

vue

researching mscap devices
in the distant future

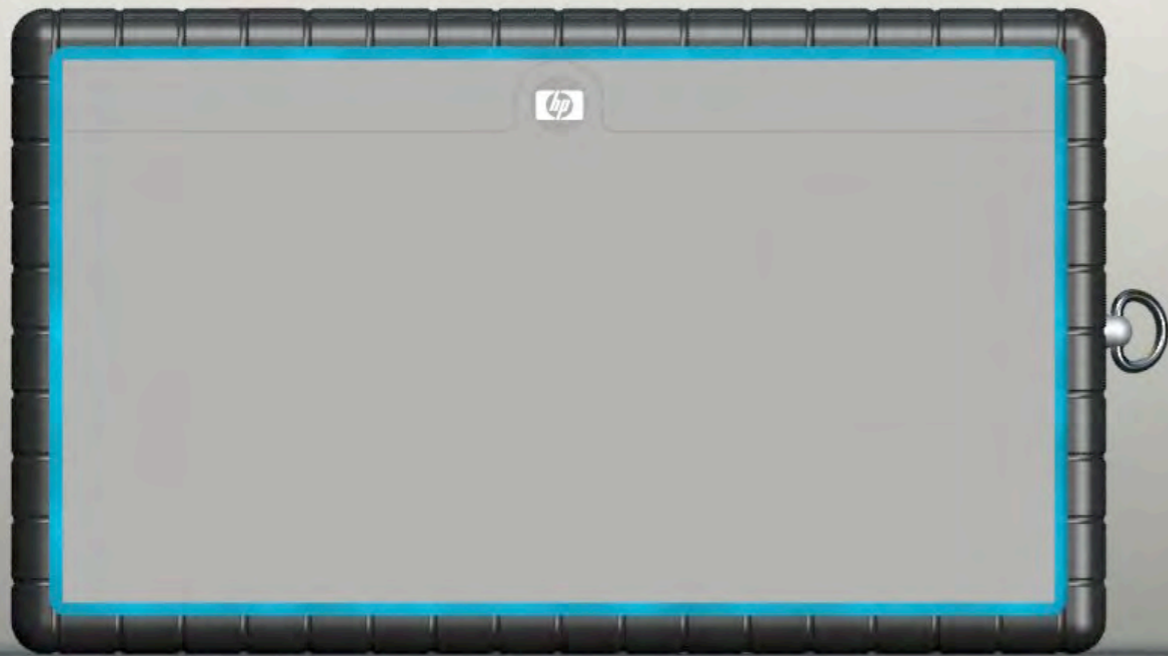
Anneris Tiete

25th November 2009

mscapefest09

- ▶ Hi!
- ▶ Design for Interaction at DUT
- ▶ Graduation project at HP Labs

“design a generic mediascapes device”



- ▶ Research through Design
 - ▶ Embody
 - ▶ Communicate
 - ▶ Inspire

- ▶ Explore novel ways of interaction in Pervasive Media environments

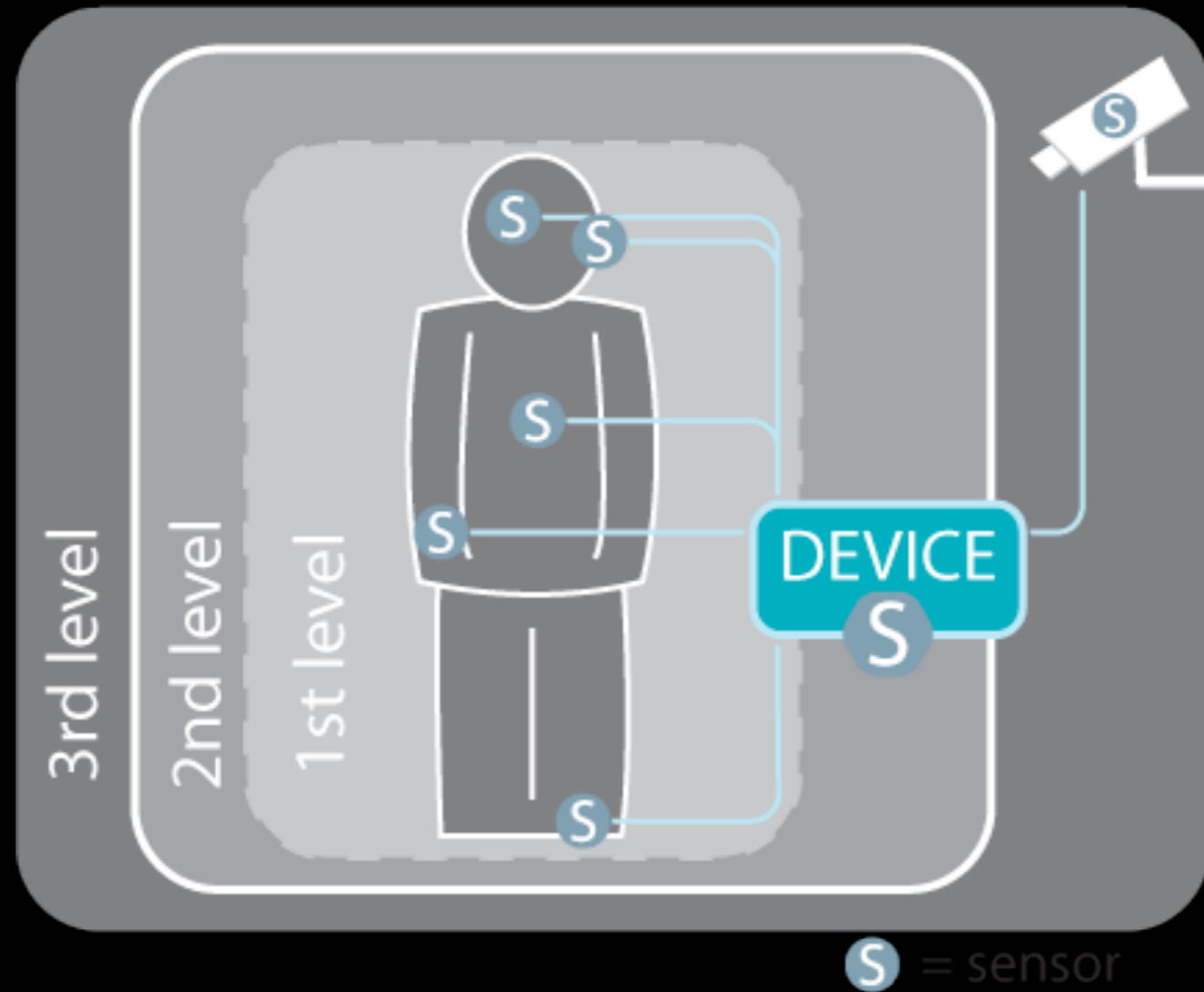
NEW CONTEXT

Information
Explosion.

