

Situated Interaction

Wendy Mackay & Michel Beaudouin-Lafon
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mackay@lri.fr

mb@lri.fr

This week

Presentations:

Group 1:	Edwige, Florian
Group 4:	Tingying, Tiannan
Group 6:	Eurus Jiayi, Noha
Group 11:	Robert, Catarina, Miriam
Group 13:	Jiachun, Chengwei, Renyi

Course evaluation & discussion

Analogy

Interaction Levels

Design Artifacts

Conceptual Representations

Abstract

- Interaction tables
- Architecture diagrams

Temporal

- Scenario
- Video prototype
- Marketing pitch

Spatial

- Layout templates
- Wire frames

Interaction Snippets

Interaction Sequences

- User-initiates
- System initiates

User acts – System reacts – User reacts
System acts – User reacts – System reacts

Semantics

Interaction Tasks

- Input
- Choose
- Trigger

- Navigate
- Transform

Syntax

Interaction Patterns

- Form
- Tool palette
- Selection
- Dialog box
- Inspector



no order
verb – object + parameters

object – verb + parameters

Vocabulary

Interaction Techniques

- Interactor (widget)
- Drag 'n drop
- 2D gesture recognition

- Voice input
- Tangible input
- 3D gesture recognition

Alphabet

Atomic User Actions

Cursor-based

- Point
- Activate
- Trace
- Keystroke

Touch-based

- Tap
- Swipe
- Pinch

Framework: Instruments and Substrates

	Instruments	Substrates
	<i>Actions (input)</i>	<i>Effects (output)</i>
<i>Reification</i>	If command disappears, make it persist	If a relationship disappears, make it persist
<i>Polymorphism</i>	Make it handle multiple types of objects	Make it handle multiple types of relationships
<i>Reuse</i>	Make it reuse user input	Make it reuse user output