1 Mobile and Ubiquitous User Interfaces

2.1 Mobile Computing
2.2 Input and Output on Mobile Devices
2.3 Design Guidelines for Mobile Devices
2.4 System Architectures for Mobile Devices
2.5 Example Applications
2.6 HCI and Ubiquitous Computing

Literature:
• Scott Weiss: Handheld Usability, Wiley 2002
• http://code.google.com/android/
Developing Applications for Mobile Devices

- Devices: Basic Phone, Extended Phone, Smartphone, PDA, Notebook
- Platforms (Mobile Phone, Smartphone)
  - Platform specific:
    » Symbian OS (C++, OPL)
    » Palm OS (C++)
    » Pocket PC
    » Vendor-specific
  - Platform independent: J2ME (Java 2 Platform, Micro Edition)
    » Supported by Motorola, Nokia, Panasonic, Samsung, Sharp, SonyEricsson, Toshiba, etc.
  - Android (Google, Open Handset Alliance)
    » technically Java, but not called Java for legal reasons
    » HTC, NTT DoCoMo, LG Electronics, Sprint, Motorola, T-Mobile, Samsung; eBay, Intel, Nvidia etc.

Acknowledgement for slides: Enrico Rukzio
Java on mobile devices: History

- 1990: Java started as an internal project at Sun Microsystems
- 1995: Initial release of JDK 1.0 (applets $\rightarrow$ servlets)
- 1999: JavaOne conference
  - Subdivision of Java in
    » Java 2 Enterprise Edition (J2EE)
    » Java 2 Standard Edition (J2SE)
    » Java 2 Micro Edition (J2ME)
      (successor of Personal Java and Embedded Java)
- 2000/01 First mobile phones with support for J2ME
The Java universe

- Servers & enterprise computers
  - Java 2 Platform, Enterprise Edition (J2EE)
  - JVM™
- Servers & personal computers
  - Java 2 Platform, Standard Edition (J2SE)
  - JVM
- High-end PDAs, TV set-top boxes, Embedded devices
  - Optional Packages
  - Personal Profile
  - Foundation Profile
  - CDC, JVM
  - CLDC
  - Optional Packages
  - MIDP
- Mobile phones & entry-level PDAs
  - Optional Packages
- Smart cards
  - Card VM

KVM = Kilobyte VM
J2ME: Basics

• J2ME: Java 2 Platform, Micro Edition
  – “Java for small devices”
  – 2005: 700 million mobile devices support J2ME
    » More than number of desktop PCs supporting Java

• Stack
  – Configuration + profile + optional APIs

• Configuration: Specific kind of device
  – Specifies a Java Virtual Machine (JVM)
  – Subset of J2SE (Standard Edition)
  – Additional APIs

• Profile: more specific than configuration
  – Based on a configuration
  – Adds APIs for user interface, persistent storage, etc.

• Optional APIs:
  – Additional functionality (Bluetooth, Multimedia, Mobile 3D, etc.)
The J2ME Universe

<table>
<thead>
<tr>
<th>Smaller</th>
<th>Larger</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pagers</td>
<td>Set-Top Boxes</td>
</tr>
<tr>
<td>Mobile Phones</td>
<td></td>
</tr>
<tr>
<td>PDAs</td>
<td>Car Navigation Systems</td>
</tr>
<tr>
<td>MIDP (Mobile Information Device Profile)</td>
<td>PDAP (Personal Digital Assistant Profile)</td>
</tr>
<tr>
<td>CLDC (Connected, Limited Device Configuration)</td>
<td>CDC (Connected Device Configuration)</td>
</tr>
<tr>
<td>J2ME (Java 2, Micro Edition)</td>
<td></td>
</tr>
</tbody>
</table>

---

**CLDC**

- Connected
- Limited
- Device
- Configuration

**MIDP**

- Mobile
- Information
- Device
- Profile

**PDAP**

- Personal
- Digital
- Assistant
- Profile
J2ME: CLDC

- *Connected, Limited Device Configuration* (JSR 139)
- For small devices (e.g. mobile phone, pager, PDA) with small screen size, limited memory, slow network connection
- For devices with 160 to 512KB (according to the specification) of memory for Java Platform
- JVM: KVM (“Kilobyte Virtual Machine”)
  - Not a full standard bytecode verifier
  - Adding native methods not allowed → not possible to access platform-specific functionality
- CLDC 1.0 / CLDC 1.1. (Floating point data types)
J2ME: MIDP 2.0

