Tangible and social media

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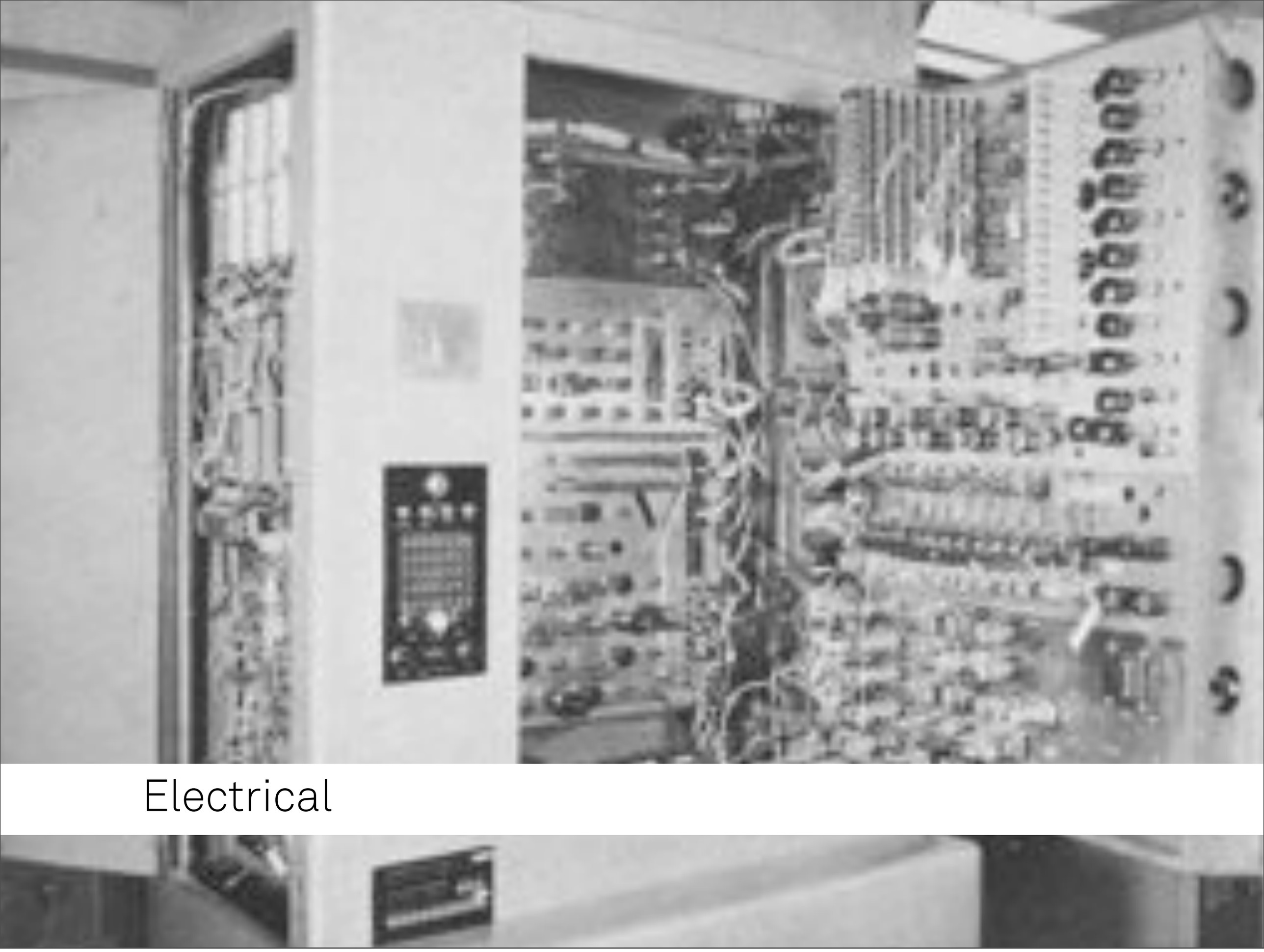
Mobile social software



