

Occasioning

— In and through conversation

- Self-select to use device 123
 - Resolve confusion or disagreement in the conversation
 - Answer questions posed in conversation
 - Communicate with non-present others
 - Start a collaborative/cooperative/competitive activity such as a game
- Select other member to use device 123
 - Seek clarification
 - Ask for assistance in “getting device interaction done”
 - Orient to existing device use or ease-of-access

— Ostensibly unrelated to conversation

- Attend to device interruptions 13
 - Notifications and reminders
 - Manage alarms sounding
- Incidental check 1
 - Check after period of non-use or away from device
 - Checking for time/awaiting notifications

Sustaining

— Display attention to conversation

- Interleave device use with talk 123
 - Put down/temporarily halt device use intermittently
 - Orient to other members in between interaction with device while awaiting device responses
 - Respond to questions posed about the topic at hand or the task being completed
 - (Voice only) Perform utterances with respect to the social order and “in turn”

— Make device use accountable

- Make device use observable 12
 - Allow members to directly observe the device use (e.g. share visibility of device screen)
 - Pause device use and show device screen
 - Report errors to others if not observable
 - Provide reasonings for errors

— Collaborate with others

- Seek/receive assistance 123
 - Seeking help with searching
- Share control 123
 - Interaction is done by two or more members on one or more devices
 - Interaction is with one device under direction

Disengaging

— In and through conversation

- Need to continue using device dissipates 123
 - Disjunct topic shift in conversation and member stops using device
 - Resolution made in group to abandon use
 - Other member completes task using another device

— Satisfy purpose of device use

- Complete task with the device 123
 - Solitary task (e.g. message sent) completed by user
 - Task that is being completed by one or more people ‘naturally’ comes to an end (e.g. a game)
- Information is shared and discussed 123
 - Device is used to share information and ends after conversation changes

— Ostensibly unrelated to conversation and device use

- End device use due to other factor 1
 - External factors (e.g. in the setting)