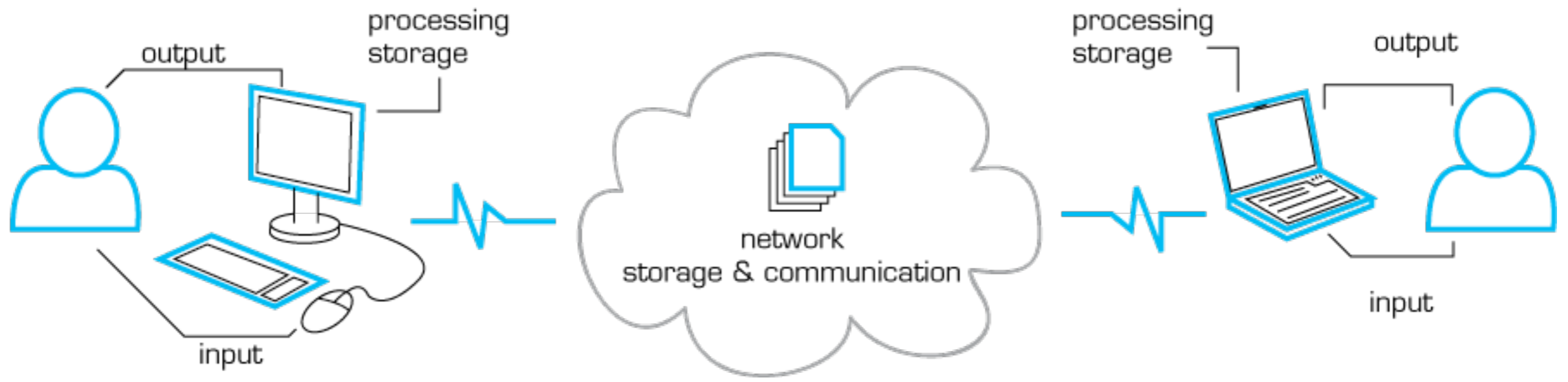
Embodied
Virtuality

USER
=
SHAPING

The
CLOUD

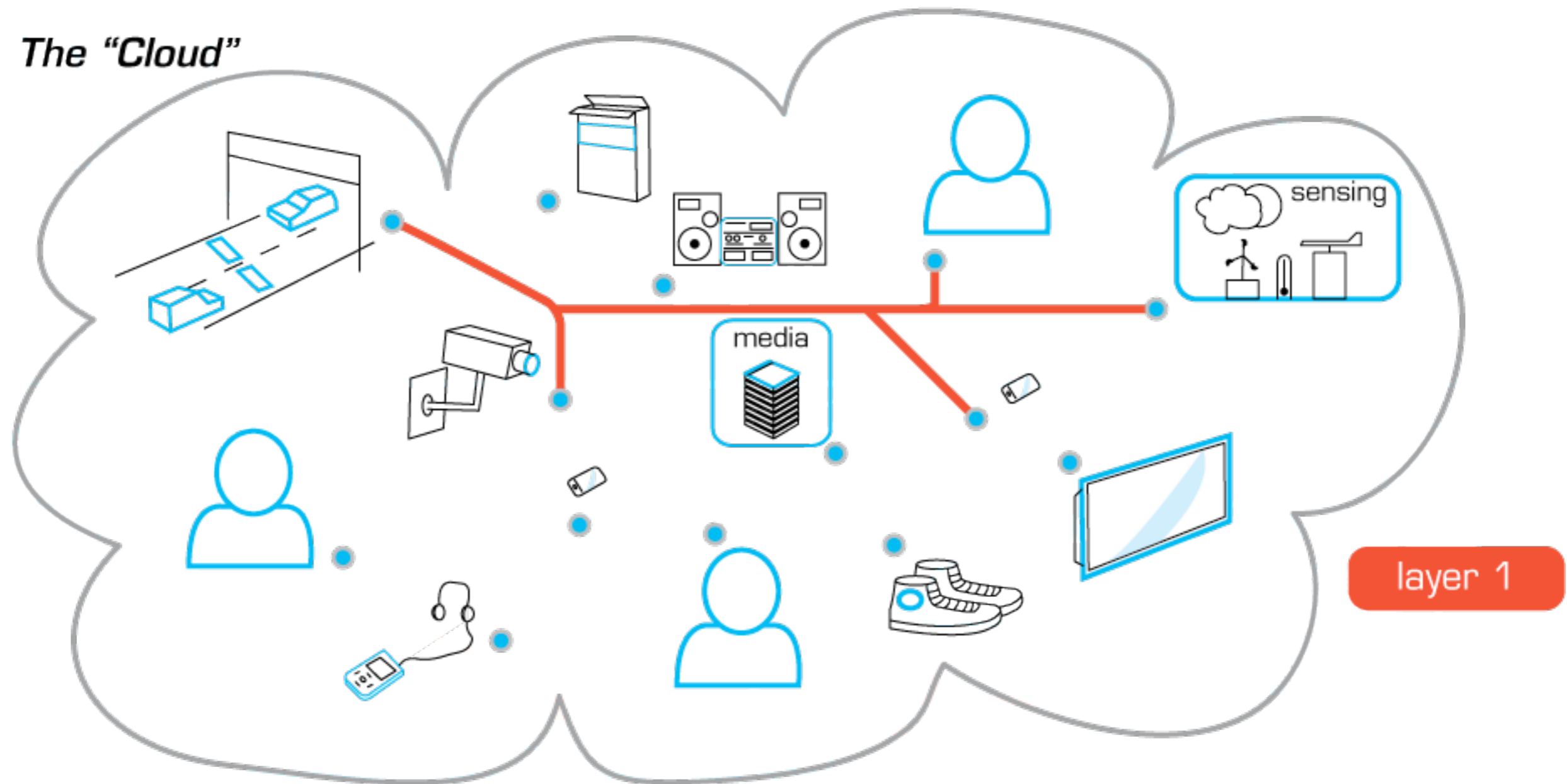


