

Fundamentals of Situated Interaction

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Course Information

Seminar format

Discovering the principles of situated interaction:

Instrumental Interaction

Reification

Polymorphism

Reuse

Substrates

Human-computer partnerships

(Reciprocal co-adaptation)

Class activities

Lectures on key concepts (Michel & Wendy)

Exercises: Generative Deconstruction (All)

Deconstruct systems

Generate novel design ideas

Seminar presentations (Students)

Read 2 related papers (solo)

Create 1 iMuseum exhibit (pair)

Lead group discussion (all)

Grades

Exercises and
Class participation = 30% (individual)

iMuseum entries = 30% (individual)

iMuseum exhibit
& class discussion = 40% (pair)

Who are we?

Wendy MACKAY

Research Director, Inria

Head of ExSitu research lab at Inria

Michel BEAUDOUIN-LAFON Professor, Univ. Paris-Saclay

Former head of Computer Science Department, member of ExSitu

Focus on Human-Computer Interaction

to augment human capabilities

to generate novel forms of interaction

to explore the next generation of interactive systems



INSTITUT NATIONAL
DE RECHERCHE
EN INFORMATIQUE
ET EN AUTOMATIQUE

Inria
INVENTEURS DU MONDE NUMÉRIQUE

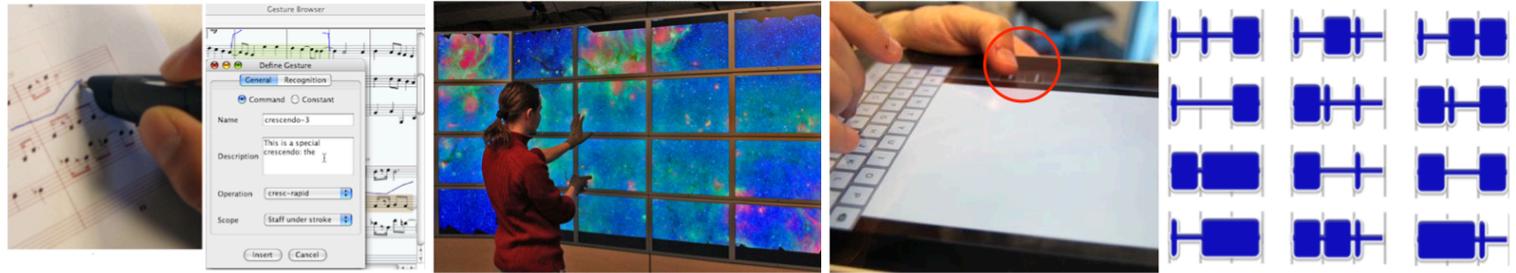
centre de recherche
SACLAY - ÎLE-DE-FRANCE

