HCIN-722
MobileHCI

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Today

- Project updates
  - One person from each team:
    - progress so far
    - problems you've encountered
    - what's next for your team
- Discussion

Chapter 5: Inspired by Fitness

- On-the-go interaction: how is it different?

- When do you use your device OTG?

Using while moving

Access Time	Placement	Walking	Standing
	Hip	5.377 (.947)	5.660 (1.155)
	Pocket	4.414 (.904)	4.817 (.875)
	Wrist	2.728 (.291)	2.846 (.420)

Quickdraw—measuring access time for mobile devices

| % of Total Chars		
Sitting	**Standing**	**Walking**
0.52%	0.52%	0.37%

Texting while walking—% of total correct characters

Chapter 5: Inspired by Fitness

- On-the-go interaction: how is it different?
- When do you use your device OTG?
- Non-dominant hand interaction
- Using while exercising?
- Apps giving similar experiences to exertion?
- Wearable computing & the body
- Stopping for interaction vs OTG: when, where?
- Emotion ←→ body
- Flow
- Philosophy
- Fallman design guidelines

Flow

Mihály Csíkszentmihályi
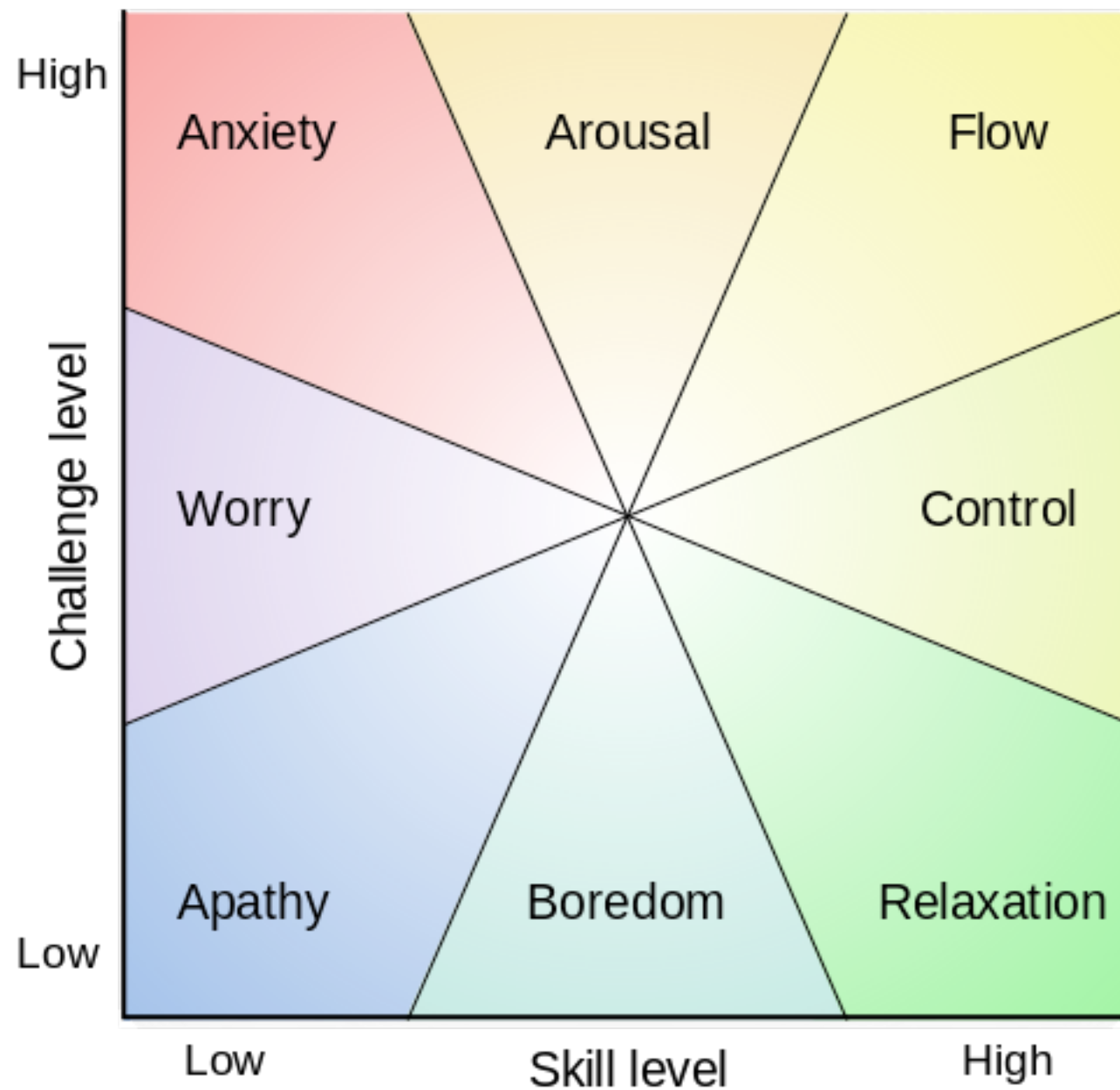
The new good

- *Things* vs *devices*
  - "Things… tend to engage mind and body, center our lives, and connect us"; example: fireplace
  - "Devices… are appealingly glamorous technologies, designed to be useful for a limited purpose. …it only provides a commodity, only one aspect of the original thing it replaces."; example: central heat
  - Key: separation between *means* and *ends*

The new good

- Human-technology relations
  - *embodiment:* receding into the background
  - *hermeneutical:* to look at and interpret
  - *alerity:* deeper relationship

Fallman's guidelines

- **What is a good user experience?**
  - experiences that cultivate the value of individual patience
  - experiences that require substantial effort
  - experiences that require a great deal of skill on the part of the user
  - experiences that find a suitable balance between patience, skill, and effort.

Fallman's guidelines

- **What user experiences are to be avoided?**
  - where a user's wishes are effortlessly granted and nothing is demanded in return
  - well as technological solutions that attempt to do things for their users
  - user experiences that might become substitutes for genuine, real-world experiences

Fallman's guidelines

- **How does one determine the success or failure of a user experience?**

  - failure: if they fail to motivate and engage the user either positively or negatively

  - success: if they bring us closer to genuine places, people, and things

Fallman's guidelines

- **Do designers have moral and ethical responsibility for what they design?**
  - When HCI starts to ask rich questions about what goes on between a user and a computer interface, then also dealing with moral and ethical issues seems unavoidable. For instance, when designing or evaluating a user interface for euthanasia assistance, then clearly traditional usability concerns do not tell the whole story; researchers and designers cannot remain morally and ethically aimless.

Coming up

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