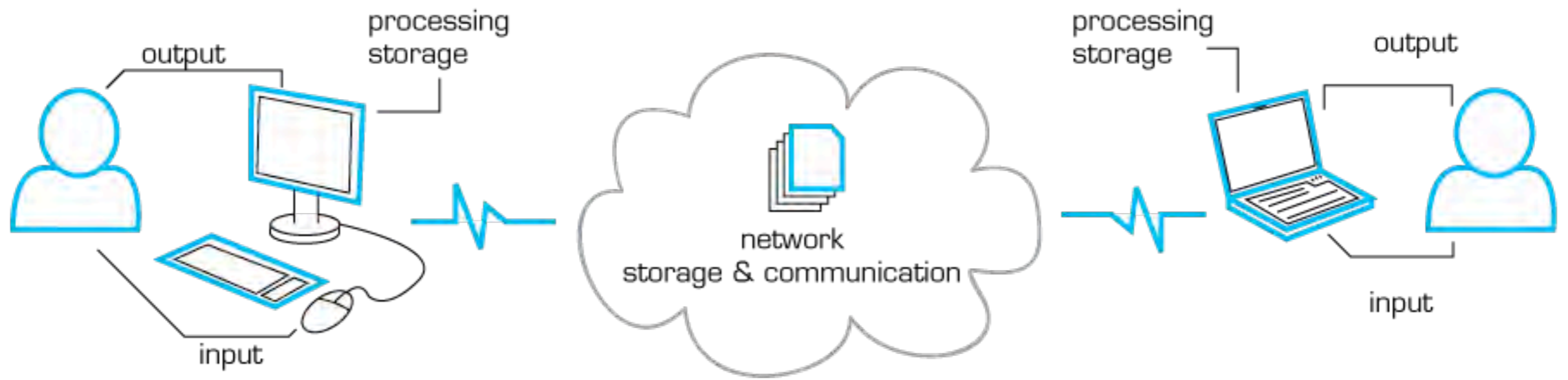




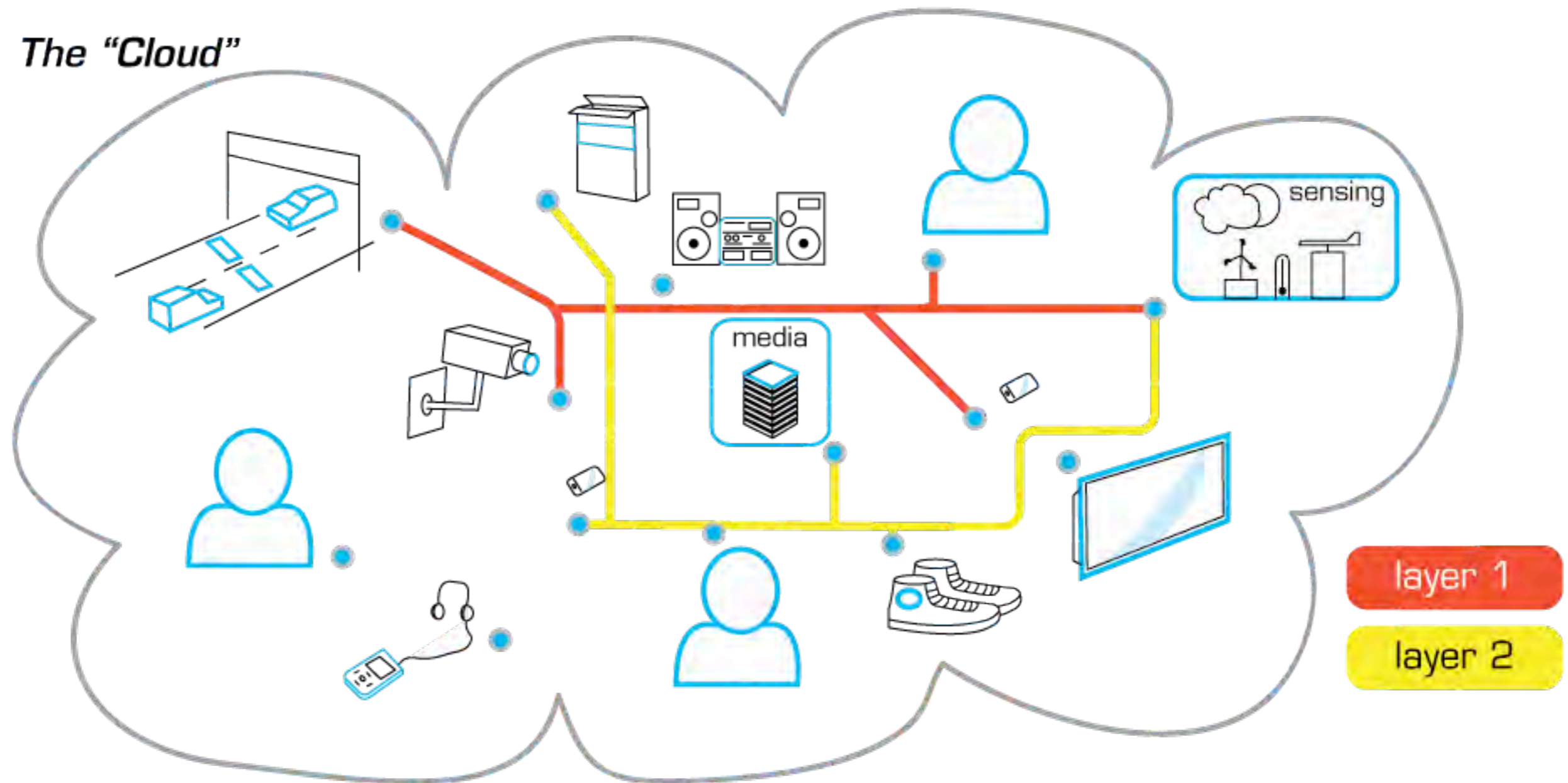


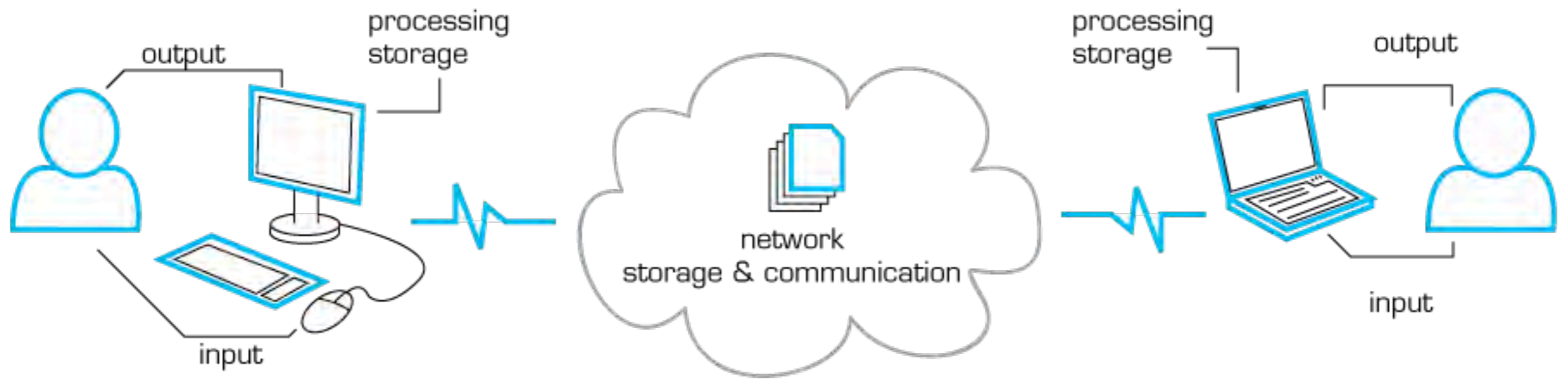
The "Cloud"



