Thoughts on Creating a Video for our Research Group

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ABSTRACT

Ever since the junior research group *Physical-Digital Affordances* was founded, members of the group were in desperate need for a nice video showcase of their projects. However, nobody ever had time to do a nice video because of urgent deadlines and a high number of online meetings. In this work, we use the added motivation of such an urgent deadline to force group members into prioritizing video creation over other everyday task. Even though we managed to complete the video in time, the problem of procrastinating it until the last minute occured. This is a behavior we could already observe with other tasks in the past.

CCS CONCEPTS

• **Human-centered computing** → *Ubiquitous and mobile computing systems and tools.*

KEYWORDS

physical-digital, affordances, video

1 INTRODUCTION

In order to create a nice video, we first have to find out which of our projects are visually pleasant enough to be presented. Malfunctioning prototypes should be avoided. Also, pure empirical studies are boring things nobody wants to see in a video. In contrast, blinking LED's are a major upside.

2 METHOD

We start our video with a cringe opening shot of the group leader. Then, we do random stuff with paper to convince viewers that it can do things digital media can not do. By showcasing some of our projects with upbeat music in the background, we try to hook
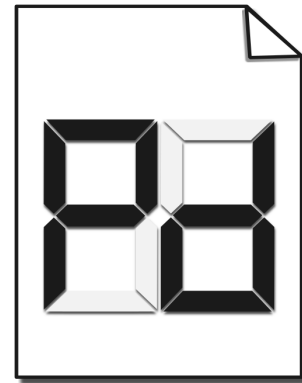
Figure 1: Logo of the PDA group. The letters 'p' (left) and 'd' (right) represent the physical (p) and digital (d) nature of affordances which are of interest for the group.

viewers to finish watching the video. We should not forget to add some contact information in the end.

Possible projects to be showcased are:

- Infrared Scanner
- ScreenshotMatcher
- Sketchable Interaction
- Interactive Tables (VIGITIA)
- DotTrack
- Latency Measurements

3 FUTURE WORK

Even though the video turned out ok, we will try to improve image quality in further iteration by aquiring more expensive video equipment.

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