HCIN720
Designing User Experiences for Internet-Connected Devices

Dr. Daniel Ashbrook

Today

- IA3 show & tell! 2 minutes/ea to talk about:
  - What you did
  - Why you did it
  - How you did it—especially anything extra cool or extra hard
- GP1
- Lecture & discussion about information shadows, service avatars

Show & tell

Group project 1

GP1 details

- Groups
  - Form today! Get started! (20 days to work)
  - 2 students/group unless you can convince me otherwise with a really, really good reason
  - Try to have one design-oriented person and one implementation-oriented person
  - Coordinate in #gp1 on Slack (check for absent students and include them too!)

GP1 details

- Document as you go
  - This will make it easy to get the extra credit
- Need extra hardware? Talk to me about it ASAP!

Questions?

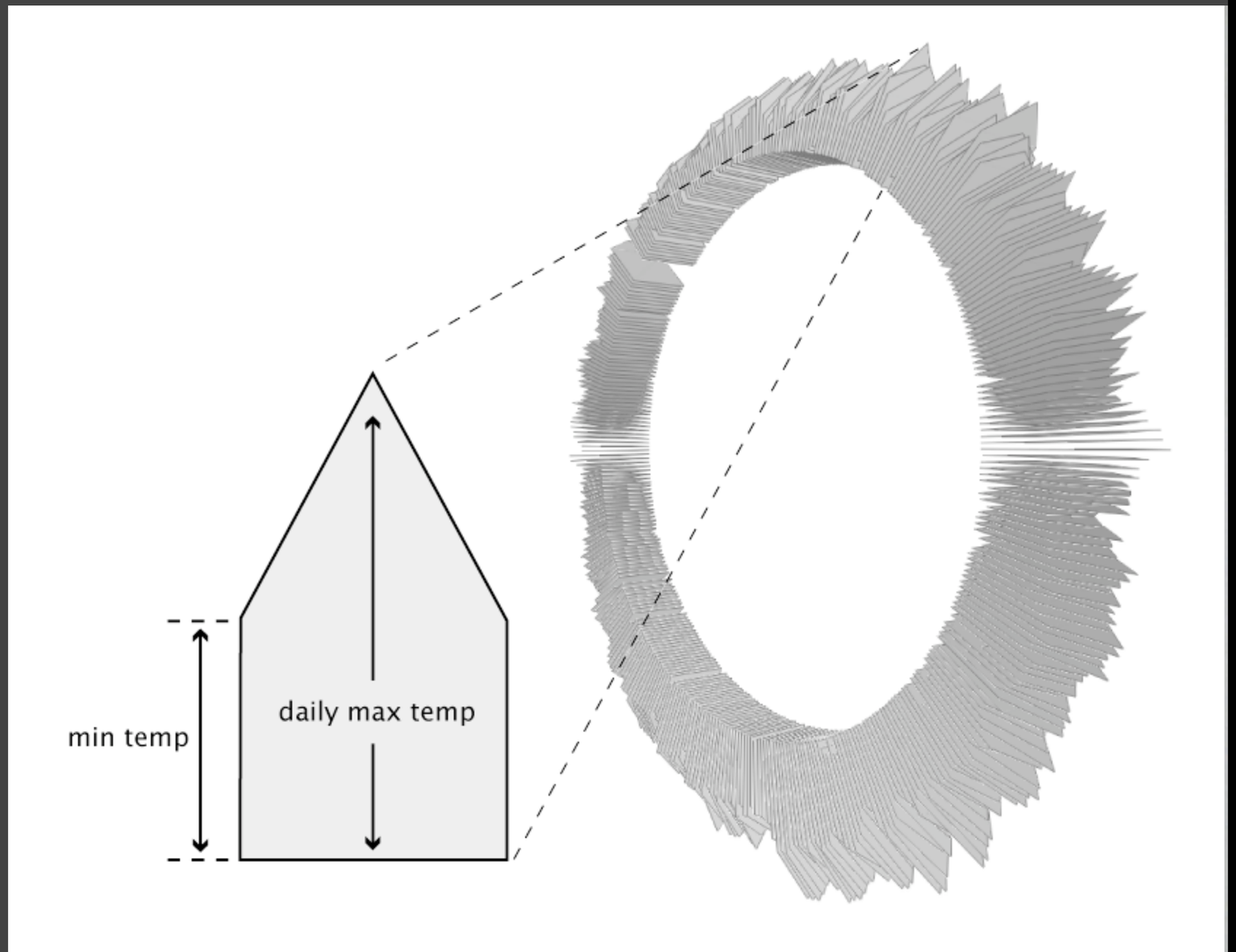
Information shadows

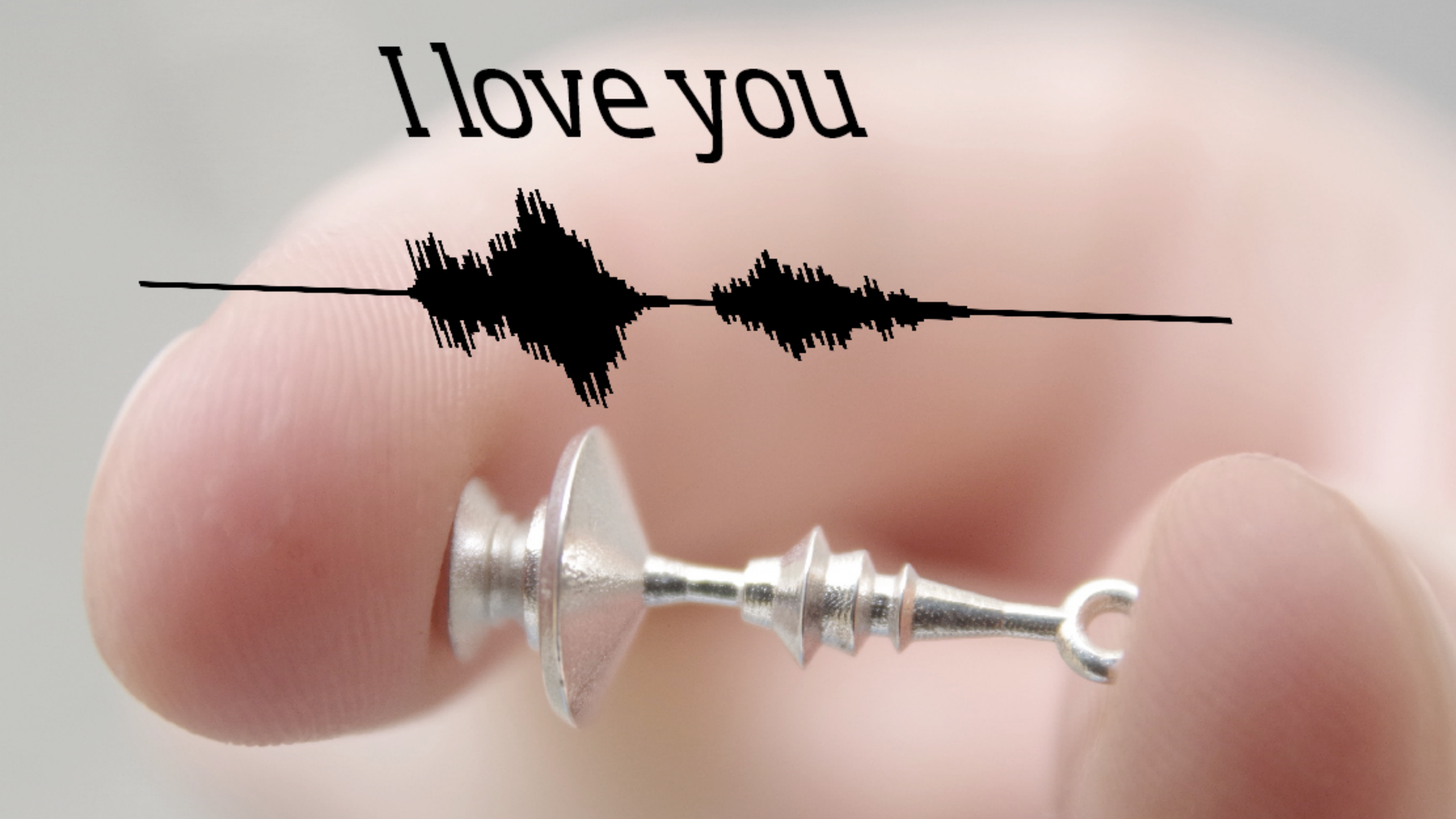
Every master goldsmith shall have a mark by himself.
King Edward III, 1363