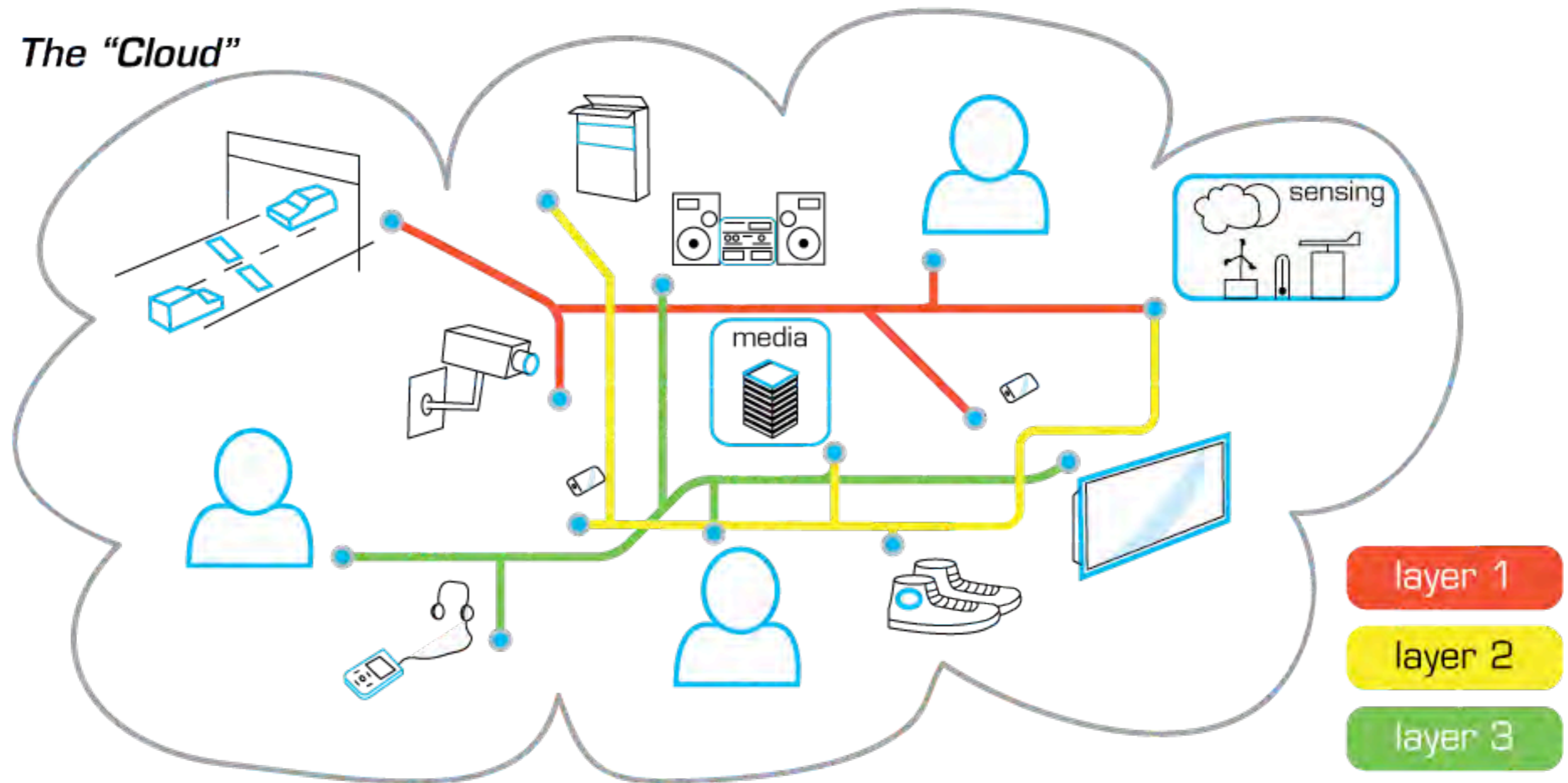


The "Cloud"





The "Cloud"



“Develop, through device design, a way for users to become aware of and discover the possibilities in Pervasive Media in their context in the moment, then allow these users to browse and select these possibilities to finally engage in a Pervasive Media experience.”