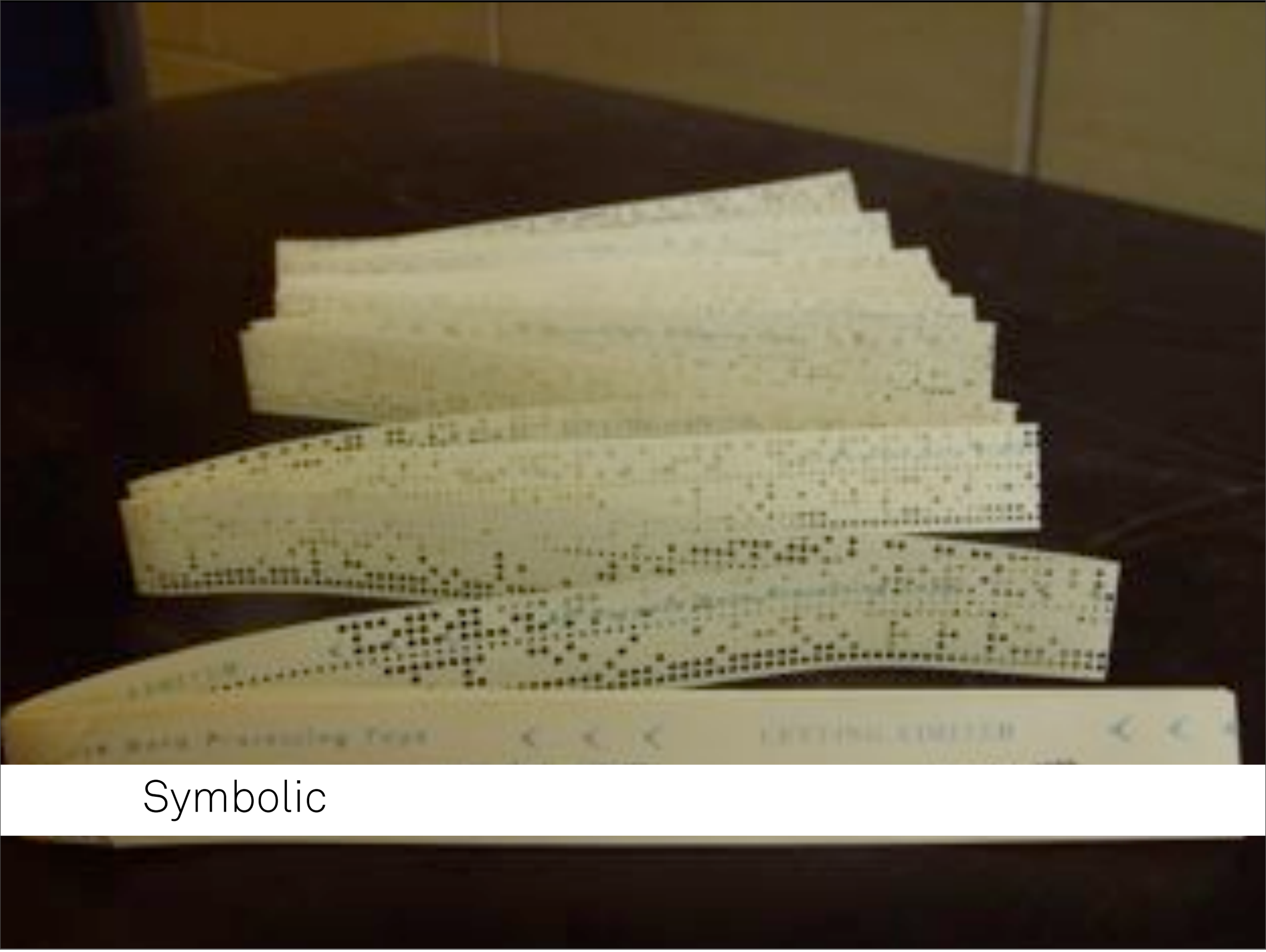
Electrical

A quick history of human-computer interaction.

There is a researcher called Paul Dourish that has put together a nice structure that helps us to place ourselves in the recent developments in computing.

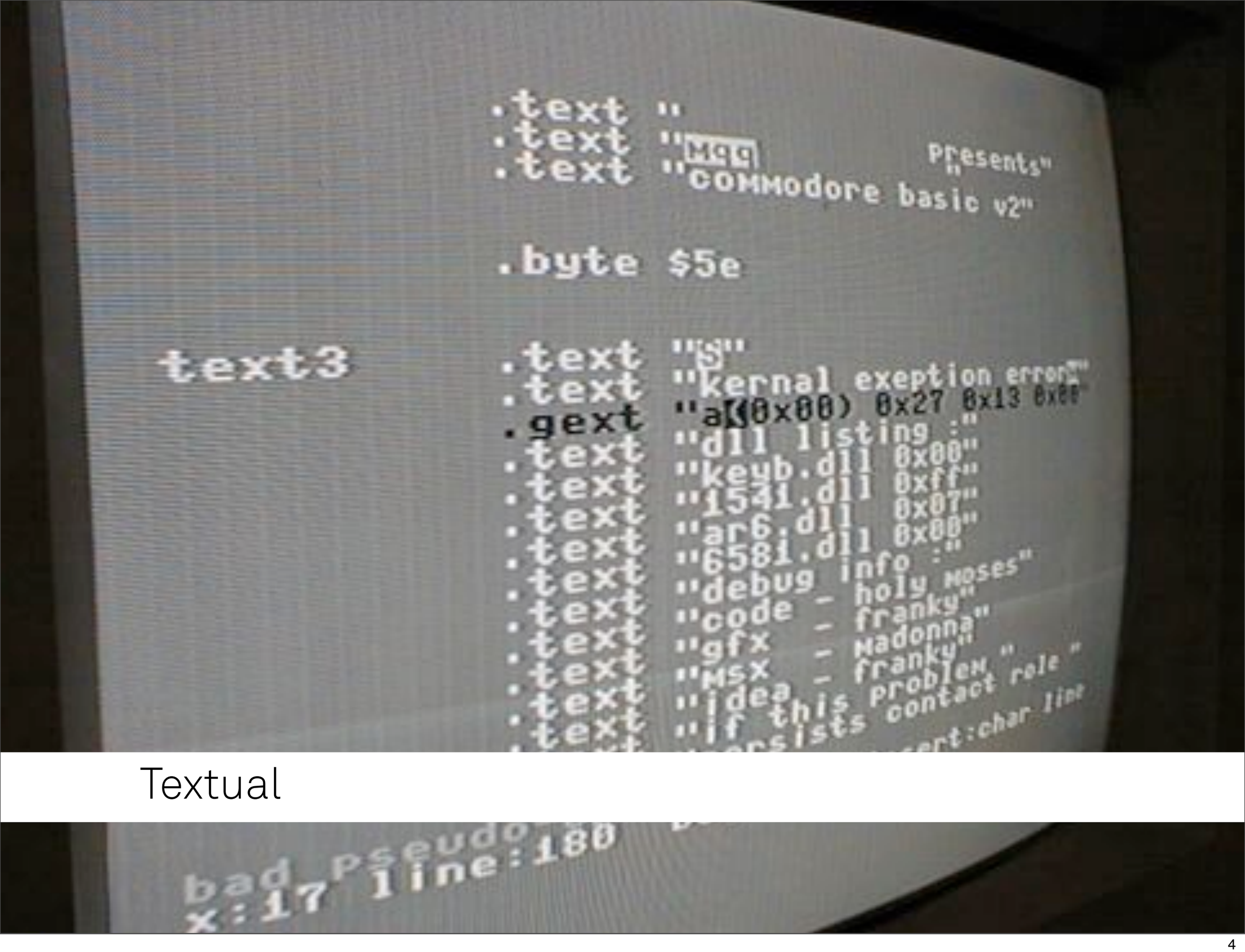
- electrical: required a thorough understanding of electrical design