- MIDP 2.0 (JSR 118, based on CLDC)
  - MIDP 3.0 under development (JSR 271)
- Mobile Information Device Profile for mobile phones and pagers
- Device characteristics (according to the specification):
  - Min. 128KB RAM (Java Runtime Heap)
  - 8KB for persistent data
  - Screen: > 94*54 pixel
  - Input capacity, Network connection
- Advantages:
  - WORA (Write Once, Run Anywhere)
  - Security (Sandbox KVM)
**J2ME: APIs in CLDC 1.1 + MIDP 2.0**

<table>
<thead>
<tr>
<th>MIDP 2.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>javax.microedition.lcdui</td>
</tr>
<tr>
<td>javax.microedition.lcdui.game</td>
</tr>
<tr>
<td>javax.microedition.media</td>
</tr>
<tr>
<td>javax.microedition.media.control</td>
</tr>
<tr>
<td>javax.microedition.midlet</td>
</tr>
<tr>
<td>javax.microedition.pki</td>
</tr>
<tr>
<td>javax.microedition.rms</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CLDC 1.1</th>
</tr>
</thead>
<tbody>
<tr>
<td>java.lang</td>
</tr>
<tr>
<td>java.lang.ref</td>
</tr>
<tr>
<td>java.io</td>
</tr>
<tr>
<td>java.util</td>
</tr>
<tr>
<td>java.microedition.io</td>
</tr>
</tbody>
</table>

APIs are restricted when compared with J2SE.
**MIDlet**

- MIDP applications are called MIDlets
  - Several MIDlets can be combined into *MIDlet suite*
- Every MIDlet is instance of `javax.microedition.midlet.MIDlet`
  - No argument constructor
  - Implements lifecycle methods
- Conceptually similar to Applets
  - Can be downloaded
  - Executed in host environment
MIDlet (MIDP Application): Life Cycle

- constructor
- startApp()
- pauseApp()
- destroyApp()
- Active
- Destroyed
Anatomy of a MIDlet Suite

MidletSuite.jad  (jad = Java Application Descriptor)

MidletSuite.jar  Contents of MidletSuite.jar

MIDlets, classes, resources

MANIFEST.MF
MIDP: User Interface

- Goal: Write Once, Run Anywhere
- Anywhere?
  - different screen sizes
  - resolution of screen
  - color or grayscale screen
  - different input capabilities
    » numeric keypad
    » alphabetical keyboards
    » soft keys
    » touch screens, etc.
MIDP User Interface: Methodology

• Abstraction (→ Preferred Method)
  – Specifying a user interface in abstract terms
  – (Not:) “Display the word ‘Next’ on the screen above the soft button.”
  – Rather: “Give me a Next command somewhere in this interface”

• Discovery (→ Games)
  – Application learns about the device + tailors the user interface programmatically
  – Screen size → Scaling

MIDP User Interface: View from the Top

- User-interface classes `javax.microedition.lcdui`
- Device display represented by instance of `Display` class
  - Factory method: `getDisplay()`
  - Keeps track of what is shown (`Displayable` instances)
- Analogy: Easel (`Display`) and canvas (`Displayable`)
- **Canvas**: Discovery method
  - Fine control
  - Special cases
    - For games: `GameCanvas`
- **Screen**: Abstraction method
  - Standard user interface elements
MIDP User Interface: Subclasses of Screen

- **TextBox**
- **Alert**
- **List**
- **Form**
MIDP User Interface: Making Things Visible

- To change the contents of the display:
  - Passing **Displayable** instances to **Display's setCurrent()**
- To find out what is displayed:
  - **getcurrent()** (may not be shown)
  - **isShown()**
- Query methods for display capabilities
  - E.g. **isColor()**, **numColors()**, **vibrate()**, ...
- Typical Sequence
  - Show a **Displayable**
  - Wait for input
  - Decide which **Displayable** should be the next one
  - Repeat
MIDP User Interface: Commands

- **Command**: Something the user can invoke
  - Similar to button
  - Programmer does not care about representation (keypad button, soft button, touch screen, ...)

