cs465

principles of user interface design, implementation and evaluation

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1. Social Visualization
   
a few examples

2. Objects, Spaces
   
examples
4 a.m.
Social Network Fragments (SNF) — boyd & Potter
Visiphone

Karrie Karahalios & Fernanda Viegas,
Spring 1999
Scale and Form
Interaction and Wearability
Baby Name Wizard’s Name Voyager
Martin Wattenberg
- Interfaces for ‘space’
- Series of Projects
- Discussion
- Objects: the chair
- The Wall
- Social Structure
- The Space
The Bench

Fiona Raby and Anthony Dunne

“...two cold steel benches located in different cities, When somebody sits on one of them, a corresponding position on the other bench warms up opening up a sound channel.... At the other location, by feeling the bench for 'body heat', a person can decide to make contact by sitting on the warm part, or open their own channel by sitting nearby. Initially the sound channel is distorted, but as the bench slowly warms up, the channel clears, providing a moment to discretely slide away if you change your mind. “

Dunne and Raby
Fields and Thresholds...Doors 2
Todd Machover

Sensor Chair

Joe Paradiso

Magic Carpet

The Laser Wall
Wendy Jacobs

Chair that ‘hugs’
Krueger
Urp
Tables

Toshio Iwaii
Sensetable

IP Network Design Workbench
Tony Dunne / Fiona Raby
Placebo Furniture
Drift Table

Electronic Furniture for the Curious Home
Ping Pong Plus

Photos: Webb Chappell
Spaces

Ambient Room / Fixtures
www.billviola.com
Objects

Aibo

Features - front

- Stereo Microphone
- IEEE 802.11b Wireless LAN
- Acceleration Sensor
- Vibration Sensor
- Wireless on/off Switch
- Volume Switch
- Paw Sensors
- 64 Chords MIDI Sound
- Edge Detection Sensor
- 350K-pixel Image Sensor
- Distance Sensor
- Illume-Face LED panel
Wobble Lamp
Answering machine
LumiTouch
Natalie Jeremijenko
http://cat.nyu.edu/natalie/projectdatabase/
Paul Sermon
Telematic Dreaming
Kelly Dobson
Blendie
- Meta-Walls
- Examples
EDISON'S TELEPHONOSCOPE (TRANSmits LIGHT AS WELL AS SOUND).

(Every evening, before going to bed, Peter and Maryfamilies set up an electric camera-box over their bedroom mantelpiece, and gaze on the sight of their children at the Amusement, and converse gaily with them through the wire.)

Peter (in Wilton Place). "Beatrice, come closer, I want to whisper." 

Mary (from Ceylon). "The Papa hear."

Peter. "Who is that charming young lady playing on Charlie's side?"

Mary. "She's just come over from England, Papa. I'll introduce you to her as soon as the game's over!"
Videoplace (some movies)
by Myron Kreuger
Painterly
by Aaron Herzmann
Telemurals

Karrie Karahalios, 2002-3
Hole in Space
Virtual Kitchen

Microsoft, 2001
When we abstract an image through cartooning, we’re not so much eliminating details as we are focusing on specific details.

By stripping down an image to its essential “meaning”, an artist can amplify that meaning in a way that realistic art can’t.

Scott McCloud, *Understanding Comics*
Sidney Pacific

Ashdown
Untitled 5
by Camille Utterback
ALIVE (movie)
by Vision and Modeling Group, ML
Laser Wall (movie)
by Responsive Environments Group, ML
Reflection of Presence
by Agamanolis, Westner, and Bove
Breakout for Two
by Floyd Mueller and Stefan Agamanolis
Body Movies
Rafael Lozano-Hemmer