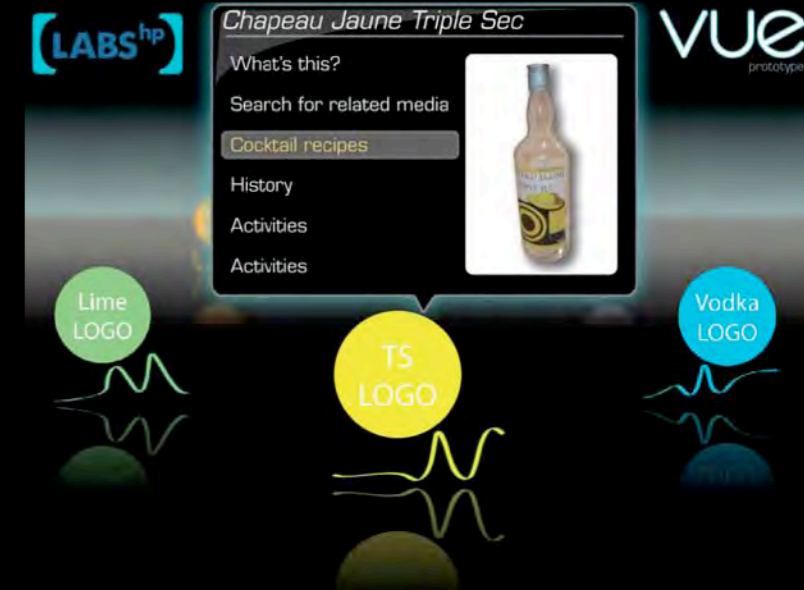
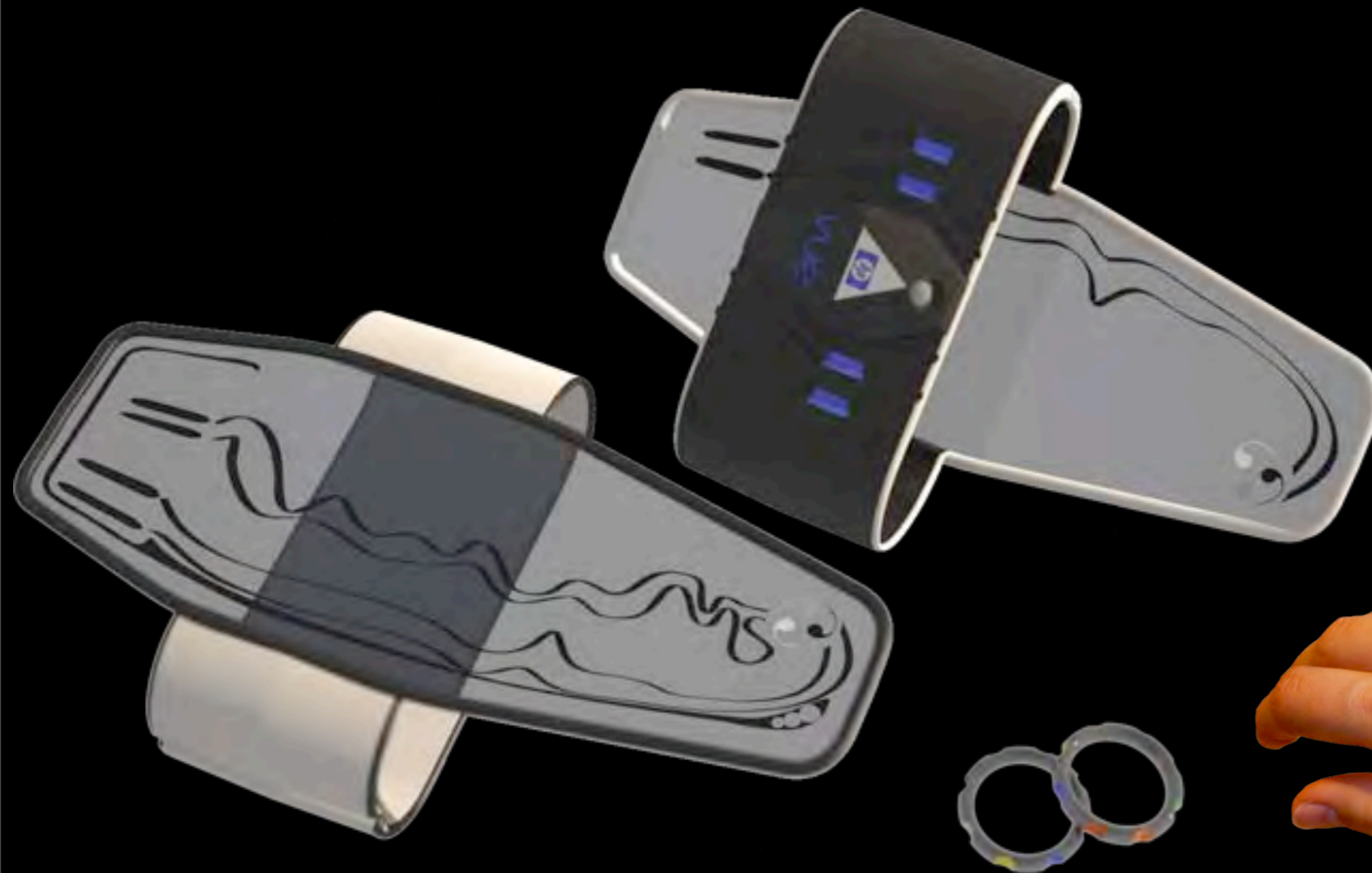
“what can I do here and now, and how?”

Interaction Vision

how do I want the interaction with the future
device to FEEL for the user?



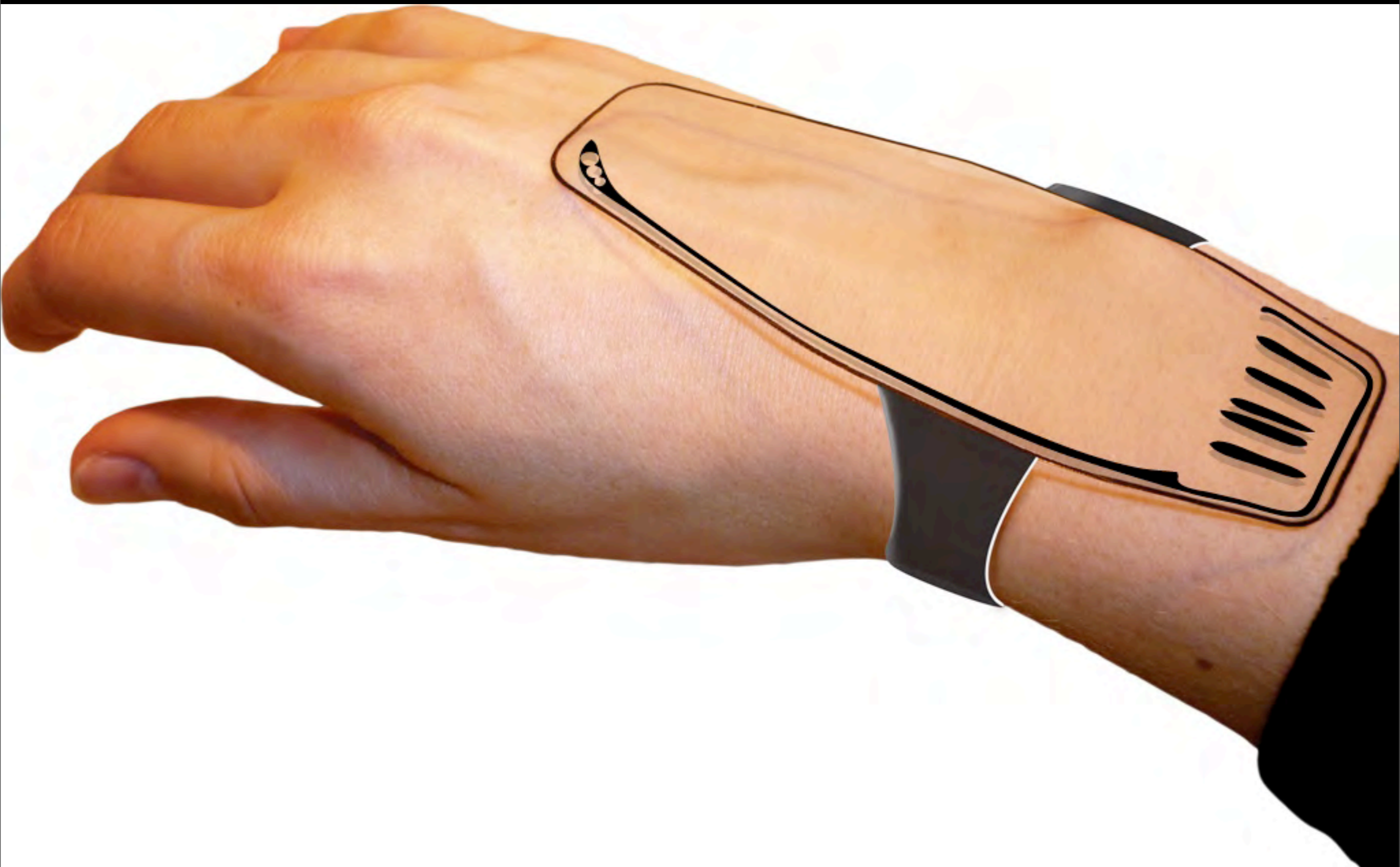
VUE : sight, vision, outlook (French)

