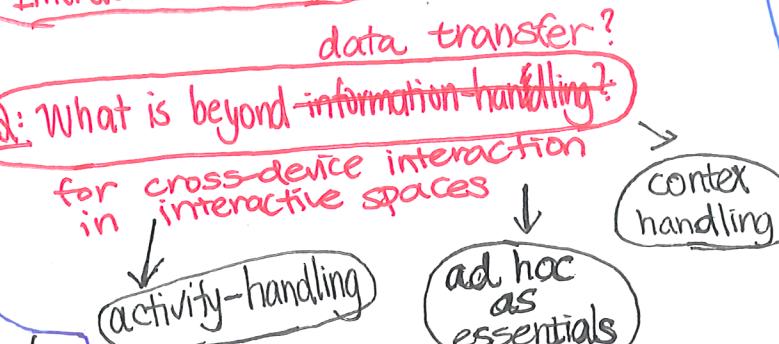


Reconfigurable Interactive Spaces

(Playground)
enabled by EagleSense!



Interaction Techniques



Q: What interaction techniques or designs could support these goals (on the left)?

... Is this thinking even correct? the best way?

Where is participatory design?

hands as projectors

- grabbing information on one device and distributing to other devices, where information could be activity or context related
- peripheral projection feedback that is immediate

flipping through pages

- of activity configurations or device configurations
- personalized or shared timeline

Stamping

- combining the digital content, activity, work, status, ... etc with non-digital objects; merging the digital and non-digital (like paper notes)

not connecting devices per se, but connecting people with the devices around him for particular activities...

connecting the dots...
smart activity-centric connection

seeing the identity of the people
their activities are more important

Applications & Domains

Typical scenarios...

- classrooms
- meeting rooms
- public installations
- museums
- home
- ad hoc spaces (tables, labs, outdoors, streets)
- hospitals
- schools
- offices

Q: What are the problems within these spaces?

Q: What about thinking about professionals, people, groups?

- teachers, professors
- students
- nurses and doctors
- friends
- people with disabilities
- patients, prisoners
- elders, parents
- children

Q: So how exactly do you opt-out of an interactive system/tracking system?

Q: Can we support them at different stages of life, struggles, and happiness?