

First assignment: Feedback reading an HCI article

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Tangible Bits: Towards Seamless Interfaces between People, Bits and Atoms

This article brings a new perspective onto current day interactions offering prototypes and ideas of new way to interact with both the digital and physical worlds. Indeed, they intend to link them with the users in an intuitive and practical manner. Making the data (bits) tangible, instead of abstract helps users to create innovative ways to communicate, develops their culture and abilities.

This novel idea of interaction makes this article very interesting. Indeed, the way we interact with machines and computers especially is far from intuitive but also outdated. Rethinking the way we navigate and edit the cyberspace is a step in the right direction, at least that's my opinion. Nevertheless, the article's systems or at least its prototypes are far from being practical. Indeed, the environment seems to inhibit fast and practical usage to emphasize on the user's ease to learn and master the system.

This seems like a good idea, providing intuitive way to interact with the system as well as an easier way to perceive information, but this also means having a very concise range of targets for any specific prototype and product. Phones and tactile screen have the same foreground task practical aspect but overcome most of the problems of those system. The background information stream is basically what we know as mobile devices' notifications but less polished, and with the article's publishing date, this makes sense.