

In 1991...



World Wide Web



HTML website



16-bit game

Ubiquitous Computing

[yoo-bik-wi-tuhs kuhm-pyoo-ting]

*“Technology that weaves itself
into the **fabric** of everyday life
until it is indistinguishable from it.”*

Virtual reality

VS

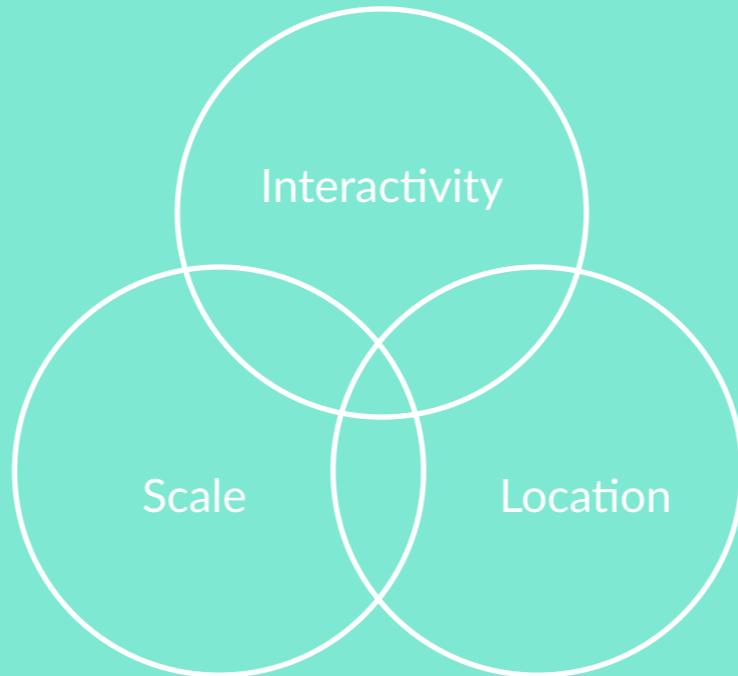
Embodied Virtuality

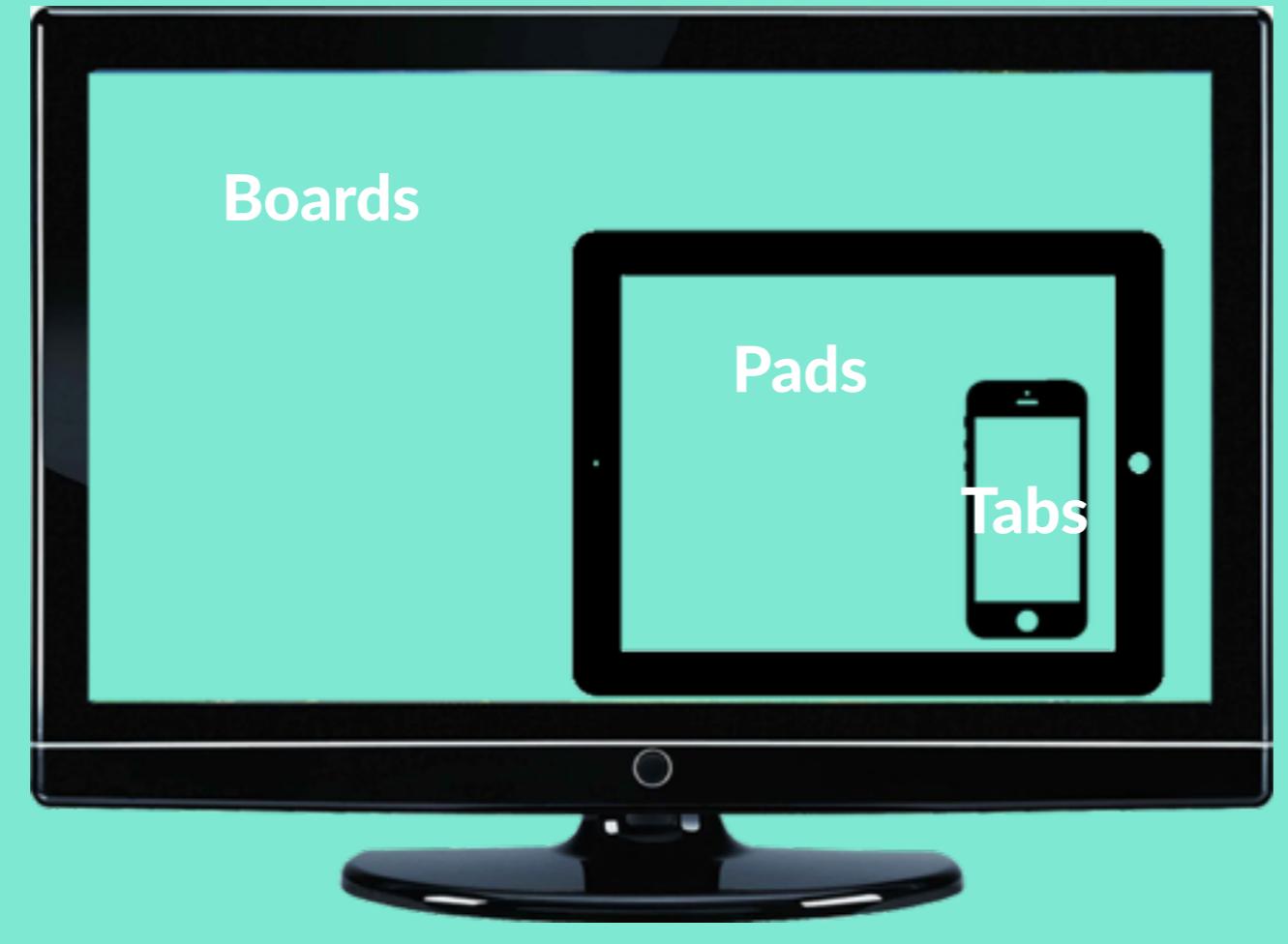




"Computers only 'vanish' into the background when humans learn something so well that they cease to be aware of it."