- Command constructor:
  - `Command(name, type, priority)`

- Every **Displayable** keeps a list of its **Commands**
  - `public void addCommand(Command cmd)`
  - `public void removeCommand(Command cmd)`

- Commonly used commands signified by “type” value:
  - OK, CANCEL, BACK, STOP, HELP, SCREEN
  - Examples:
    ```java
    Command c = new Command("OK", Command.OK, 0);
    Command c = new Command("Launch", Command.SCREEN, 0);
    ```

- Responding to commands: **CommandListener**
MIDP User Interface: Simple Example

public class Commander extends MIDlet {

    public void startApp() {
        Displayable d =
            new TextBox("TextBox", "Commander", 20, TextField.ANY);
        Command c = new Command("Exit", Command.EXIT, 0);
        d.addCommand(c);
        d.setCommandListener(new CommandListener() {
            public void commandAction
                (Command c, Displayable s) {
                notifyDestroyed();
            }
        });

        Display.getDisplay(this).setCurrent(d);
    }

    public void pauseApp() {}

    public void destroyApp(boolean unconditional) {}
}
MIDP: Persistent Storage

- Goal: Write Once, Run Anywhere
- Anywhere?
  - Device with Flash ROM
  - Battery-backed RAM
  - Small Hard Disk
  → Abstraction is needed
- Record stores (small databases)
- Min. 8KByte
Persistent Storage: Records

- **Record store**
  - contains *records* (pieces of data)
  - instance of `javax.microedition.rms.RecordStore`
- Every MIDlet in a MIDlet Suite can access every Record Store
- Since MIDP 2.0: Access across Suite boarders possible
Connecting to the World

- Generic Connection Framework
- Extremely flexible API for network connections
- Contained in `javax.microedition.io`
- Classes based on `Connection` interface
  - `HttpConnection` (Get / Post) / `HttpsConnection`
  - `SocketConnection`
  - `ServerSocketConnection` (Responding to incoming connections)
  - `SecureConnection` (TLS or SSL socket)
  - `CommConnection` (SerialPort)
  - `DatagramConnection` (UDP DatagramConnection)
MMAPI (Sound, Music, Video)

- Mobile Media API – similar to JMF (Java Media Framework)
- General API for multimedia rendering and recording
- ABB (Audio Building Block) – play simple tones (MIDI – note, duration, volume) and sampled audio (wav, mp3)
- Player lifecycle:
  - States
    UNREALIZED, REALIZED, PREFETCHED, STARTED, CLOSED
  - Methods
    realize(), prefetch(), start(), stop(), deallocate(), close()

[Diagram]

Manager (generates players)
generates

feeds

DataSource (MIME-Type)

provides

Player

Control (Volume, Tone)

http://developers.sun.com/mobility/midp/articles/mmapioverview/
Further APIs (Examples)

- Wireless Messaging API (JSR-120)
- Mobile Media API (JSR-135)
- Bluetooth API (JSR-82 no OBEX)
- FileConnection and PIM API (JSR-75)
- Mobile 3D Graphics API (JSR-184)
- Location API (JSR-179)
- Web Services API (JSR-172)
- Advanced Multimedia Supplements (JSR-234)

- Further APIs (not JSRs): kXML, kSOAP, Parsing of GPS data, etc.
Selected Experiences from J2ME Development for Mobile Phones

• Phones are getting more powerful quickly
• Standards are being established (e.g. Series 60), but still:
  – Big differences between the emulators and the real phone.
  – Testing of applications on the mobile phone (!!!) is very important.
• Lack of memory and processing power is still a problem.
• Debugging on the mobile phone is a big problem.
  – No meaningful error messages.
Symbian Series 60 Phones

• Symbian:
  – Operating system for mobile devices
  – Derivative of the Psion operating system EPOC
  – 32-bit multitasking OS, mostly written in C++
  – Dealing with calls and messages coming in during application runtime

• Symbian Series 60 Phones
  – Smartphone standard platform
  – LG, Lenovo, Nokia, Panasonic, Samsung, …

