Exploring Mobile Phone Interaction with Situated Displays

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Hermes Overview…

• Functionality
  – Owner
    • Lecturers, secretaries
  – Visitor
    • Students, colleagues

• Longitudinal study…
  – Months not days…
  – Multiple units…
  – Exploring the patterns of interaction that occur in semi-public/private place

• Appropriation
Owner Interaction…
Integration with Hermes…

• But awkward to write/draw message on screen…

• But expressiveness of drawing desirable…
Hermes Photo Display...

• Extension to Hermes system...
• Send picture to own or ‘public’ display...
• Sending pictures via BT
Architecture...

Receiving...
Initial Evaluation?

• Evaluation…
  – Voluntary Computing/MRes students
  – Generally positive feedback (Questionnaire)
    • “Overall I enjoyed engaging with the system” (all but one)
    • Simplicity of interface (>75%)
    • Enthusiasm for exchanging pictures (>75%)
    • Pace of interaction,
    • Distance, Content – Control…
    • Also specific feedback leading to modifications in the UI
  – To be presented at MobileHCI 2005
Supporting Community…

- LU Climbing Club
  - Initial mtg held…
  - User centered design…
    - Obtain empirical data
      - Cultural probes
    - Participatory Design Workshops (June)
  - Iterative Development