

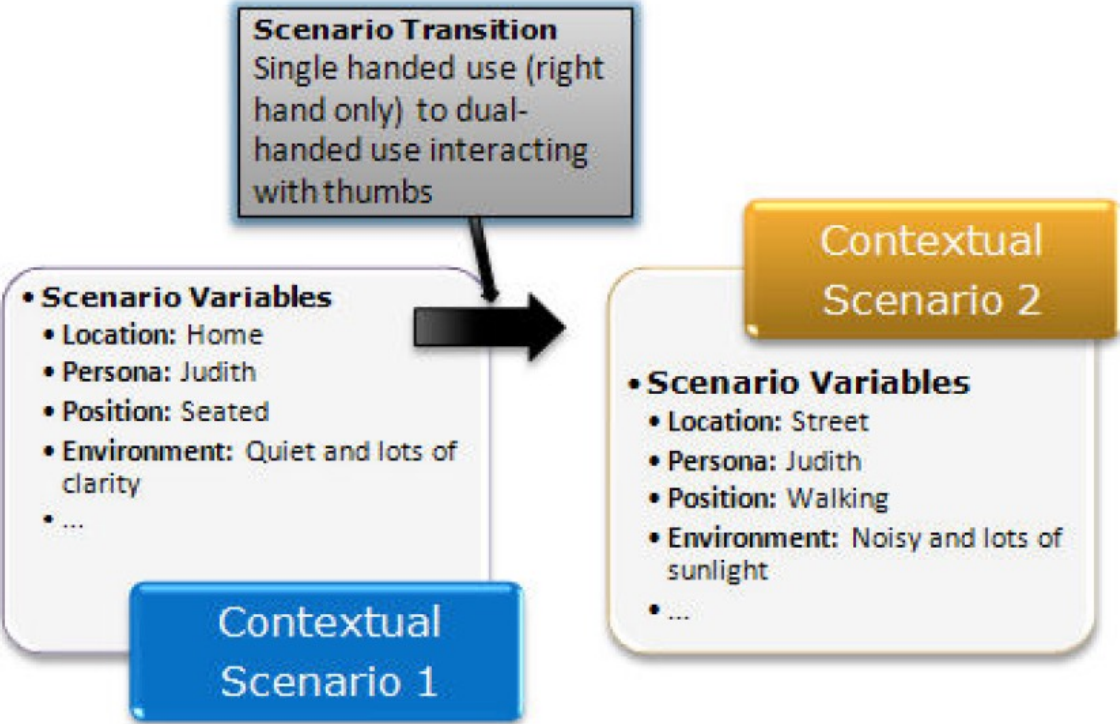
Mobile Interaction

Auditorium Exercise 8

LIVE SESSION

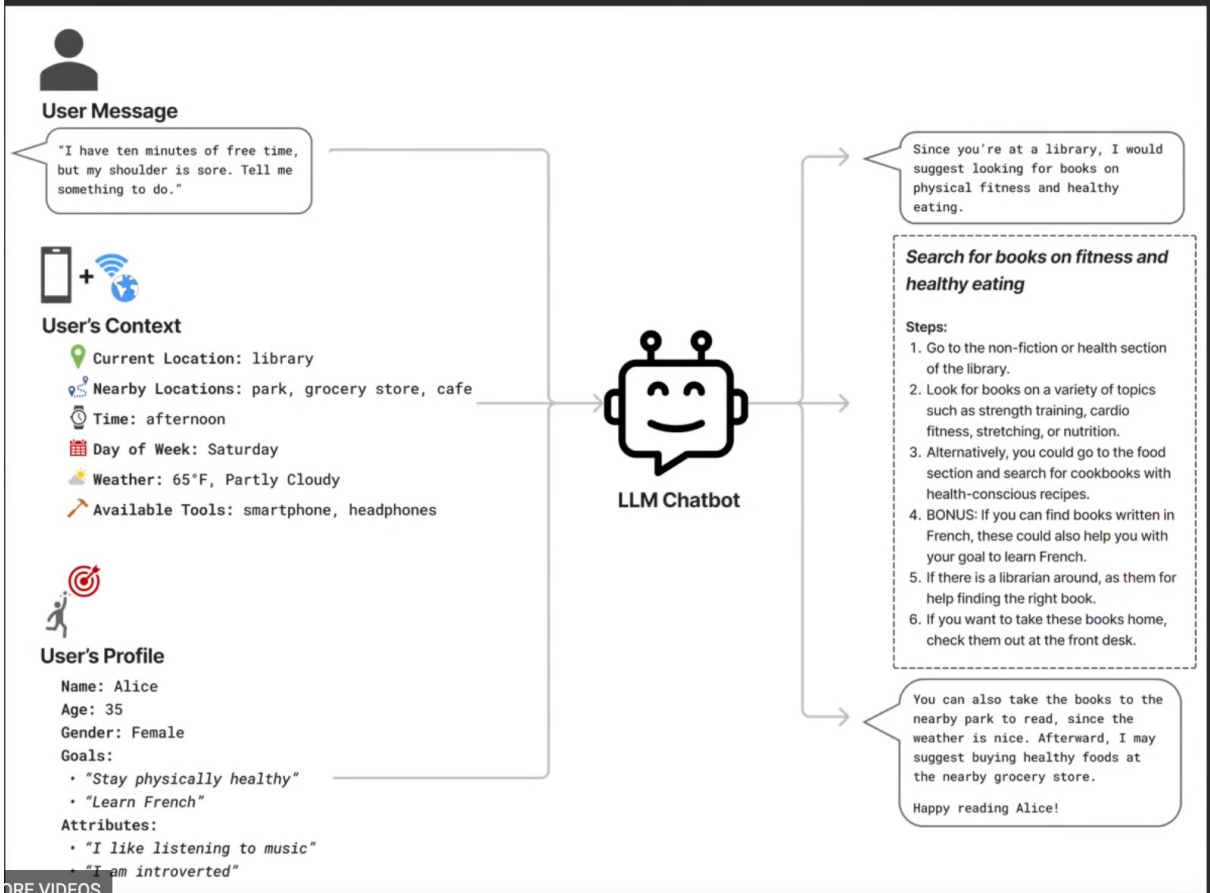
What are contextual scenarios? Why they are important?

What are contextual scenarios?



de Sa, Carrico: [Lessons from Early Stages Design of Mobile Applications](#). Mobile HCI 2008.

Why are they important?



Designing a Proactive Context-Aware AI Chatbot for People's Long-Term Goals: <https://dl.acm.org/doi/10.1145/3613905.3650912>

What is the experience sampling method?

What is the experience sampling method (ESM)?

User J
Wed, 21 Jan 2004 11:39

What kind of information do you need
at the moment?



Where is my car?

Hulkko, Mattelmäki, Virtanen, Keinonen: [Mobile Probes](#). NordiCHI 2004.

ESM in Smart Speakers



What Could Possibly Go Wrong When Interacting with Proactive Smart Speakers? A Case Study Using an ESM Application: <https://doi.org/10.1145/3491102.3517432>