Simplify design

Physical visualizations

Physical visualizations

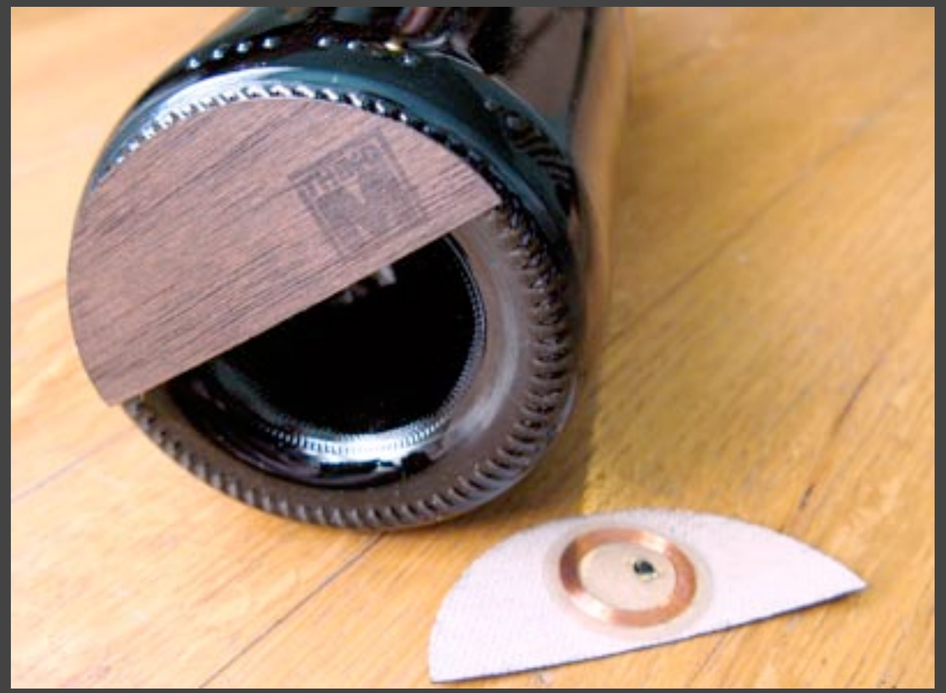



I love you

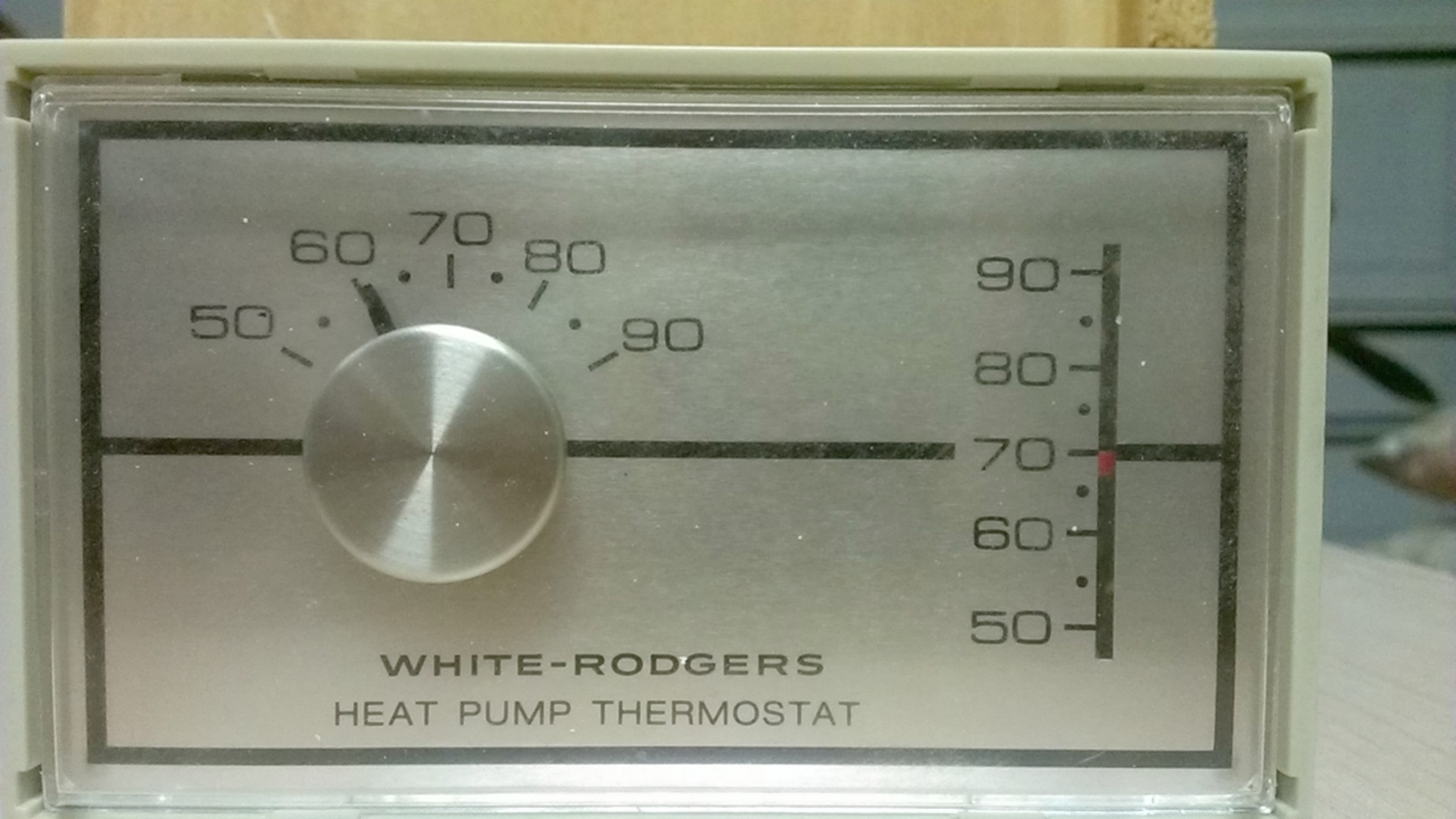
Example

2005
CA: Napa
THING M
IM
REGION
GRAPE
YEAR
PRICE
NEWS
Barbera
Cabernet Sauvignon
Canaiolo
Carmenere
Chardonnay
Corvina
Garnacha
Malvasia
Solaris Merlot 2005 (1100BDE6CB)
Whitemore Wine Co. Fancy Pants 2005 (1100A09841)
rethinks furniture as part of an everyday environment in which
VINATTIERI