UbiComp Concerns...

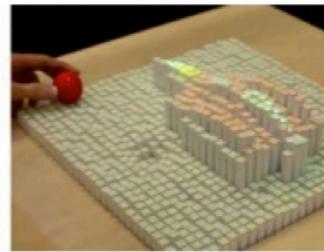
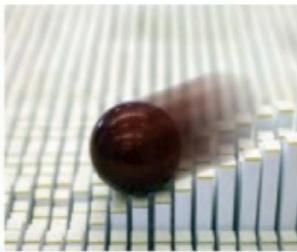
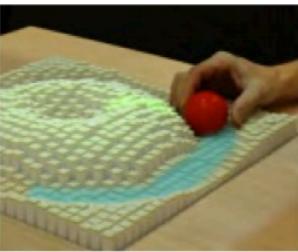
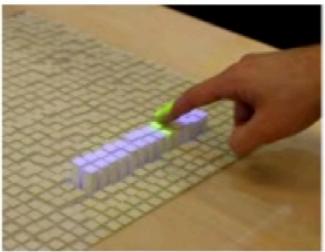




Weiner's challenges...

privacy display
capacity isolation range
comm collaboration effectiveness
modularity protocol feasibility association
better network location OS
Design

Dynamic Affordances...



...with inFORM

Dimensions of inFORM functionality:

1
Facilitate
Dynamic
affordances

2
Restrict
Dynamic
constraints

3
Manipulate
Physical shape
change

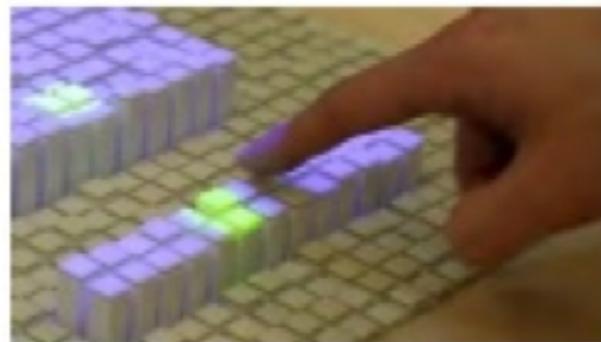
Affordance



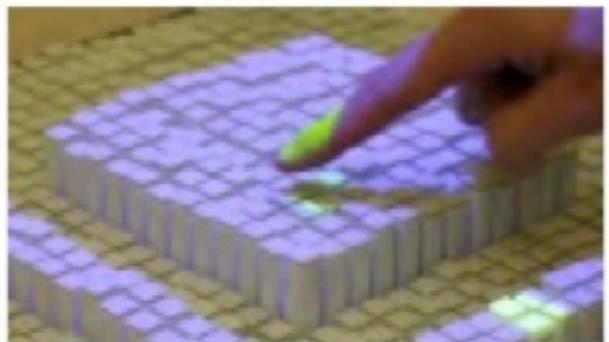
Facilitate



(a) Button



(b) 1D Touch Track



(c) 2D Touch Surface



(d) Handle

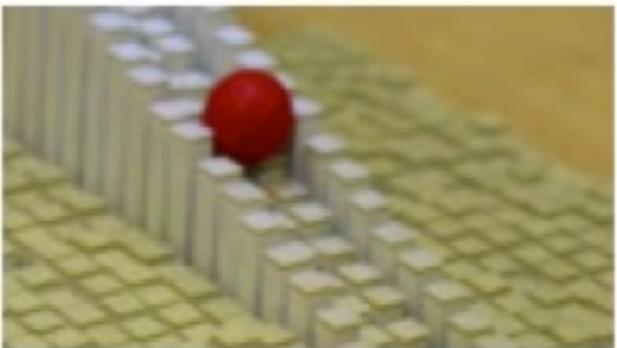
Restrict



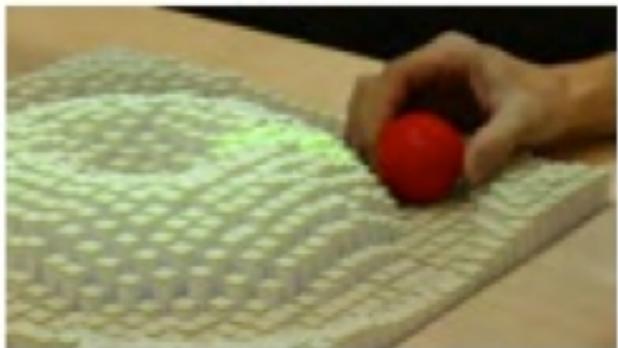
(a) Well



(b) Slot

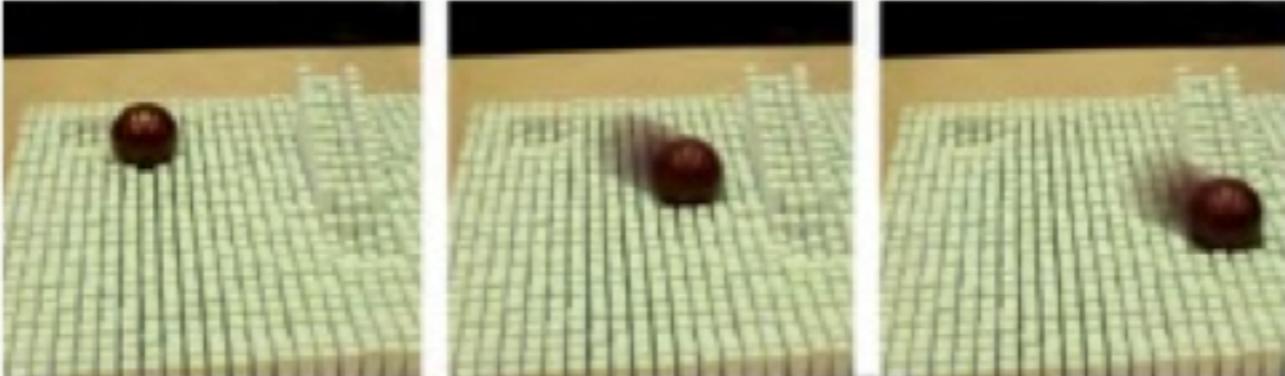


(c) Ramp

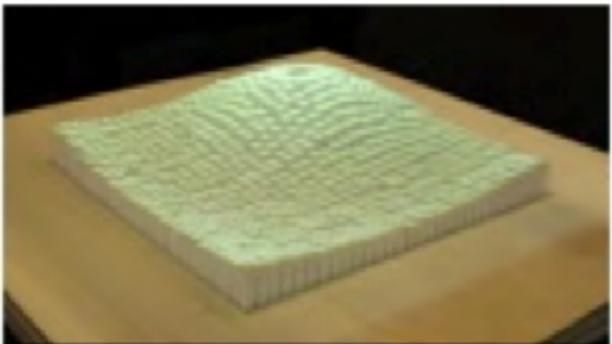


(d) Surface

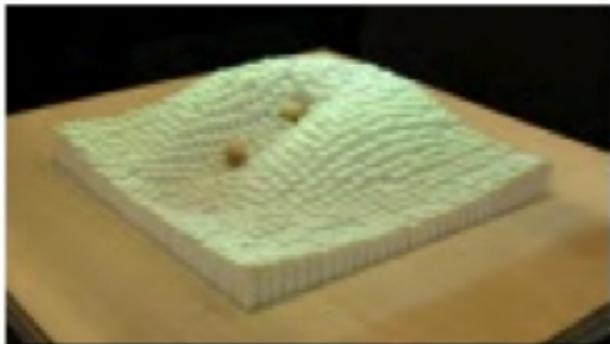
Manipulate



Applications + Future work



(a) Idle state



(b) New message marble arriving



(c) New messages in well



(d) Moving marble to play well

Discussion Questions

How is reality different from expectations in 1991?

Does ubiquitous computing actually improve human interconnectedness?

If so, how exactly?

Are there physical things or experiences that ubiquitous computing would never replace?

If so, what?

Why is it important to study HCI in the context of
ubiquitous computing?

Insert more questions here?