ex)situ

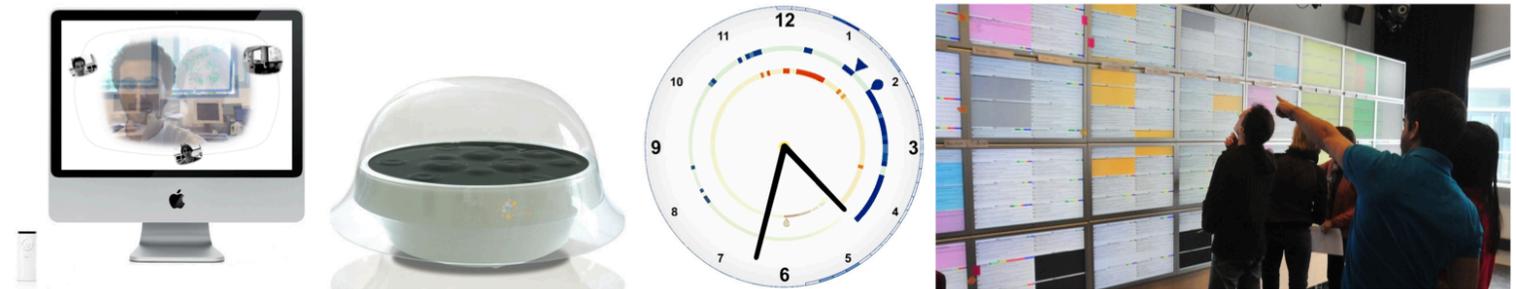


Interaction paradigms

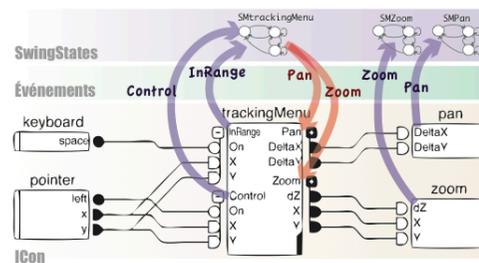
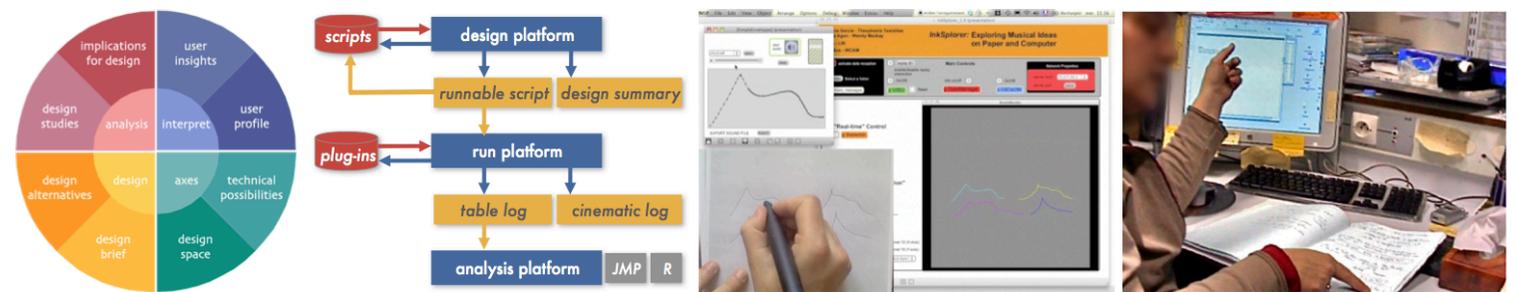
Participatory design