Aims

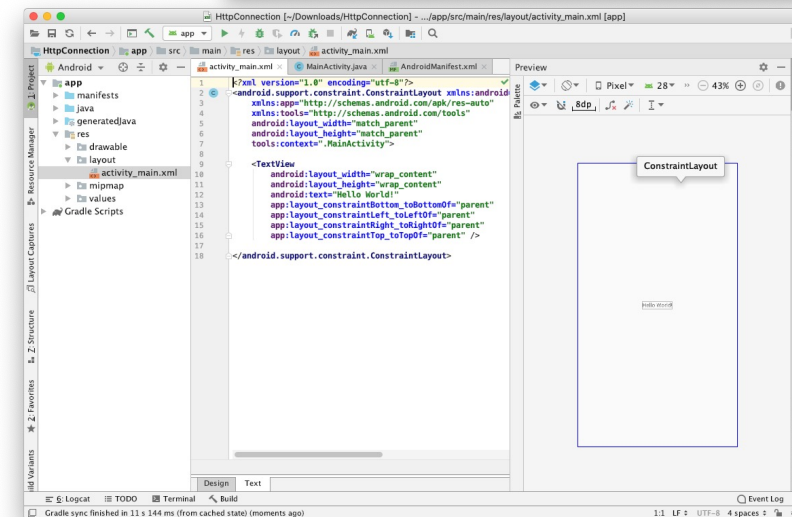
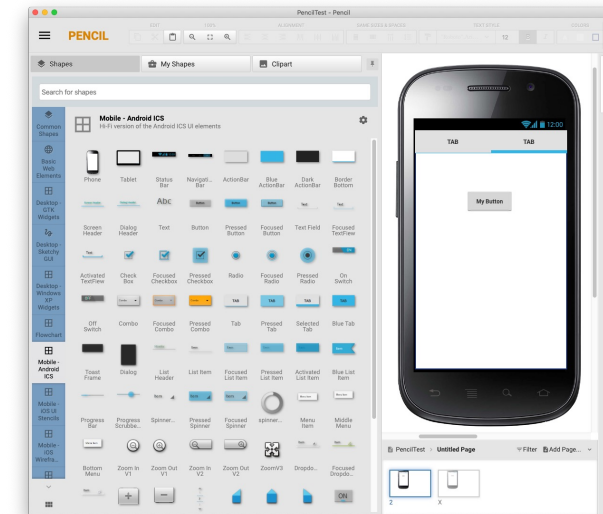
- To Evaluate proactive speaker in the field
- Investigate interaction errors in the field and quantify those errors

ESM Questions

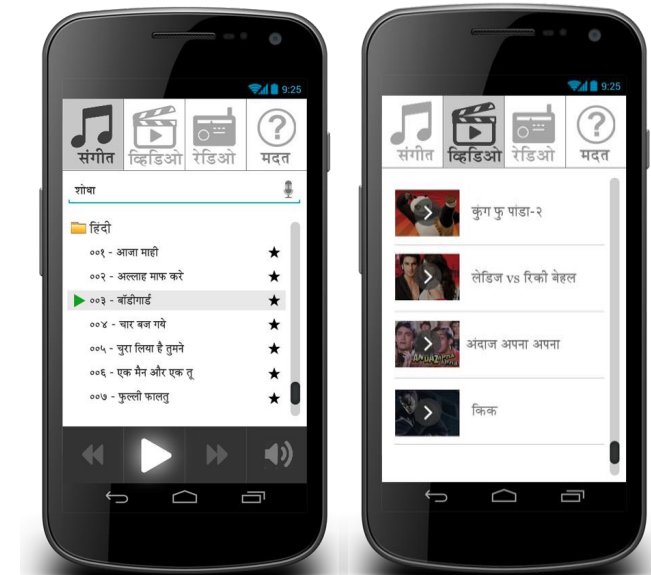
- Question 1 - Rate your availability on a scale of 1 to 5.
- Question 2 - Rate your boredom level on a scale of 1 to 5.
- Question 3 - Rate your current mood on a scale of 1 to 5.
- Question 4 - What are you currently doing?

Mockup Tools for Mobile Devices

- Graphical sketching and mobile interface builder tools
 - Pencil open source project, <http://pencil.evolus.vn>
 - Balsamic wireframe tool, <https://balsamiq.com>
- Do you see an advantage of such tools over user interface builders, like in Android Studio or Xcode?



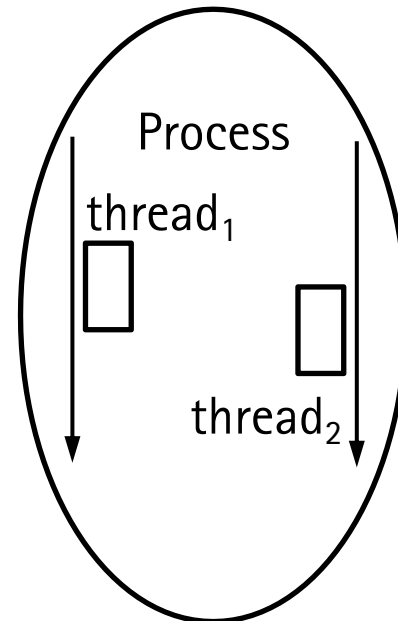
Media player prototype



[Media player for Semi-illiterate users](https://dl.acm.org/doi/10.1145/2676702.2677204),: <https://dl.acm.org/doi/10.1145/2676702.2677204>

Threads

- What are threads? Why they are needed?

