

COMPUTER MEDIATED ACTIVITY 2021



WHO ARE WE?

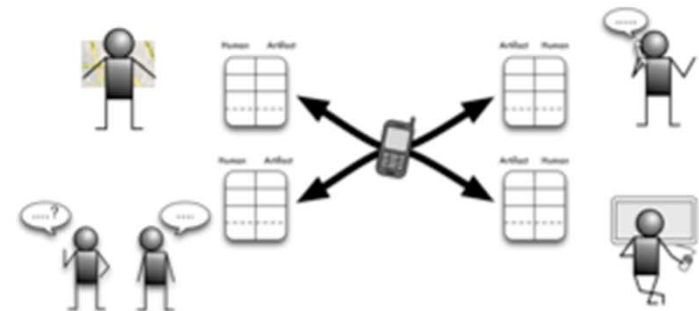
Susanne Bødker
Olav Bertelsen
Eve Hoggan
Henrik Korsgaard
Ida Larsen-Ledet



WHAT DO WE DO?

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Activity theoretical HCI
Multi-modal interaction
Community technologies
Participatory Design
Computer Supported Cooperative Work



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Keynote Paper

When Second Wave HCI meets Third Wave Challenges

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ABSTRACT

This paper surveys the current status of second generation HCI theory, faced with the challenges brought to HCI by the so-called third wave. In the third wave, the use context and application types are broadened, and intermixed, relative to the focus of the second wave on work. Technology spreads from the workplace to our homes and everyday lives and culture. Using these challenges the paper specifically addresses the topics of multiplicity, context, boundaries, experience and participation in order to discuss where second wave theory and conceptions can still be positioned to make a contribution as part of the maturing of our handling of the challenges brought on by the third wave.

Author Keywords

Multiplicity, context, boundaries, experience, participation

ACM Classification Keywords

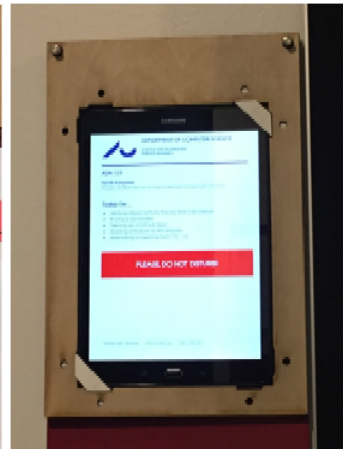
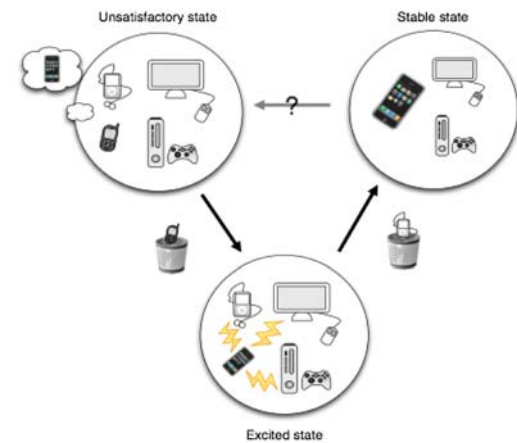
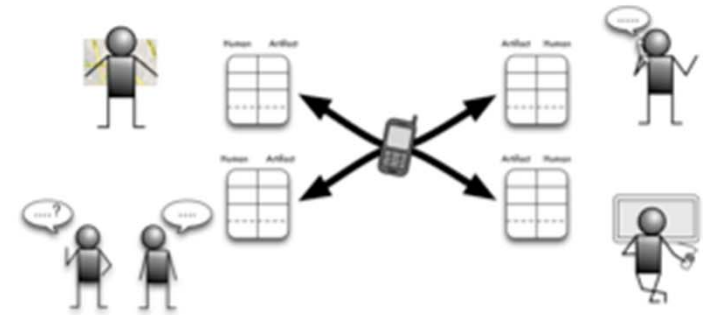
H5.m. Information interfaces and presentation (e.g., HCI): Miscellaneous.