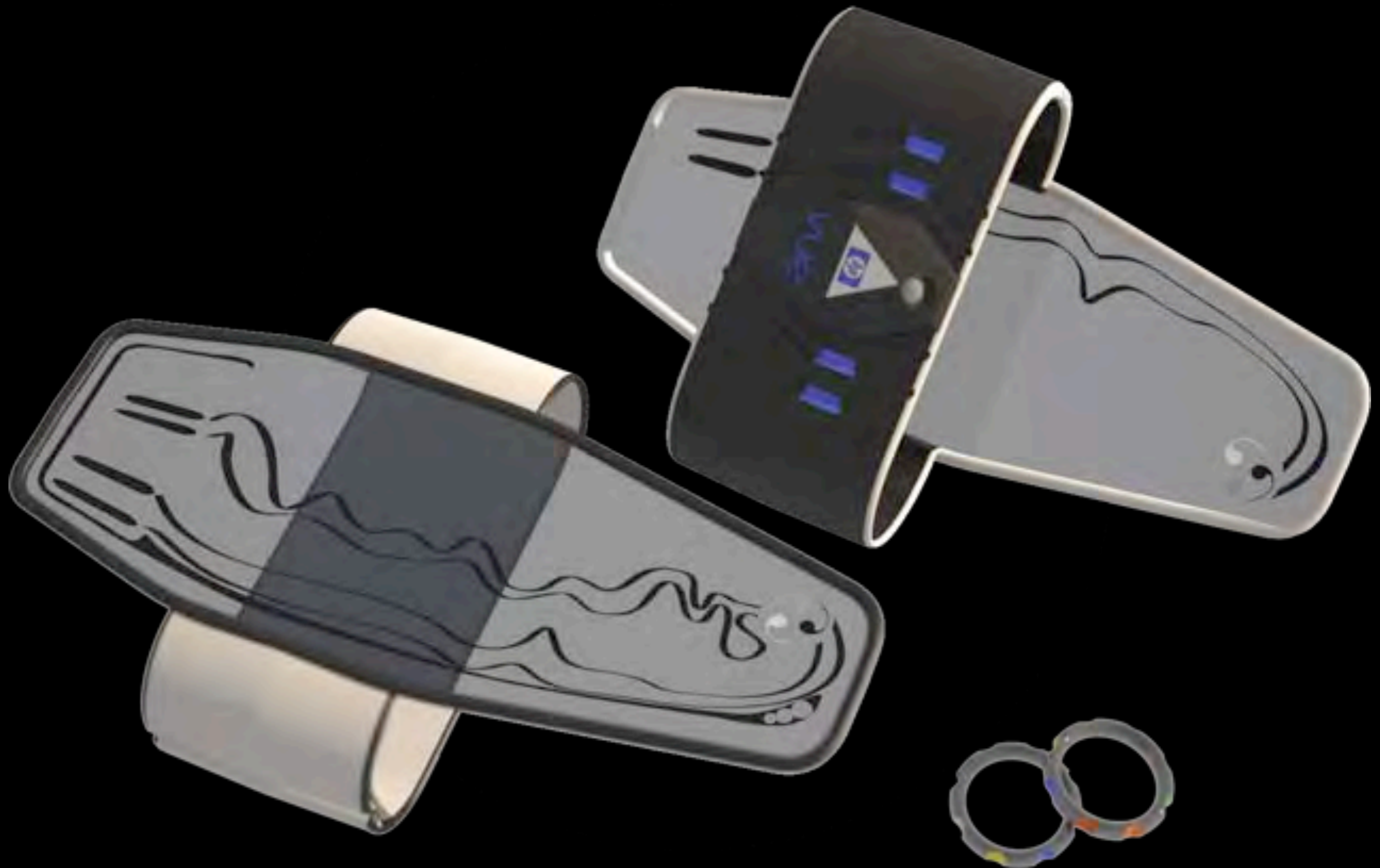


Demo Experience

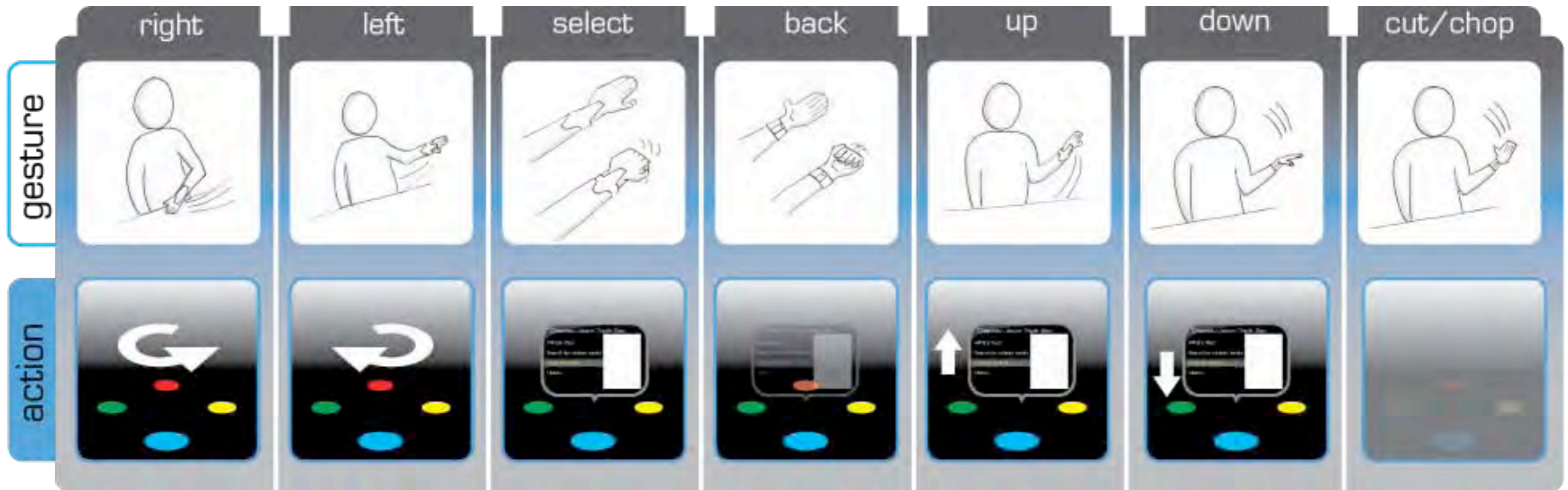
Time for a Drink ...