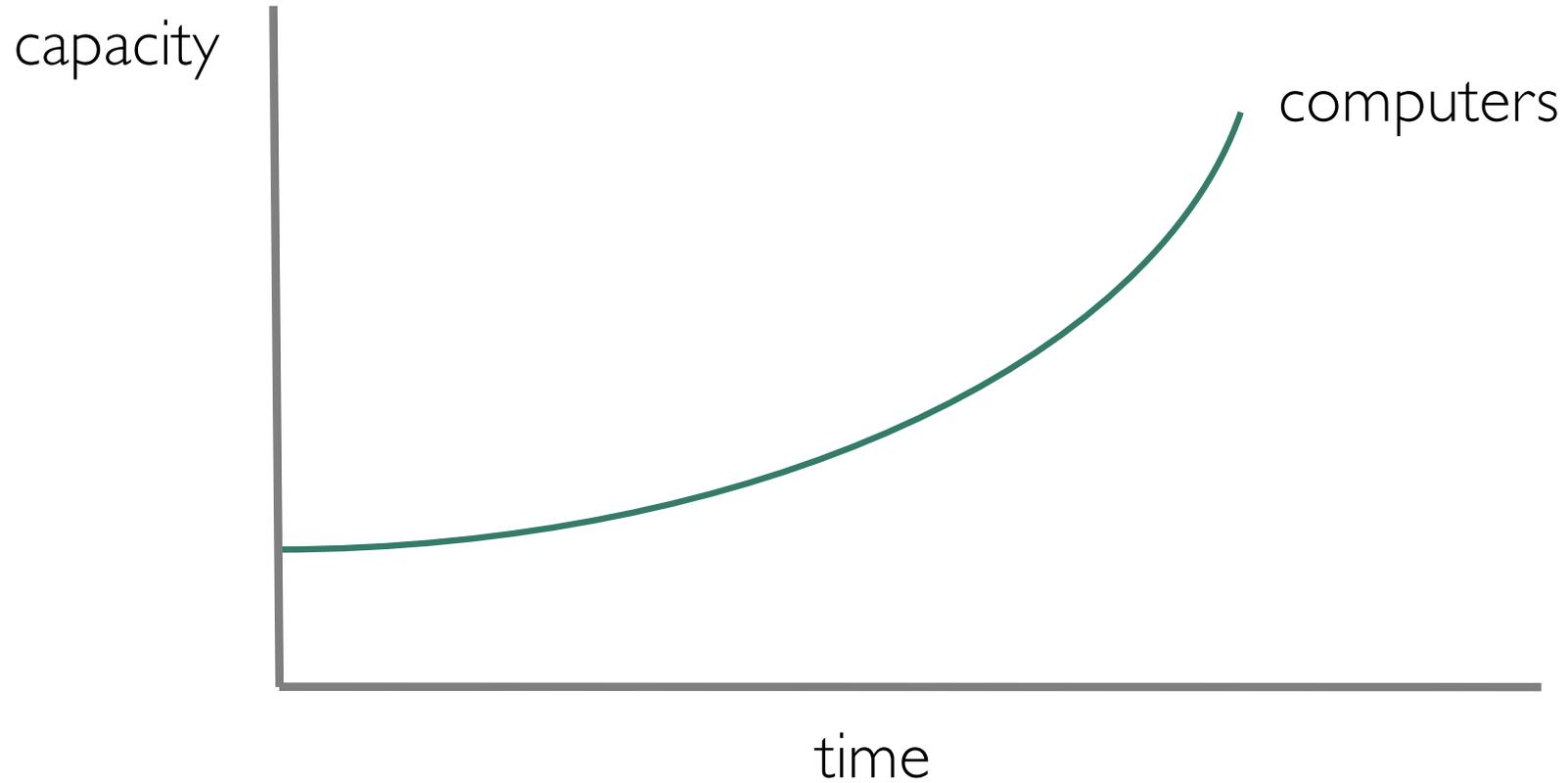
Distributed communication



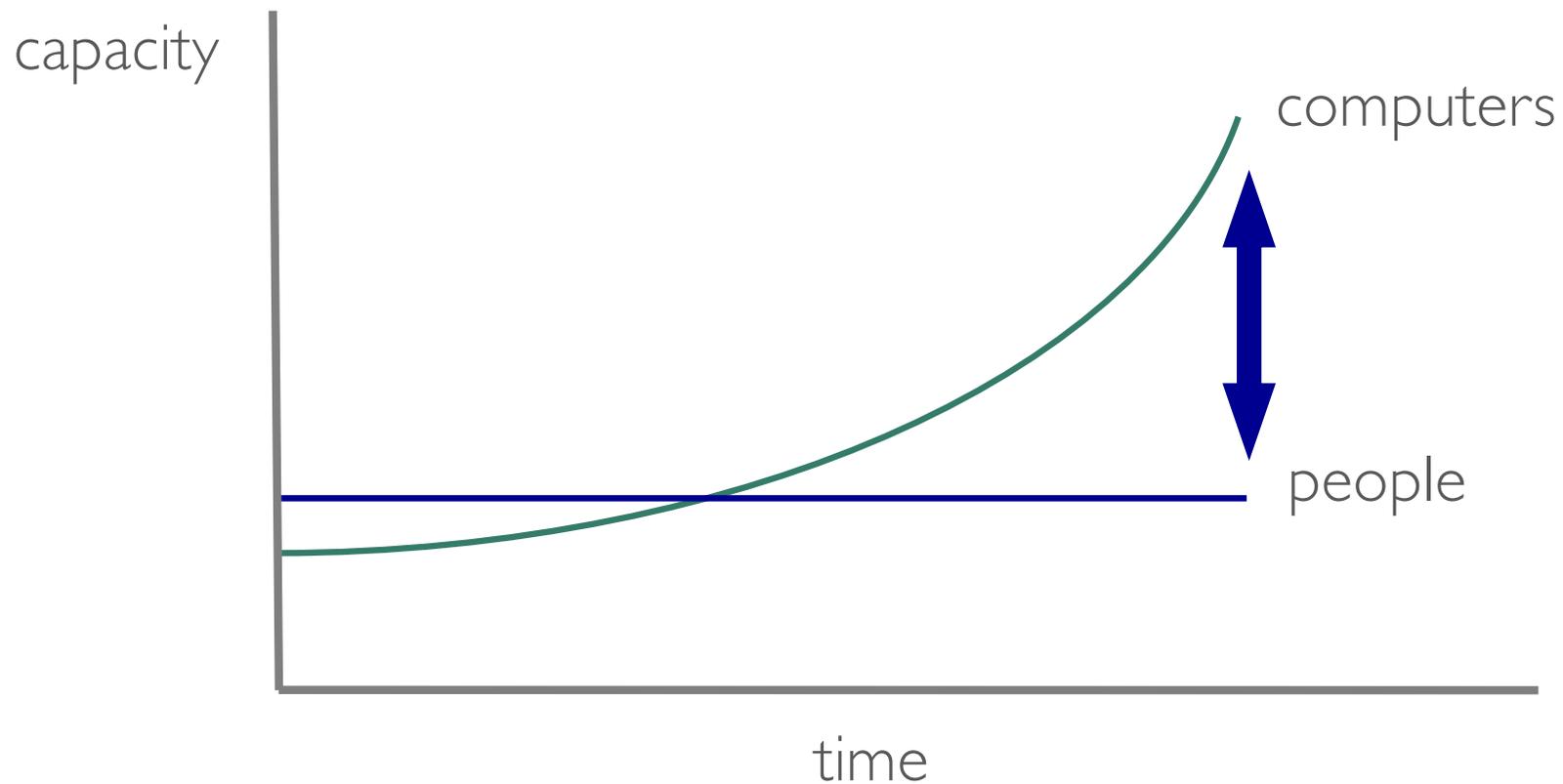
Engineering platforms



If computer capacity and functionality are increasing

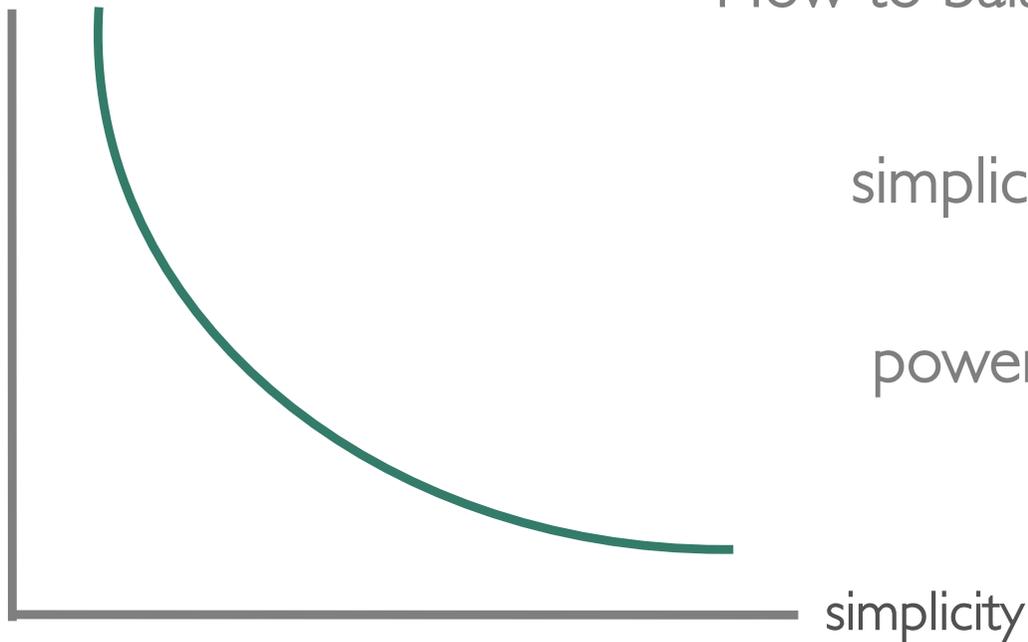