Computers weren't very conversational



Symbolic

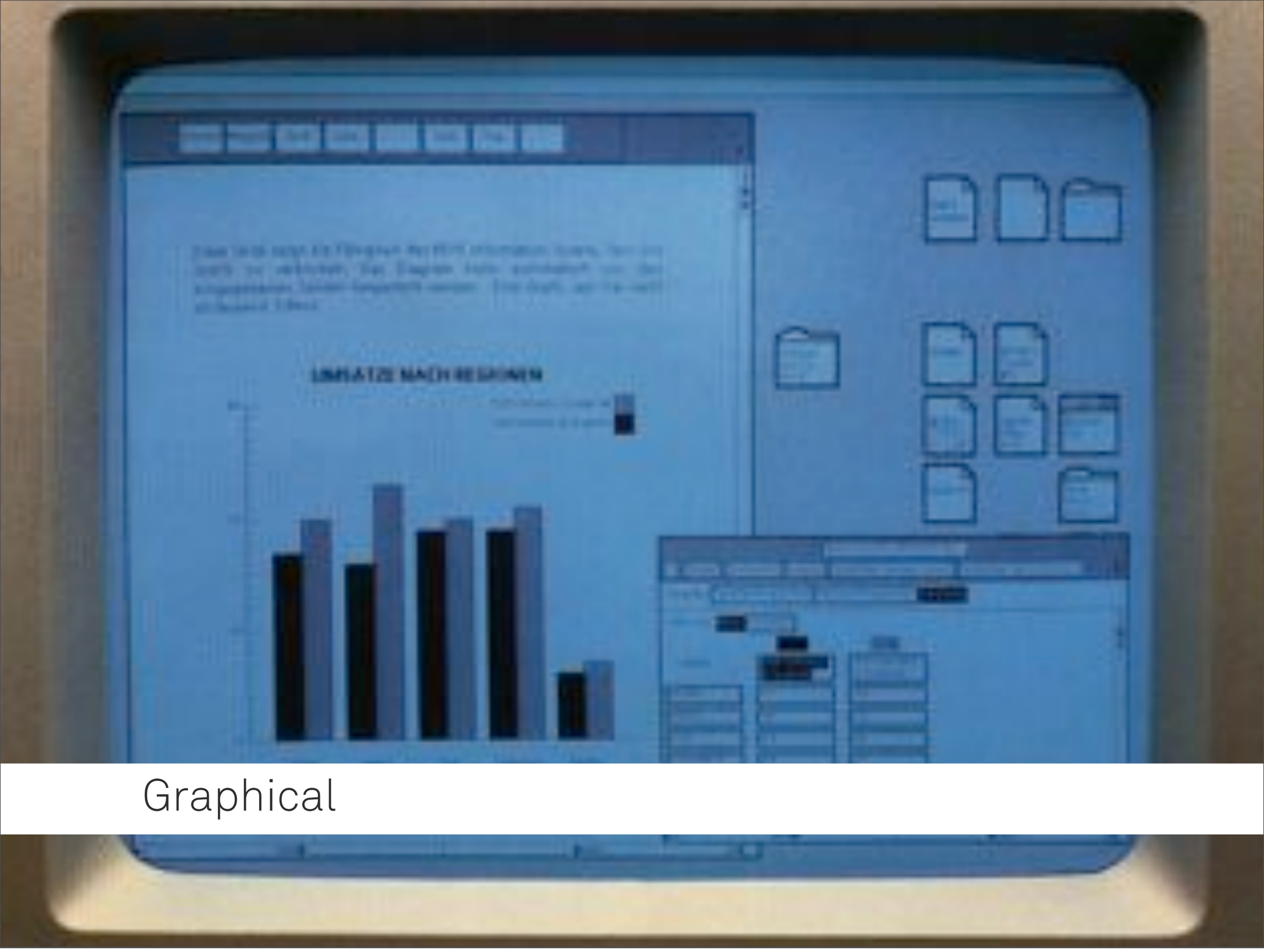
- symbolic: required a thorough understanding of the manipulation of abstract languages



Textual

- textual: text dialogue with the computer: set the standards of interaction we still we live with today

At each stage of development, Dourish argues that the interactions make more use of human skills and abilities.