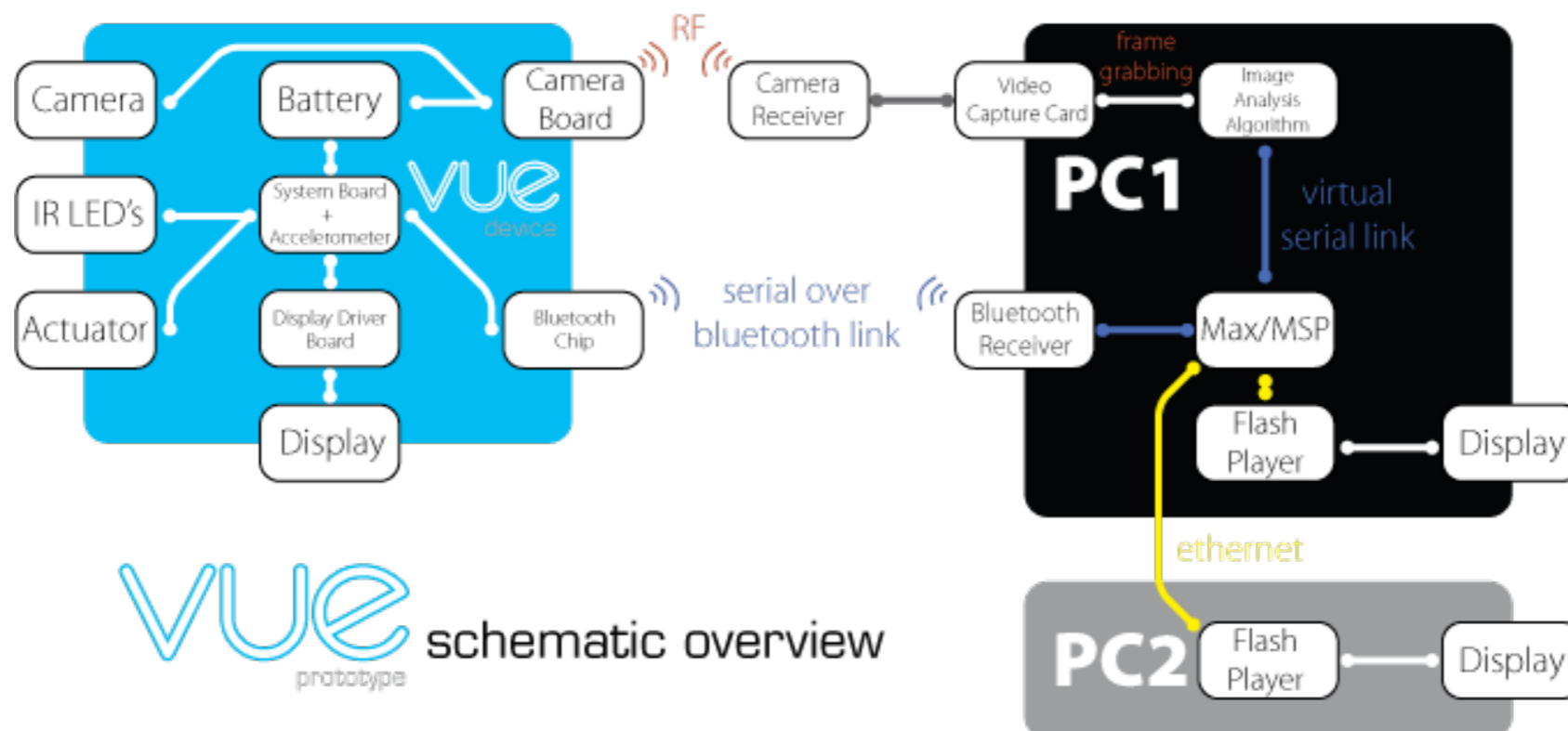
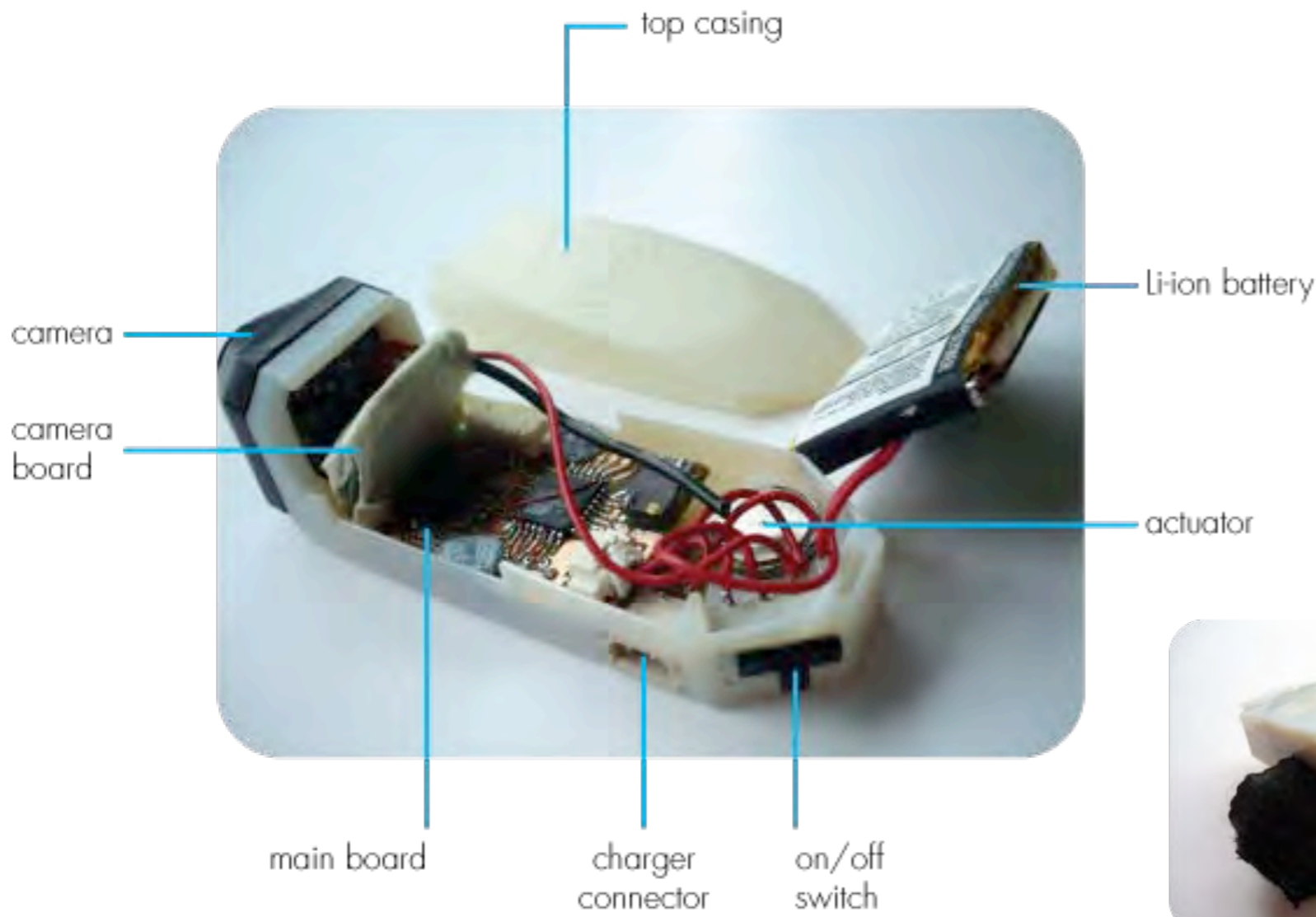




