Ubiquitous Sketching for Social Media. Cowan, et al. MobileHCI. 2011.

What are the core research questions addressed by the work?
- How to facilitate ubiquitous sketching with new technologies that enable the digitizing of paper-based input?

What motivates the work?
- Sketching holds the promise to expand and enrich the ways that people communicate with their online social communities, and ubiquity is critical
- Advent of new technologies that enable ubiquitous sketching for social media
- Absence of sketched media on social platforms relative to its ubiquity & communication advantages

How does the work understand the usage, capabilities, and limitations of paper?
- Paper has many affordances that are advantageous for ubiquitous sketching: easily grasped, folded, carried, texture provides tactile feedback
  - Generally preferred as a medium for sketched art: A well-founded practice
- Limitations of paper: difficult to re-access, edit, rearrange, share
  - Difficult to capture and convert into a digital form: Photos dependent on angle and lighting

What is the target application domain of the work?
- Sketching
- Social media use

What are some proposed extensions to paper proposed by the work?
- Enable real-time sharing of sketching on online social platforms

How are the proposed extensions implemented?
- Anoto digital pens and augmented paper
- Bluetooth enabled smartphones

What findings have been obtained from either the implementation process or an evaluation of the proposed system?
- Sketching enabled users to communicate things that they could not, or would not, express with words or photos
  - Unique affordances for visual communication that text cannot replicate
  - With their system, participants with a wide variety of practices, styles, and skills were able to leverage the unique affordances of sketching for visual communication
- The system's mobile, real-time publication mechanism enabled participants to share time-dependent information
- Ubiquitous sketching was demonstrated to stimulate conversation and social interaction, broadening participation in Facebook interactions, etc.
- Limitation with proposed system: Some difficulty syncing over slow browsers