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Mobile Apps II

Week 1 Summaries

Article 1: What is the cost of living online?

This article by Samuel Greengard addresses the issue of growing use of the internet and its direct impact on bandwidth and energy consumption. The assumption that digital means of doing tasks such as watching a video, or a video conferencing does not contribute to carbon emission is false. In reality, streaming videos online whether on a laptop, smartphone, or a T.V. all use bandwidth which contributes to higher energy usage and higher carbon emission. As the demand for bandwidth increases, companies put a limit on the amount of bandwidth that can be used for users and thereafter decrease the speed. To alleviate further toll on bandwidth while keeping up the video demand, the experts suggest disabling the auto-play feature on streaming networks, as well as keeping the definition to standard by default. Research also found that turning the camera off during video calls and viewing Netflix and Hulu in standard definition can reduce carbon footprint substantially. As the digital world grows, we must mind the cost of using it and likewise look at efficiency in our ways.

Article 2: Technical Perspective: Eyelid Gestures Enhance Mobile Interaction

This article by Tiago Guerreiro addresses how technology should evolve to not just common consumers, but also those who have limited motor abilities or are disabled. Assistive technologies (ATs) are the means to provide a solution for people to work around their disability to better navigate in the world. Compared to the past when ATs were large and expensive to obtain, the present-day progress has made ATs to be compact, lightweight, mobile, and designed to do the task efficiently. Many of the ATs such as screen readers, virtual scanning interfaces, and voice recognition have made it possible for inclusivity and growth in the technological world. The article focuses on looking beyond the one layer of access and thinking of challenges, because there are always improvements that can be done. When developing technology, one should envision application by all users, and try to implement aspects that can be beneficial for impairments and disabilities.

Bibliography

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