Reclaiming Public Space - Designing for Public Interaction with Private Devices

Eva Eriksson, Thomas Riisgaard Hansen, Andreas Lykke-Olesen

Chalmers University of Technology, University of Aarhus, Aarhus School of Architecture
Discuss how to reclaim the public space…

And see our PhotoSwapper multi-user demo…

@ DEMO D9
Two Minute Madness

Tilting Table: A Movable Screen

Hyun Jean Lee, Madhur Khandelwal, Ali Mazalek
Tilting Table: A Movable Screen

- A moveable screen brings interactivity between the virtual space and the physical space, and between the artifact and the viewer.

A moveable screen functions as a display/interface.

Tilting table brings intuitive actions for spatial and temporal navigation.

Current applications developed on the tilting table are:

Interactive Arts
1. A BeadBall Table (2003)

Navigable Information Spaces
The Card Box at Hand
Exploring the Potentials of a Paper-Based Tangible Interface for Education and Research in Art History

Tanja Doering and Steffi Beckhaus
The Card Box at Hand

Integration of the Physical and the Digital

Preserving and Augmenting Existing Workpractices in Art History
The MeatBook

Aaron Levisohn, Jinsil Seo, Diane Gromala, Jayme Cochrane

Simon Fraser University
The MeatBook

The MeatBook, an interactive art installation, explores the use of unconventional tangible interfaces to provoke a visceral response.

After hundreds of years of literacy, it is argued that we have “lost” the robustness of our senses.

The MeatBook seeks to re-engage our most profound sense, the visceral.
Weathergods: Tangible Interaction in a Digital Tabletop Game

Saskia Bakker¹, Debby Vorstenbosch¹, Elise van den Hoven¹, Gerard Hollemans² and Tom Bergman²

1 – Eindhoven University of Technology, the Netherlands, 2 – Philips Research, The Netherlands
Giving Materials a Voice

Hannah Regier

Art Center College of Design – Media Design Program
THE REACTABLE: EXPLORING THE SYNERGY BETWEEN LIVE MUSIC PERFORMANCE AND TABLETOP TANGIBLE INTERFACES

Sergi Jordà, Günter Geiger, Marcos Alonso, Martin Kaltenbrunner

Music Technology Group, Pompeu Fabra University, Barcelona
Designing Tangible Programming Languages for Classroom Use

Michael S. Horn  Robert J.K. Jacob

Tufts University
Lessons from an AR Book Study

Andreas Dünser & Eva Hornecker
Themes

spatial confusion due to ‘mirror view’

3-D behaviour expectations (physical world metaphors used in interaction)

many breakdowns from paper- to on-screen navigation phases
Ambient Sound Techniques in Responsive Environments for Children

Milena Droumvena, Alissa Antle, Ron Wakkary

A theoretical model and an empirical exploration of interpretation and representation of sound intensity for graduated ambient feedback.

School of Interactive Arts & Technology @ Simon Fraser University
Exploring Intensity-based Audio Feedback

Audio Display          Approach to Intensity          Polarity
Kazoo      Pitch Shift (Complex Tone) + Amplitude  Positive
Clave sticks  Tempo Shift + Amplitude Timbre      Positive
Egg Shakers  Tempo Shift + Amplitude Timbre      Positive
Triangle      Confirmatory Feedback               N/A

Table. The table above shows the three audio display devices we used in the workshop and an explicit description of the respective approaches to intensity.

School of Interactive Arts & Technology @ Simon Fraser University
FREQUENT TRAVELLER
Partecipate

Share your thoughts
They will be entered into the installation frequent traveller

Condividi i tuoi pensieri
Appariranno nell'installazione frequent traveller

How do you feel in a situation without technology?
Come ti senti in una situazione senza tecnologia?

I feel that I am not nearly as skilled as are
limiting body implants - what's technology anyway? Is
What means home for you?
Cosa vuol dire casa per te?

To be able to contribute to a society

What's the aim of travelling for you?
Qual è lo scopo del viaggio per te?

To derive and at the same time
become grounded, centered.
To get from A to B,
to this conference, for example.
To experience some of my personalities.
OBJECTS - STORIES
REDUCE COMPLEXITY WITH TECHNOLOGY NOT INCREASE IT
Thanks for invitation

susanne schuricht

www.sushu.de

Frequent traveller

was made in collaboration with
Tobias Schmidt as programmer

I also want to thank

Mirjam Struppek, Michael Hohl,
Ralph Schoenfeld, Reinhard Ludwig,
Boris Hassenstein, Dr. Oliver Grau
A Physical Approach to Tangible Interaction Design

Mads Vedel Jensen

Mads Clausen Institute, University of Southern Denmark, DK
A Physical Approach to Tangible Interaction Design

Mads Clausen Institute, University of Southern Denmark, DK