Motivation

- various interaction problems in everyday life
- interaction with (multiple) devices or people
Running Example

... for now, let’s focus on preparing pancakes ...
Design Dimensions

• Activation
• Presentation
• Level of Detail
• Goals
Design Dimensions

- Activation
  - User-triggered*
- Presentation
- Level of Detail
- Goals

* System-triggered*

Design Dimensions

• Activation
  • User-triggered*

• Presentation

• Level of Detail

• Goals
  • System-triggered*


Hi! I am happy to help with the recipe. Start with a bowl and 250g flour.
Design Dimensions

• Activation
• Presentation
• Level of Detail
• Goals

User-triggered*

Hi! You just took flour. Are you planning to prepare a dough? Here you can find a bowl and blender.

System-triggered*

Attention! Your pancake is about to burn!

Design Dimensions

- Activation
- Presentation
- Level of Detail
- Goals

Real world
Design Dimensions

- Activation
- Presentation
- Level of Detail
- Goals
Design Dimensions

- Activation
- Presentation
- Level of Detail
- Goals

Example sequence:

1. take a bowl
2. pour flour
3. pour dough into pan
4. prepare dough
5. fry pancake
Design Dimensions

- Activation
- Presentation
- Level of Detail
- Goals
Design Dimensions

• Activation
• Presentation
• Level of Detail
• Goals
Design Dimensions

- Activation
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- Goals
Design Dimensions

- Activation
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- Level of Detail
- Goals
Design Dimensions

- Activation
- Presentation
- Level of Detail
- Goals

Performance & Efficiency

Enabling

Experience

Teaching & Learning
Design Dimensions

- Activation
- Presentation
- Level of Detail
- Goals
Challenges

- Appropriation & Integration
- Learning & Support
- Shift & Consistency
Everyday Life Feedforward

Thank You!

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