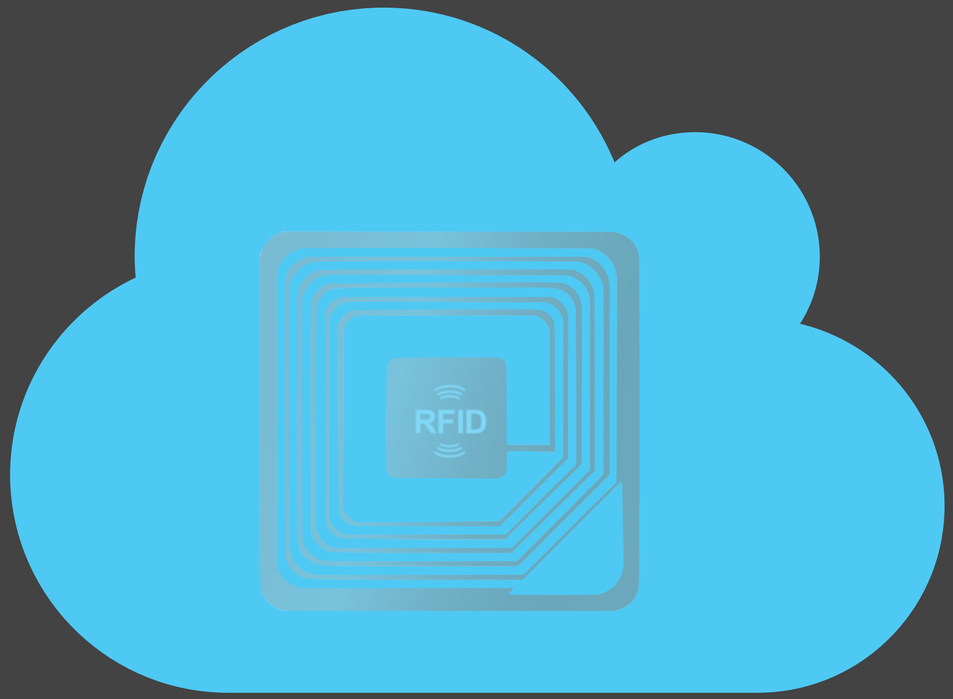
Adding shadows



Devices as service avatars


50
60
70
80
90
90
80
70
60
50
WHITE-RODGERS
HEAT PUMP THERMOSTAT

nest
72


RFID

nest
70
Auto
AWAY

3G
9:41 AM
nest
TRUCKEE, CA
30°
KATE'S HOME
68
70
LIVING ROOM
BEDROOM

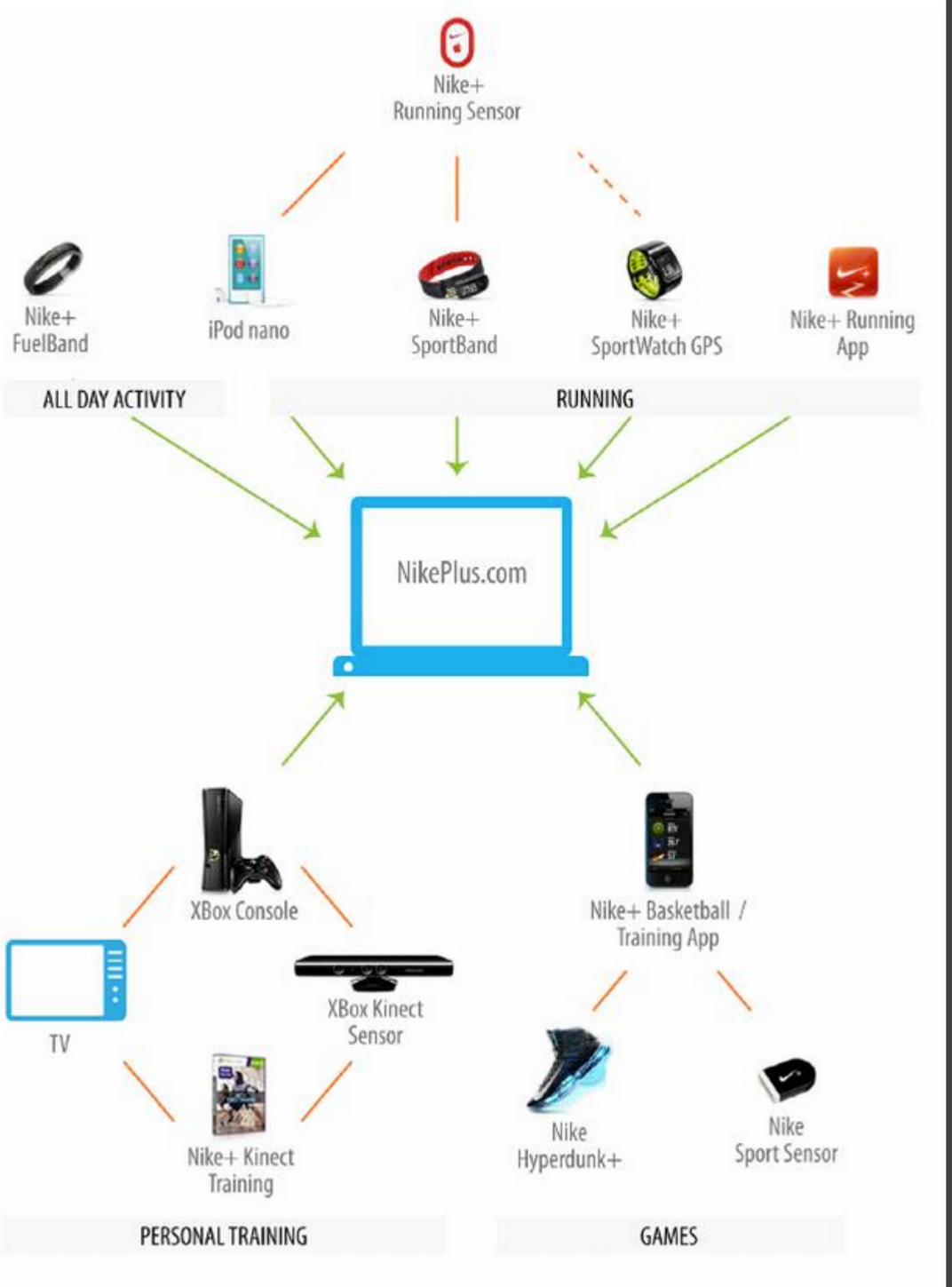
nest
TRUCKEE, CA
30°
HEATING
70
68
KATE'S HOME
LIVING ROOM
BEDROOM
ENERGY
SCHEDULE
SETTINGS
OCTOBER

Types of avatars

Porthole

Handle

Slice



From *Designing Multi-Device Experiences : An Ecosystem Approach to User Experiences across Devices*

TFW 1:54 PM 84%

class

Learning objectives

Main questions for the course

The focus of this class is on prototyping physical artifacts that are connected to the Internet: allowing things sensed about the physical world to be acted on in the cloud, and to allow things happening on the Internet to be reflected in the physical world.

understand breadth and specific examples of devices

understand history of ubicomp, calm computing, pervasive, tangible, etc

understand types of interactions with devices

understand core HCI issues with non-screen devices

understand skills needed to develop UX for

Add card

Trello 1:53

Add Card

Notifications

Due Soon

Recent Cards

Intelligent Panel
Motorized Curtain
Lighting Control Panel
Air Condition Control
Dimming Control
Glass Breaker Detector
Gas Alarm Detector
Security Sensor
Infrared Motion Sensor
TV Control
Remote Control
Emergency Panel
Central Touch Screen Control
Back Ground Music System