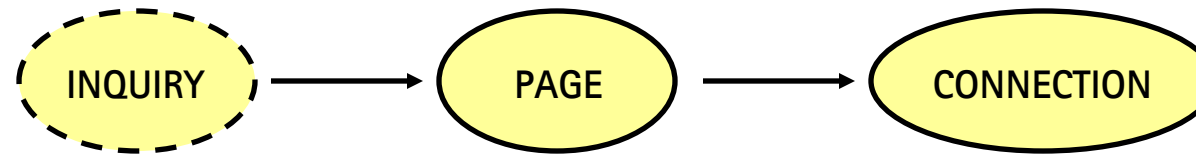


Threads

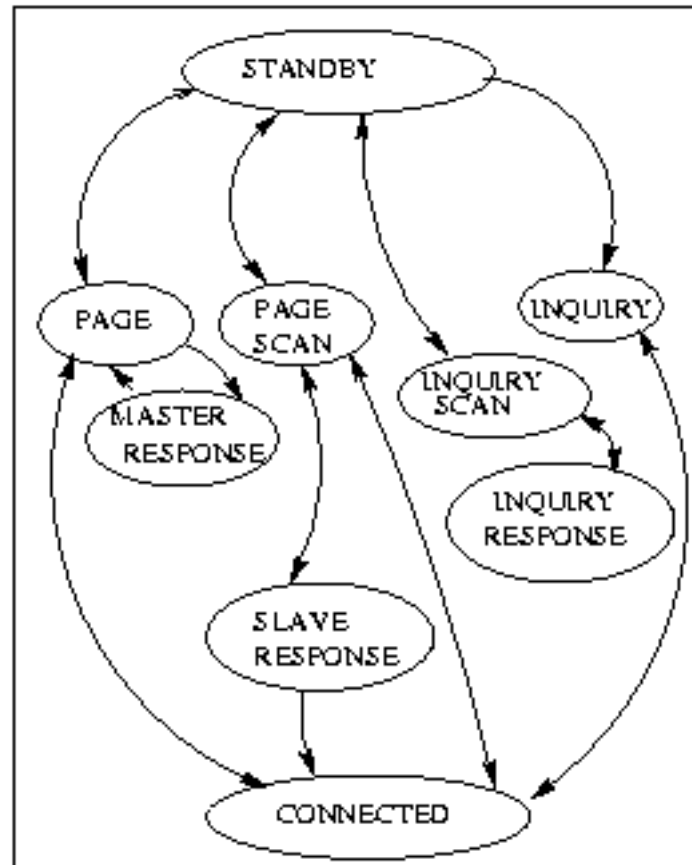
- Why should communication not be done on the UI thread?

Design goals of Bluetooth?

What does the diagram show?



What does the diagram show?



<https://courses.cs.washington.edu/courses/cse474/18wi/pdfs/lectures/BlueTooth.pdf>

ASSIGNMENT 08 PREVIEW

Exercise 1 – Contextual Scenarios

Describe two connected scenarios,

- Location and setting
- Movement and posture
- Workload, distractions, and activities
- Devices and usages
- Users and personas

Exercise 2 – Experience Sampling

- Experience Sampling Method – Paper Prototype
 - a) Pick four items from UEQ questionnaire?

English version

obstructive	o o o o o o o	supportive
complicated	o o o o o o o	easy
inefficient	o o o o o o o	efficient
confusing	o o o o o o o	clear
boring	o o o o o o o	exciting
not interesting	o o o o o o o	interesting
conventional	o o o o o o o	inventive
usual	o o o o o o o	leading edge

Exercise 2 – Experience Sampling

- Experience Sampling Method – Paper Prototype
 - a) Pick four items from UEQ questionnaire?
 - b) Name two more specific question to be asked
 - c) How often experience samples should be collected?
 - d) Which data should be sent to server? Anonymous, pseudonymous?
 - e) Draw a rough paper prototype according to the description. Include photographs of the drawn screens in your submission.

QUESTIONS?

GOOD LUCK!