If computer capacity and functionality are increasing
... human capabilities are not



We face a major design trade-off

power

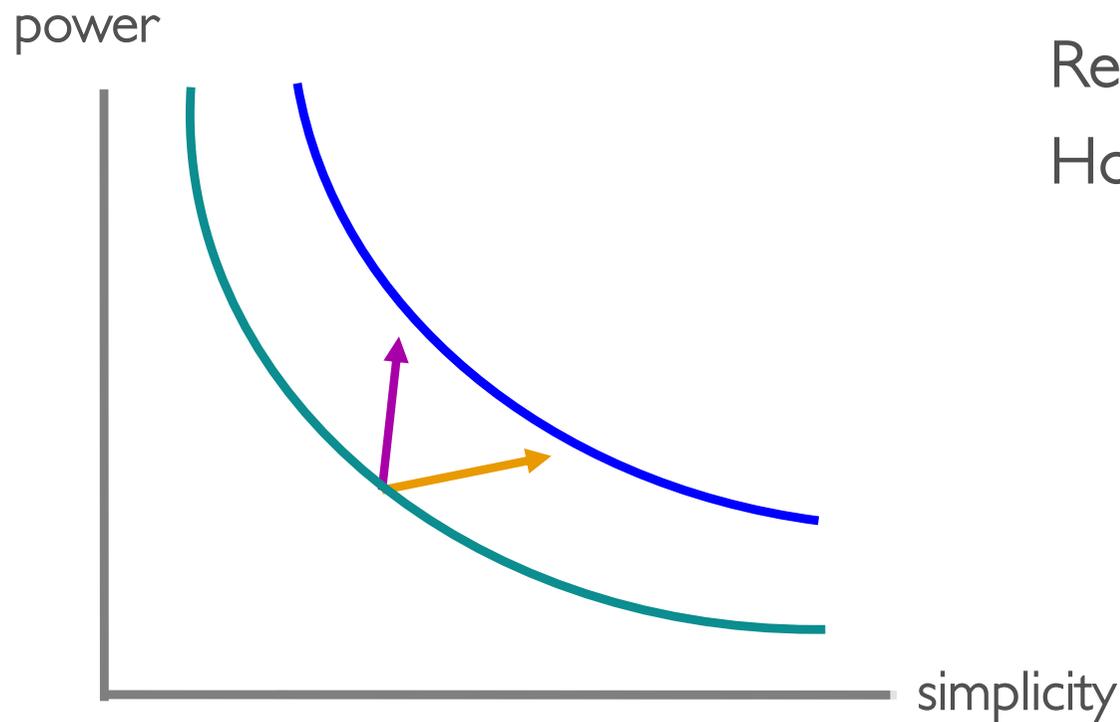


How to balance the trade-offs ?

simplicity of execution
and
power of expression

Power vs. Simplicity

Power vs. Simplicity



Research challenge:
How to shift the curve?

Simple things should be simple,
Complex things should be possible