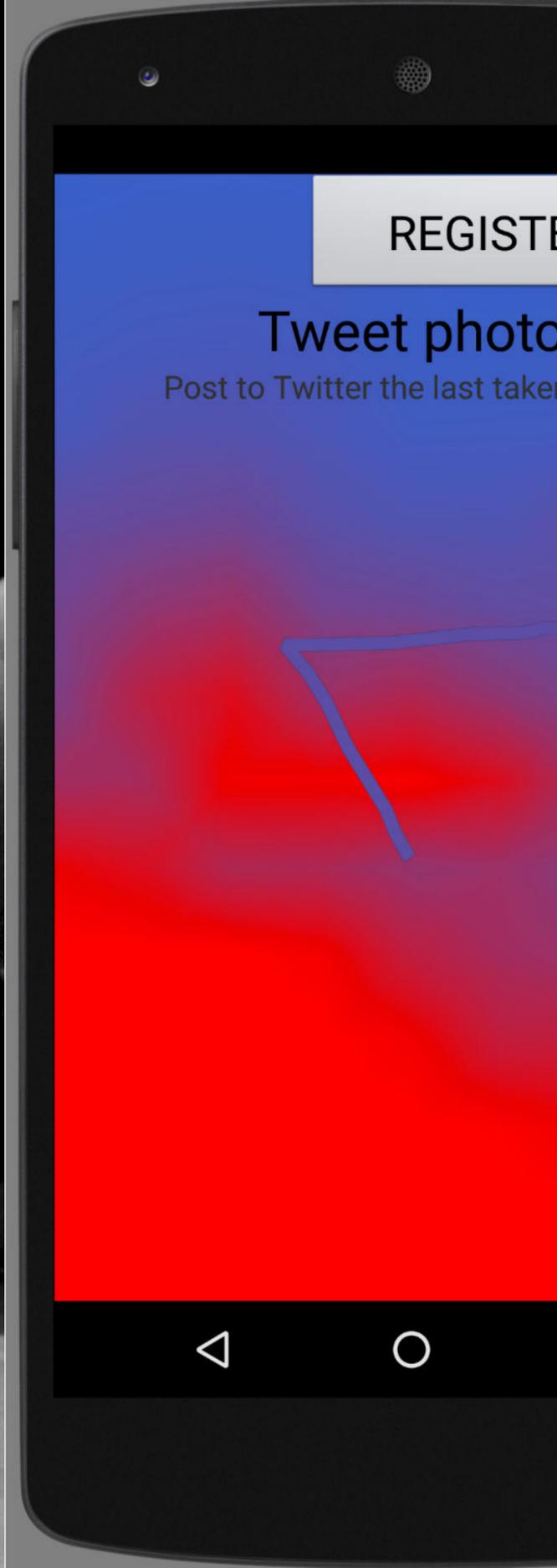
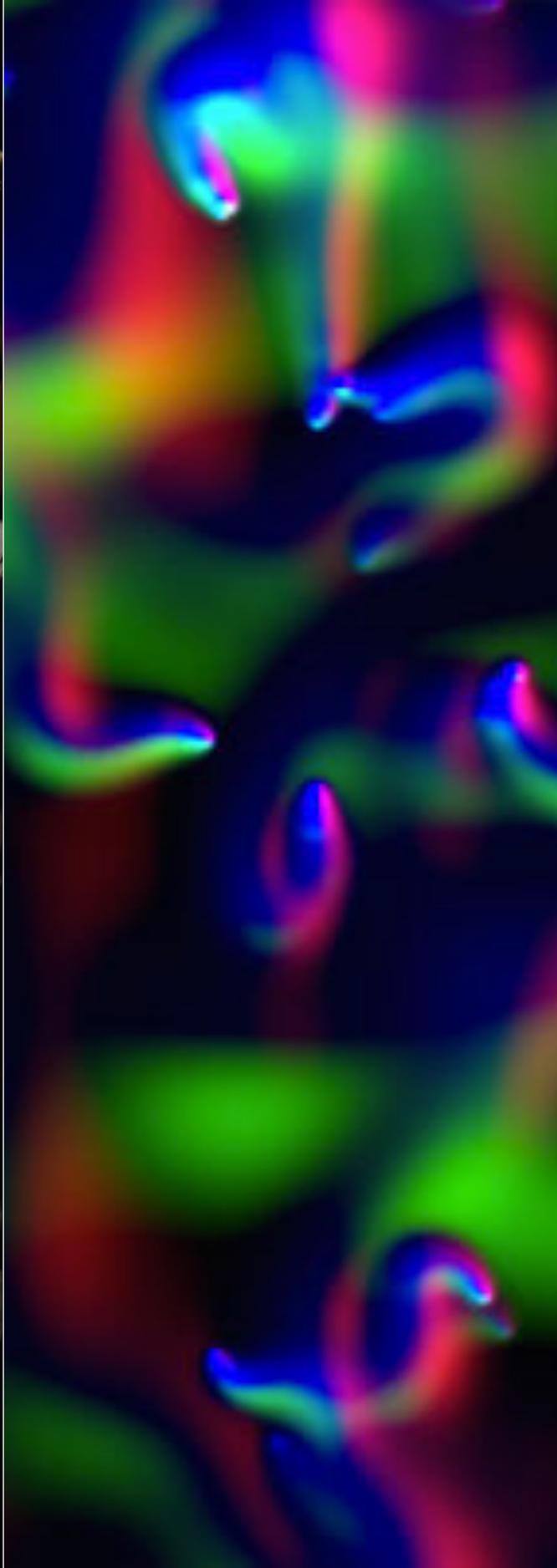
progressive feedforward



**matrix**

**id  
x  
y  
majorAxis  
minorAxis  
angle**

**button  
press**



# What would I like to get out of the workshop?

Discussion & mutual influence.

Collaborations using platforms from other participants.

Work towards building & supporting richer experiences with computers that

- feature multiple, appropriate representations;
- are shareable, collaborative, dynamic, tweakable/customizable, (de)composable, trustable, distributable, publishable, versioned, archivable