Graphical

- graphic: graphical dialogue with the computer, using our spatial skills, pattern recognition, and motion memory with a mouse and keyboard

- Electrical
- Symbolic
- Textual
- Graphical
- ?

And we have become stuck in this model, Interaction has remained largely the same: desk, screen, mouse, etc.. What next?

- Electrical
- Symbolic
- Textual
- Graphical
- Tangible and social

Tangible and social

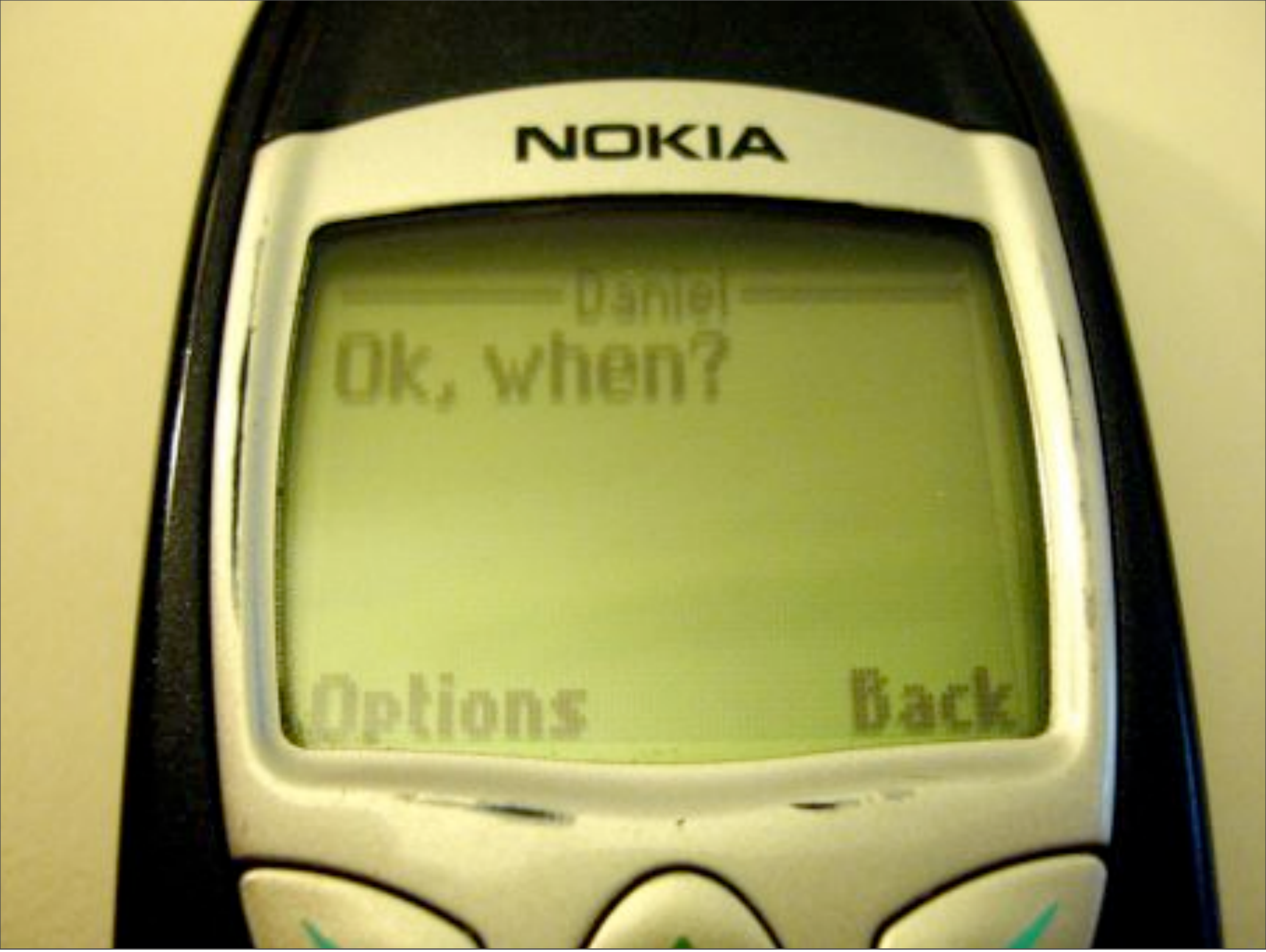
• Tangible: physical: having substance or material existence; perceptible to the senses
• Social: human and collaborative abilities, or 'software that's better because there are people in it' (Definition from Matt Jones and Matt Webb)

Just one example of tangible interaction: The first area that has shown the greatest potential of tangible and social computing is gaming and play

Nintendo DS and Nintendo Wii introduced many tangible and social elements into gaming.