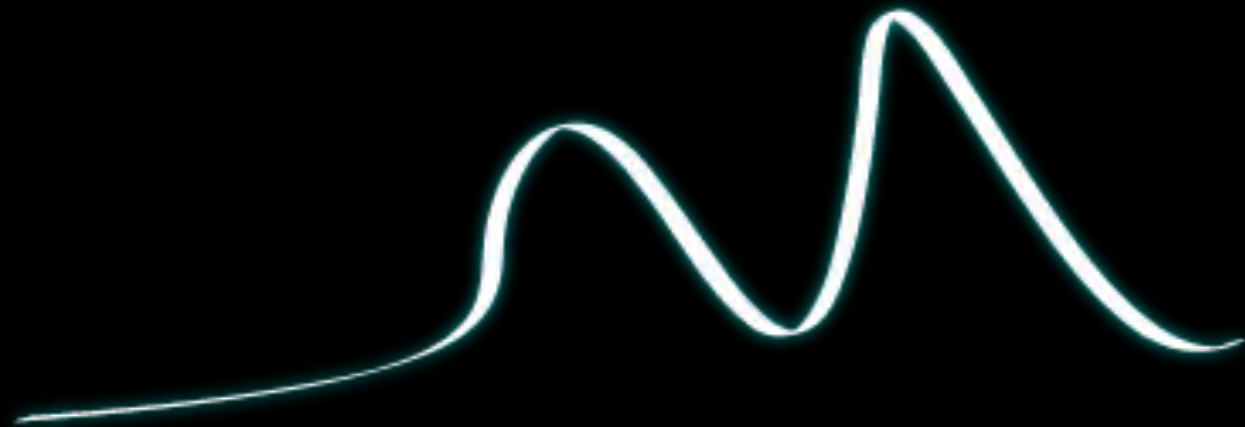
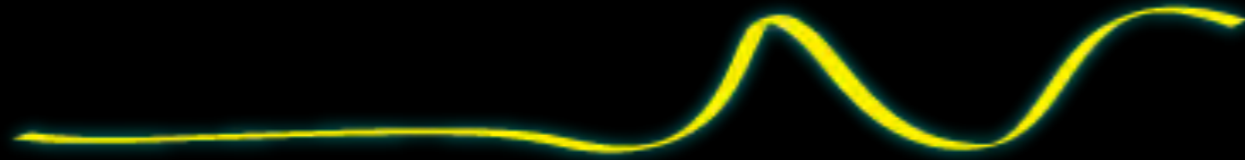
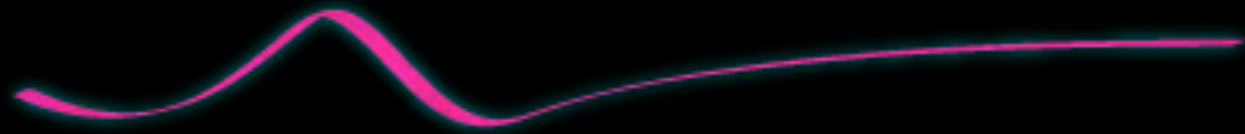
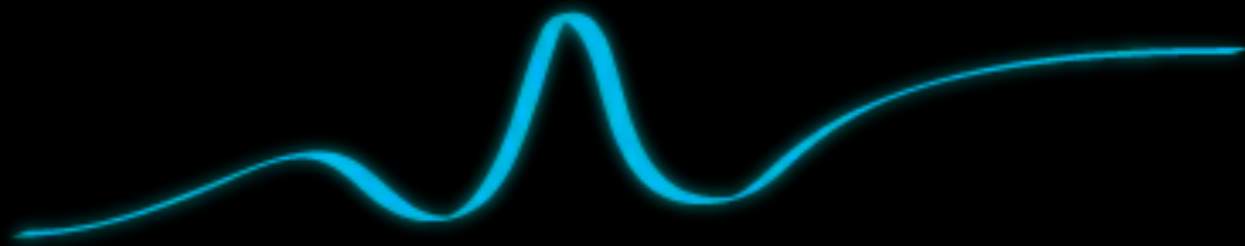
GESTURES



PROTOTYPE



- ▶ Design=Research
 - ▶ Embody
 - ▶ Communicate
 - ▶ Inspire
- ▶ First focus on UX
- ▶ Context sensing : 3 levels - low tech



Q&A? LATER...

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