• Software development for Series 60 phones, examples of languages:
  – OPL (similar to BASIC)
  – Visual Basic
  – Java
  – C++
  – Python

Python for Series 60 Phones

• Python:
  – Open Source programming language (Guido von Rossum)
  – Interpreted, interactive, object-oriented
• Python for Series 60 phones
  – Python interpreter for Series 60 phones
  – Large parts of Python standard library
  – Smartphone-specific modules, e.g. GUI widgets, Bluetooth, GSM Location, SMS messaging, camera access, …
• Example:
  
```python
import appuifw
appuifw.note(u"Hello World!","info")
```

http://www.forum.nokia.com/python
http://www.heise.de/mobil/artikel/74083
Adobe Flash Lite (1)

- Player Flash Lite 2
  - Flash technology specifically developed for mobile phones and consumer electronic devices
  - Based on Flash Player 7
  - Pre-installed (Asia, Flash for i-mode)
- Authoring tool: Flash Professional 8 / CS3
- Example features
  - Dynamic XML data
    » As in Flash player 7
  - Dynamic multimedia
    » Loading of images, sound, video
  - Text enhancement
    » User modifies text properties
Flash Lite: Architecture

* Using on-device, platform-based codecs
Adobe Flash Lite (2)

Authoring with Flash tools, Customized for mobile devices

Searching a device profile
Adobe Flash Lite (3)

Emulators
Android

• Created by Open Handset Alliance
  – More than 30 companies, led by Google
  – Includes mobile operators, chip makers, handset makers, software companies
  – Overall (official) goal: Improve mobile user experience

• Free, open mobile platform
  – Many parts open-source (Apache license)
  – Both Free and commercial software encouraged
  – Contrast to more closed, commercial J2ME world

• Applications can access same features as software shipped with device

• Stress on networked applications, sensor-equipped phones

• Claims easier development of applications than J2ME

• First version of SDK in late 2007 – first hardware expected in late 2008

http://code.google.com/android/
http://www.openhandsetalliance.com/
http://www.heise.de/newsticker/Ausblick-auf-Android--/meldung/108785
Android Architecture

http://code.google.com/android/what-is-android.html
Android – Hello World

```java
package com.android.hello;

import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;

public class HelloAndroid extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle icicle) {
        super.onCreate(icicle);
        TextView tv = new TextView(this);
        tv.setText("Hello, Android");
        setContentView(tv);
    }
}
```
1 Mobile and Ubiquitous User Interfaces

2.1 Mobile Computing
2.2 Input and Output on Mobile Devices
2.3 Design Guidelines for Mobile Devices
2.4 System Architectures for Mobile Devices
2.5 Example Applications
2.6 HCI and Ubiquitous Computing
Praktikum WS07/08

- Entwicklung von Mediensystemen (Mobile Endgeräte)
- Development of a mobile application within a team (idea, concept, implementation, evaluation)
- Supervisors: Alexander De Luca, Gregor Broll
Hardware

- Mobile Phones: Nokia N73 (3x), Nokia E61, Nokia N80, Nokia 6131 NFC, Nokia 5500 (2x), Nokia N90, Nokia N91, Nokia N70, Nokia 6630 (2x), Nokia 6600 (4x), Nokia 3220, Samsung SGH-E760
- GPS-receiver, NFC, visual tags
- SIM-Cards (O2, T-Mobile, Vodafone)
- Mobile Health Equipment (ECG-Reader, Pulse Oximeter)
Examples

- Praktikum WS 04/05
  - 3 Anwendungen:
    » JaGD
    » Traffic Warden Support
    » Posters as Gateways

- Praktikum Mobile Productivity WS 06/07
  - Entwicklung von mobilen Anwendungen für blue-collar worker
  - 3 Anwendungen:
    » Mobile Inventory System
    » Mobile Product Evaluation and Comparison of Prices
    » Mobile Tagging Platform

- Praktikum SS 07
  - Running Project “Beeepr” Mobile Tagging

- Praktikum SS 08
  - Android: Mobile Health
Mobile Reporter

- Mobile Blogging Platform
- Submit via SMS, MMS, E-Mail, MIDlet and Webinterface
- Available at Sourceforge

Alexander De Luca
Mobile Photo Treasure Hunt

- Mobile Learning and Gaming Platform
- Online game editor
- XML game format
- Mobile phone application

Alexander De Luca
1 Mobile and Ubiquitous User Interfaces

2.1 Mobile Computing
2.2 Input and Output on Mobile Devices
2.3 Design Guidelines for Mobile Devices
2.4 System Architectures for Mobile Devices
2.5 Example Applications
2.6 HCI and Ubiquitous Computing
Just a few trends...