The DS features a touch screen and a microphone, that Nintendo managed to get a lot out of (games feature blowing and shouting)

The Wii tracks motion in time and space, allowing for a whole range of new games to be built (and anyone who plays it will attest to the fact that it's much less fun to play alone, showing the interrelatedness of the social and the tangible)

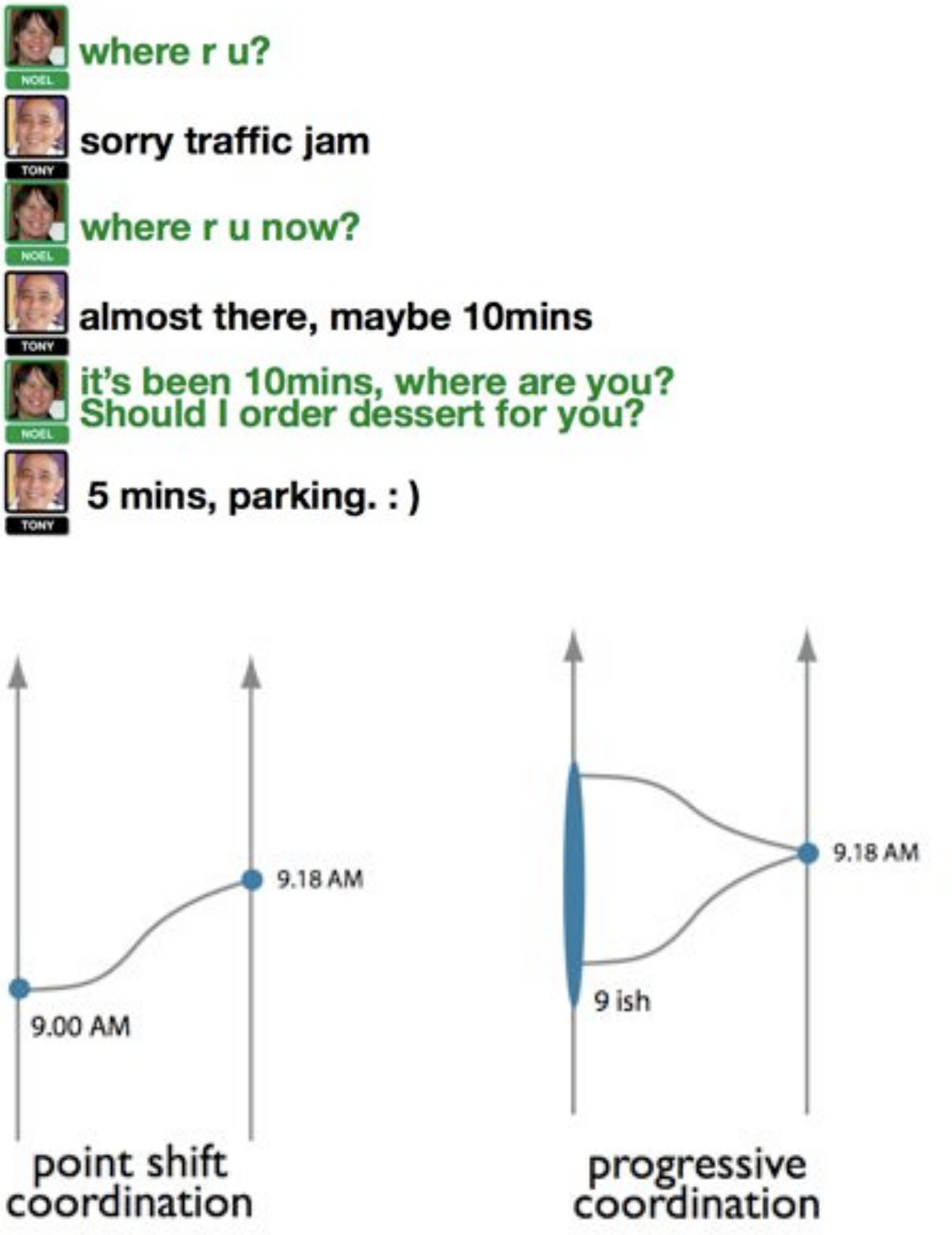


But I want to look a at ways in which mobile services have re-configured our sense of time and space.

SMS is an example of a very simple infrastructure that has been adopted in ways that were rarely designed.

In 2000 we designed one of the first mobile social software platforms called mamjam. It used location data to find people close to you.

The design of the system was complex: creating group interactions and matching via state-less messages is not easy. Having to reduce the options down to a bare minimum for a rewarding experience.



