Smart Shelf: Project Proposal

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ABSTRACT

UPDATED—November 16, 2017. This sample paper describes the formatting requirements for SIGCHI conference proceedings, and offers recommendations on writing for the worldwide SIGCHI readership. Please review this document even if you have submitted to SIGCHI conferences before, as some format details have changed relative to previous years. Abstracts should be about 150 words and are required.

ACM Classification Keywords

H.5.m. Information Interfaces and Presentation (e.g. HCI): Miscellaneous; See http://acm.org/about/class/1998/ for the full list of ACM classifiers. This section is required.

Author Keywords

Smart Fabrication, Smart, Shelf, HCI, Physical Computing

INTRODUCTION

Today the word smart is almost everywhere. There are smart homes and smart fabrications.

MOTIVATION

PROBLEM

Title and Authors

RELATED WORK

There are several development work happened last few year in human computer interaction(HCI), home automation and embedded technology. A big set of these work is giving intelligence to rigid objects and allow human to communicate with them and vice-versa by applying noble HCI techniques. Moreover, post-WIMP devices also offer some features that can be integrate with the modern computer technology development(Ubiquitous computing). However, this post-WIMP GUI concept only applicable if there is a metaphor available in digital or analogue world. For example, searching the meaning of a word in digital dictionary(e.g:Smart phone dictionary). We want explain decent amount of successful research work that overlap at least in certain area with our Digital Shelves framework; However, there is no implementation or ground work fully overlap with our concept. A technical definition of our project is "Combining different interaction technique to innovate a device that follow the guideline of ubiquitous computing".The most related topic that already are known by HCI community are: QR code for presenting information, Automatic amount calculation, Smart Phone application for device control

QR code for presenting information

Automatic amount calculation

APPROACH

Inputs

Outputs

User Interaction

EXPECTED RESULTS

Time Plan

CONCLUSION

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