HCIN-722 MobileHCI

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Today

- Upcoming
- Group formation
- Discussion

Coming up

- Feb 9 (next Tuesday): project proposal due
- Feb 16 (2 weeks): updated project proposal
- Feb 18
 - IRB certification due
 - 1 point of extra credit—attend Jennifer Mankoff's talk, "MakeAbilities: Revolutionizing Assistive Device Production", 11–12:15, GOL-2400
- March 1: Individual assignment 1 due

Individual assignments

- All posted on site now; due dates:
 - Mar 1 (IA1)
 - Apr 5 (IA2)
 - May 3 (IA3)
- IA1: Observation
 - Observe people in a public place for at least 2 hours
 - Note their mobile device usage, patterns
 - Write brief report

Projects

- Who's your team?
- What's your idea?

Project: how to do it

- Think of an interesting direction
- Think hard about the skills and steps needed
- Search for related work
 - Don't repeat!
 - Get inspired!
- Make a plan
 - The goal ("We will study/implement X in order to learn Y")
 - How you will get to that goal
 - Who will do what
- Write the proposal (due in 1 week!)

Possible project ideas

- Do a new study
 - Phone use with gloves
 - Long-term use of fitness trackers
 - Behavior around phone notifications
- Replicate a study
 - Oulasvirta 4 second paper
 - Reading on the go
 - Quickdraw
 - Check future work from papers you read

- Build something
 - App for eyes-free music composition
 - Mobile RSVP
 - Accessible eyes-free mobile keyboard
 - Build a wearable keyboard
 - Peripheral notification
 - Rich watch-based input, output
 - Mobile programming environment
 - Address an issue from a prior study

Chapter 2

- Do you buy it?
- Uncomfortable interactions?
- Illusions vs hands-in vs bits-out





Brief Rant

- Video: what did you think?
- Do you buy the rant?
- Why don't we have more exciting haptic interfaces?

Shoogle

- "Users... are constantly bombarded with... notifications...
 [which] can often be socially unacceptable"—still true?
- Does this interaction seem convincing?
- Why don't we have it built into our devices today?
- What other interactions can you think of?

Time's up!



Weight and Volume Changing UI

Ryuma Niiyama, Lining Yao, Hiroshi Ishii

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