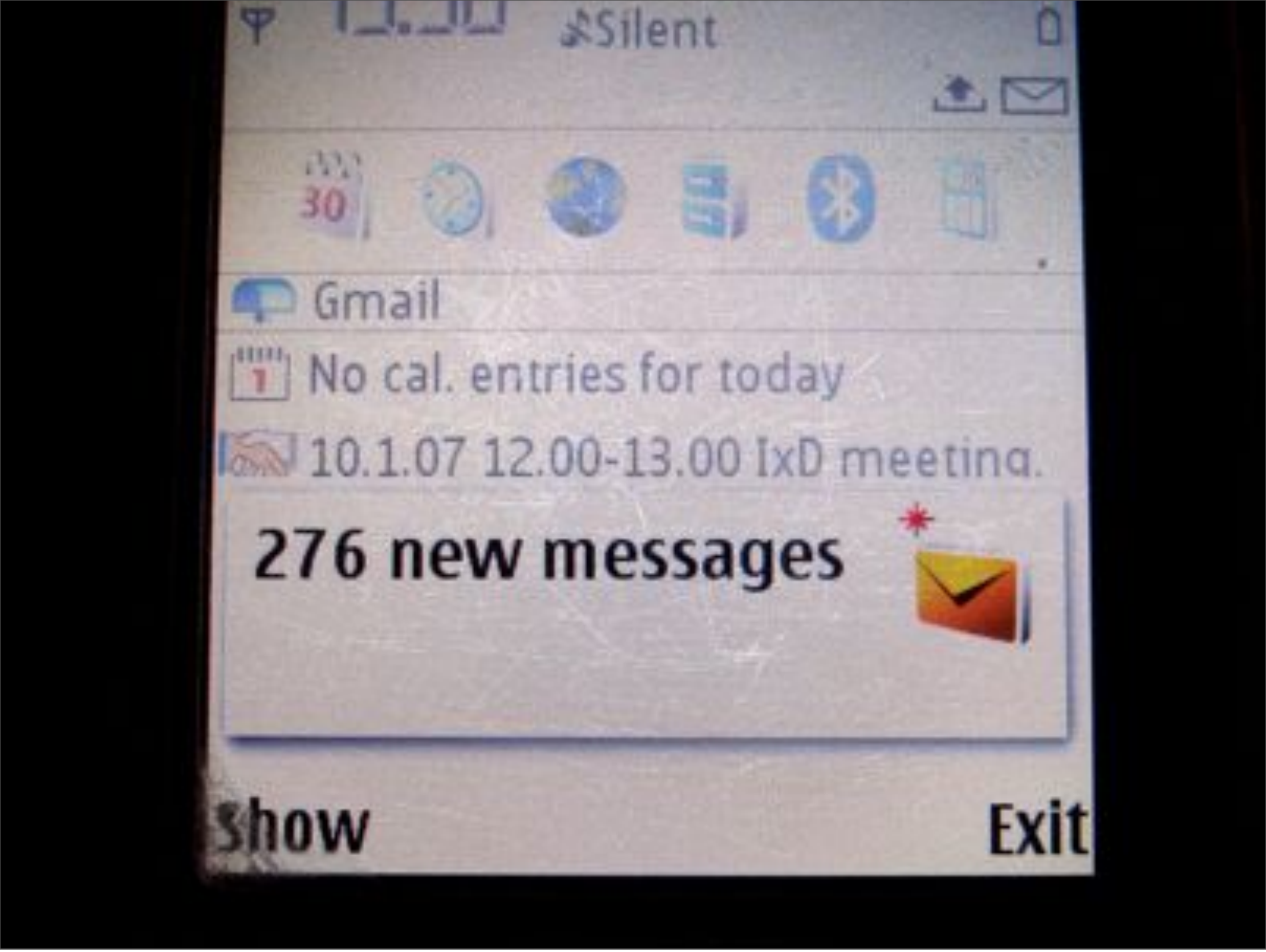
A project at IVREA called fluidtime looked at the behaviours around SMS and designed services that built upon our changed concept of time.

The most interesting part was the analysis of the ways in which time changes with progressive, lightweight communications.

Eating almonds.

06:38 AM November 30, 2006 from web

Twitter is a new social software service that simply asks “what are you doing?”. It shares presence activity with your friends...