(Acknowledgement: Albrecht Schmidt)
Trends (1)

mobile communication is ubiquitous

• Terminals for mobile communication have advanced significantly over recent years
• **Infrastructure is ubiquitously deployed**
• Interesting developments happen beyond the classical handsets (when thinking of electricity it is not the advances in light bulbs that changed the world)

• How many handsets will a user have in 10 years time?
  ➔ a guess 2-6 (some mobile phones, car phone, …)
• How many communicating appliances and devices will users have in 10-20 years time?
  ➔ a guess 20+ (security system, TV, front door, dog collar, wrist watch, camera, headset, coffee machine, alarm clock…)
Trends (2)
mechanical and electro-mechanical systems will be computer controlled

• Mechanical and electro-mechanical systems become computer controlled.
• User interfaces for mechanical and electro-mechanical systems have a tradition of being tangible.
• Many design restrictions due to mechanics are gone – novel interfaces (for the better or the worse) are possible and emerge.
• Sensing of actions and reactions from users becomes an interface option.
• Examples: automotive, industrial machinery, tools, buildings.
Trends (3)
decreasing willingness for training

• An average person acts today as driver, telephonist, photographer, film-maker, and type setter without much training (many tasks with just one device – the phone).
• In a fast-paced job market, training to operate a system is a significant obstacle (and cost factor) for the introduction of new systems.
• Dangerous actions should be prohibited in the first place by the controls available in the user interface.
• User interfaces that have clear affordances and draw on the prior knowledge of potential users (“intuitive UIs” and “natural interaction”) reduce the need for learning.
Trends (4)
user’s abilities

- Abilities of un-augmented users in general do not change a lot over time, e.g.
  - ability to cope with cognitive load
  - willingness to cope with stress
  - time one can concentrate on a particular problem
- Abilities between individual users vary a lot
  - long term, e.g. physical and intellectual abilities
  - short term, e.g. effect of stress or fatigue
- Abilities of one individual users changes over time (e.g. getting old)

Human in the loop
Interactive systems for “augmenting the human intellect” as alternative to automation.
Trends (5)
technology becomes widely available

- Technologies that may be today “specialist devices” become common in a few years
- Technologies that are shared now may become personal technologies
- Technologies that are expensive at one point are not even considered as additional cost in the future, e.g.
  - Video camera connected to a computer
  - Biometric authentication
  - Book printing on demand
  - Eye gaze tracking
  - 3D scanning and printing
  - Integrated production systems
Trends (6)

appliance computing

• Post-PC area
  – Specific tools that are designed to support a specific task
  – Not a all-round tool
  – Different tools for different tasks

• “[…] the primary motivation behind the information appliance is clear: simplicity. **Design the tool to fit the task so well that the tool becomes part of the task,** ...” (Don Norman)

• Context and adaptation to the real world is an option to overcome the multi-device dilemma
Trends (7)
computing, storage and communication are not the limit

• For personal computing there are few technical limitations
• Processing power is available
  – Already now desktop machines run with minimal processing power
• Massive amounts of storage are readily available
  – Phones with 4GB disk
  – Record everything you ever said on a hard drive
  – Have all movies ever produced in a single device
• Bandwidth (wireless and wired) is huge
  – While you tie your shoe laces you can cache all the latest 20 different news papers
  – While you wait for the bus you can transfer a complete movie
User interfaces and interaction for networked devices that are embedded into the users’ lives.

- Anytime and everywhere
- Design restrictions are gone
- Sensing and actuators are part of the UI
- Must be obvious to use (affordances)
- Current cost of technology is not an issue

The interface between the user and the machine is most critical to create effective and efficient systems.