

Situated Interaction

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This week

Presentations:

Group 10:	Yoon, Adrián, Maria
Group 5:	Camille, Damien
Group 9:	Julia, Floriana, Wissal
Group 3:	Anqi, Vennila, Leo
Group 6:	Eurus Jiayi, Noha
Group 12:	Francesco, Francesco

Next week

Presentations

(order decided next week)

Group 1:

Edwige, Florian

Group 4:

Tingying, Tiannan

Group 11:

Catarina, Robert, Miriam

Group 13:

Jiachun, Chengwei, Renyi

Group 14:

Henrik, Enrique, Annina

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