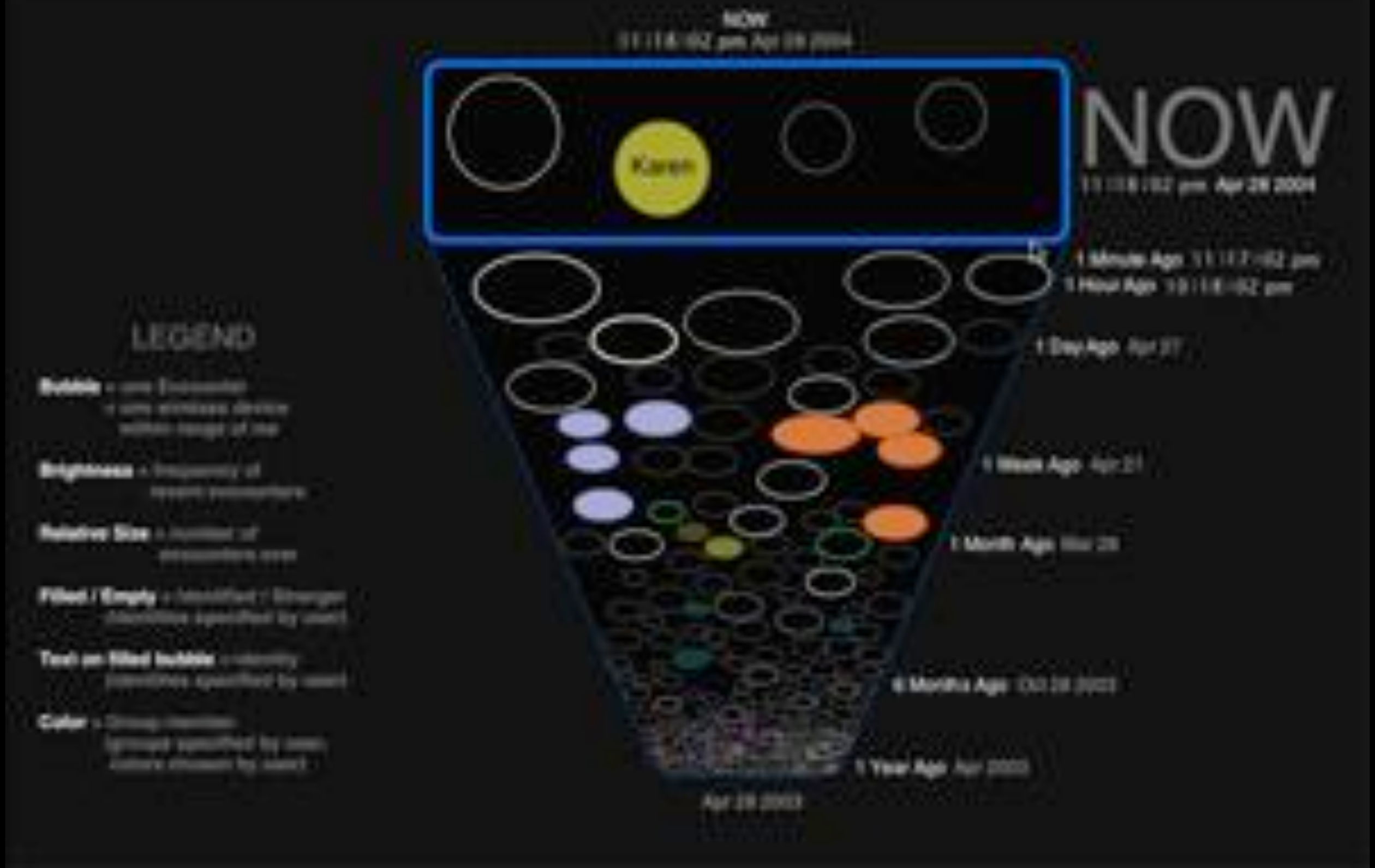
It’s a lightweight, simple service that leads to spontaneous meetups and gatherings amongst friends.

But it’s also a technical accident, ending up with situations like this where the technology is totally wrong for the interaction.

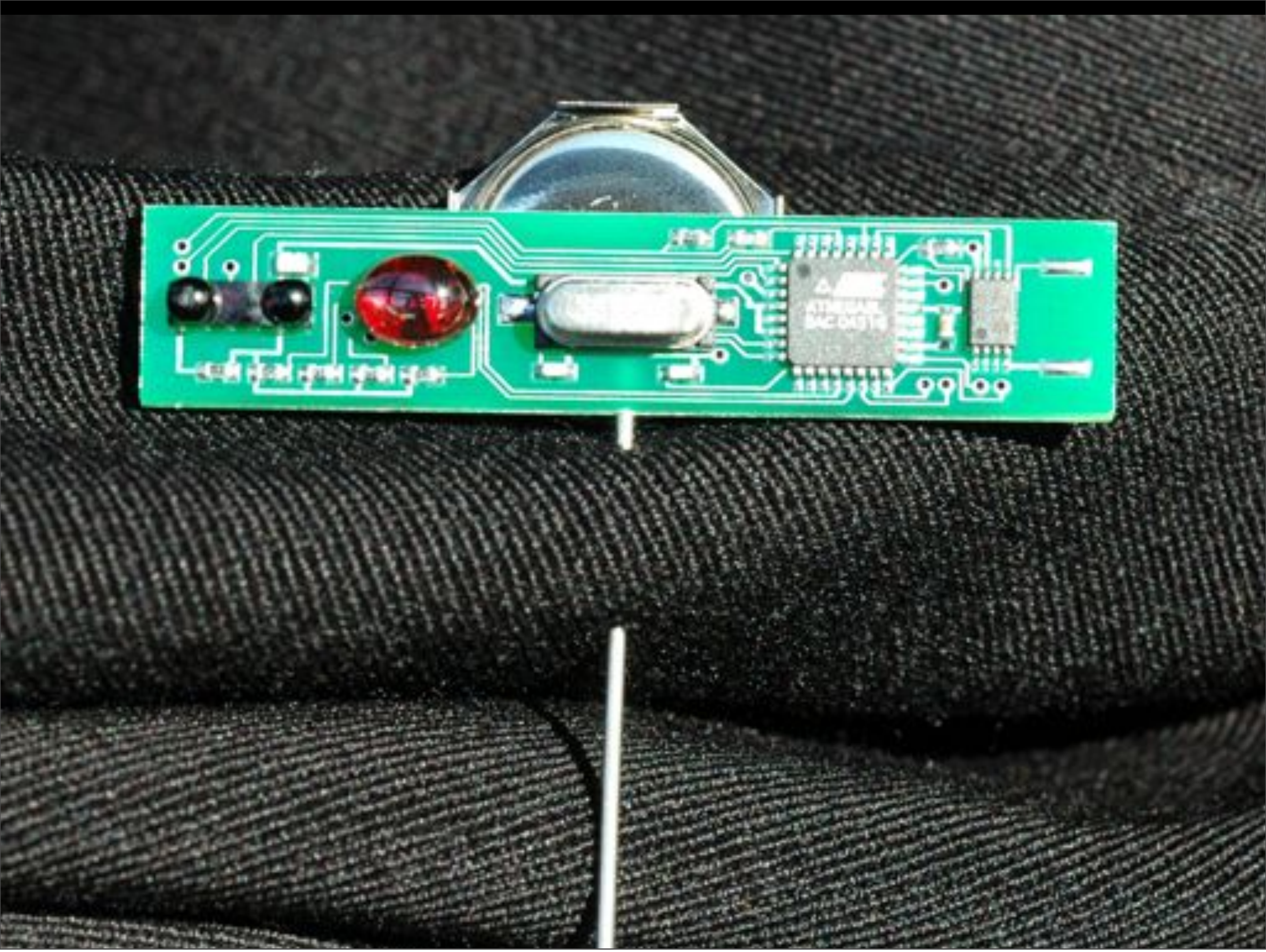
More in the research direction.
There are a few projects now that deal with a sense of place.