or received. And on top, many work settings are not about individual documents but presupposes a network-oriented shared use of documents and services across physical place. Furthermore, while moving about, and e.g. working from home, we face a blurring of the boundaries between work and other parts of life, as well as an ongoing reconfiguration of work and non-work technologies. How do we deal with changing configurations of the interfaces in particular such that cross between work and non-work? How do experiences with non-work technology influence work, and how do we deal with those experiences in design of workplace technology?

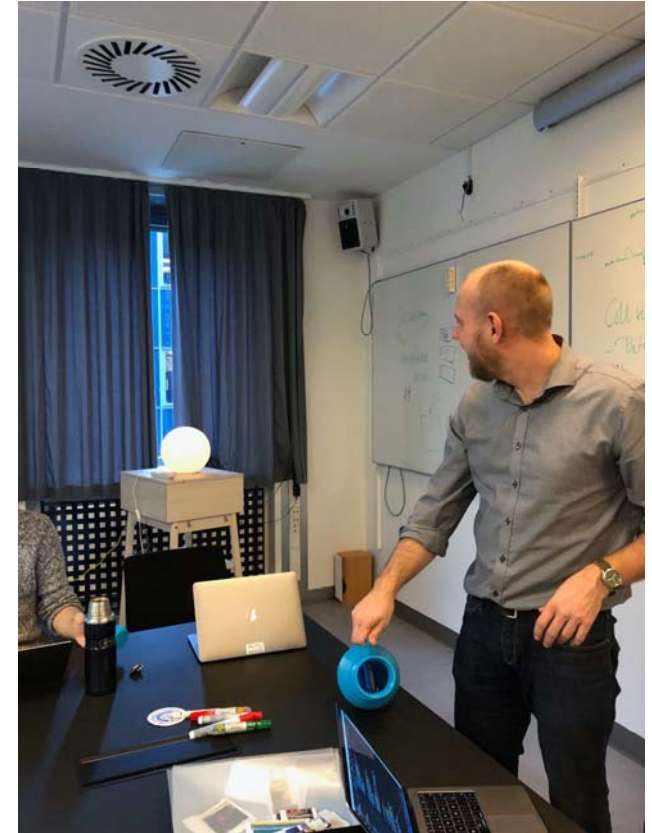
In choosing the title "When second wave HCI meets third wave challenges" I have indicated that these questions and challenges can, will, and must be addressed in the transition from the second generation HCI, that Bannon [1] identified in his "from human factors to human actors" paper, to the third generation or wave, that one might identify as a break with the second wave, theoretically and technologically¹.

MEDIATION AND ARTIFACT ECOLOGIES

Activity theoretical HCI - Concepts, dynamics, methods of analyzing and designing for, building



COMMUNITIES AND MODALITIES



PROJECTS

1. Online/physical community applying participatory design - Susanne Bødker
2. Newcomers versus experts in an online community - Susanne Bødker
3. Shared traces in collaborative virtually activities - Susanne Bødker
4. Walkthrough based interface assessment methods with context in mind - Olav Bertelsen
5. Interactive Tools for Open Data Platforms - Henrik Korgaard
6. Data Journalism – Asking Good Questions to Data? - Henrik. Korsgaard
7. I/O Ambient eInk Displays - Eve Hoggan, Henrik Korgaard
8. Wearable Physiological Sensors - Eve Hoggan
9. Multimodal We-Awareness in Remote Communication - Eve Hoggan
10. Magnetic Haptic Feedback - Eve Hoggan
11. 3D Printed Active Haptic Feedback - Eve Hoggan
12. Visualizing Collaboration - Ida Larsen-Ledet, Susanne Bødker
13. Online Activism - Ida Larsen-Ledet, Susanne Bødker