Familiar Strangers is now quite an old project by Eric Paulos and Liz Goodman for Intel.

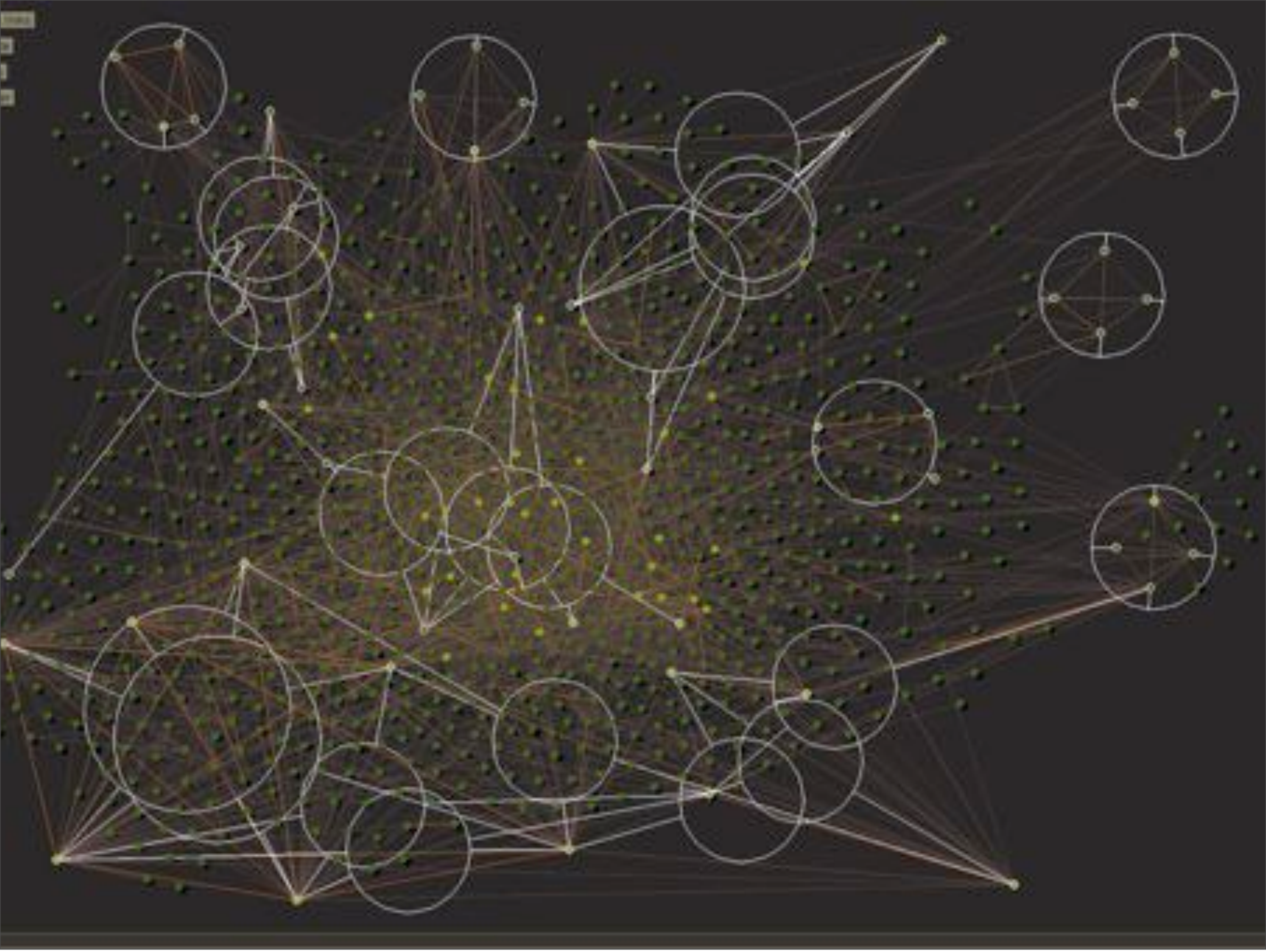
Uses Bluetooth to anonymously remember the people around you. It builds up an ambient picture of a city that otherwise wouldn’t be visible



Encounter Bubbles



Trace Encounters



Trace Encounters

Trace Encounters

Traces of Fire

Traces of fire

Nokia wave-messaging: puts information back into space, and creates social and performative opportunities (photo thanks to Matt Webb)