

# Exploring Mobile Phone Interaction with Situated Displays

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# Hermes Overview...

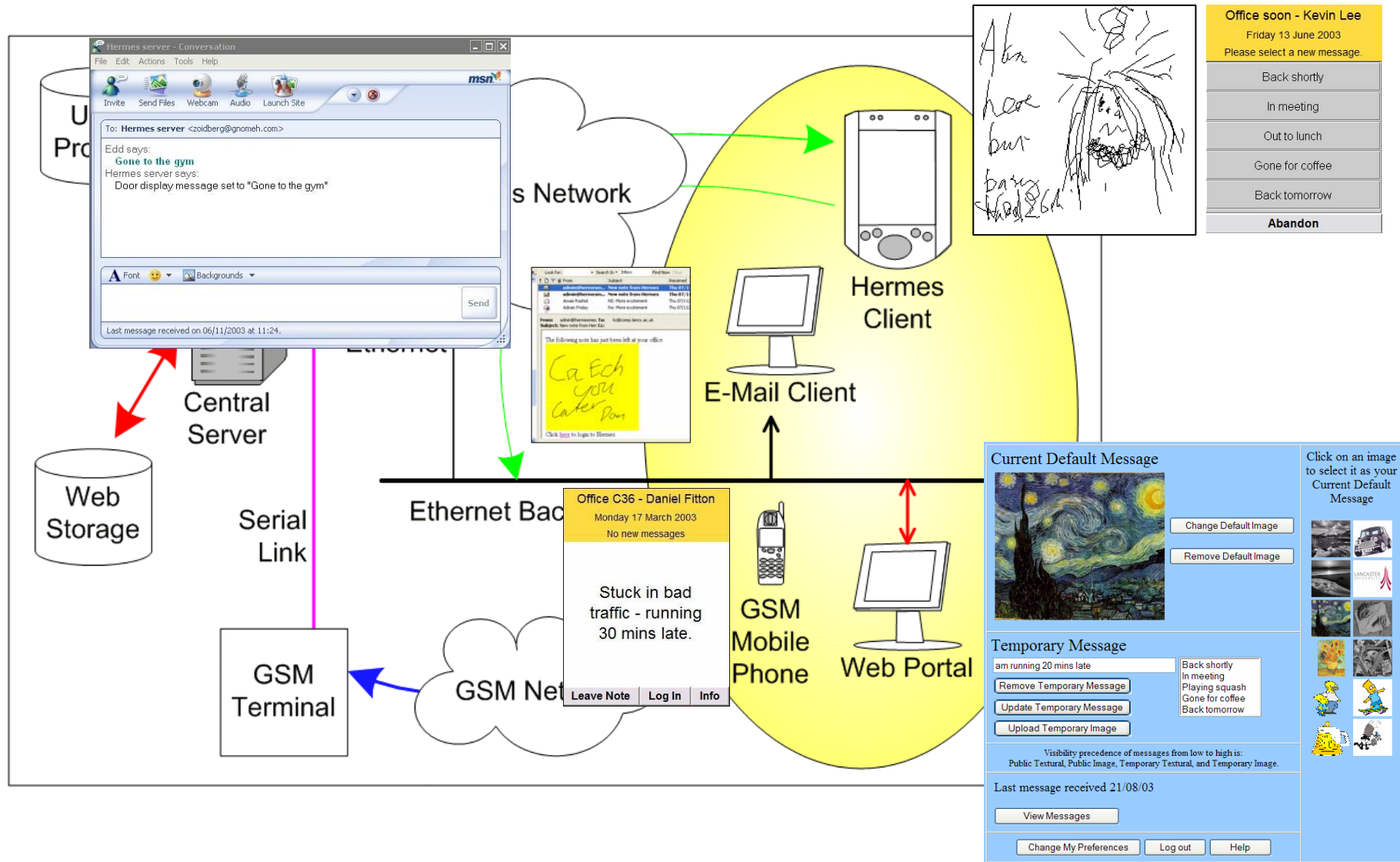
- Functionality
  - Owner
    - Lecturers, secretaries
  - Visitor
    - Students, colleagues
- Longitudinal study...
  - Months not days...
  - Multiple units...
  - Exploring the patterns of interaction that occur in semi-public/private place
    - Appropriation



UNKNOWN	03:10 on 01/08/02	Hi Kew I'm here again for a week. Maybe see you on the 2nd	Delete
UNKNOWN	04:26 on 08/08/02	hi!! stopped by to see you. Tom R	Delete
Dan Fitton	03:54 on 29/08/02	See you at coffee!	Delete Reply Via E-Mail Reply Via SMS



# Owner Interaction...



# Integration with Hermes...

- But awkward to write/draw message on screen...

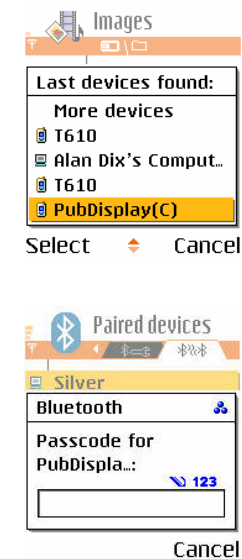
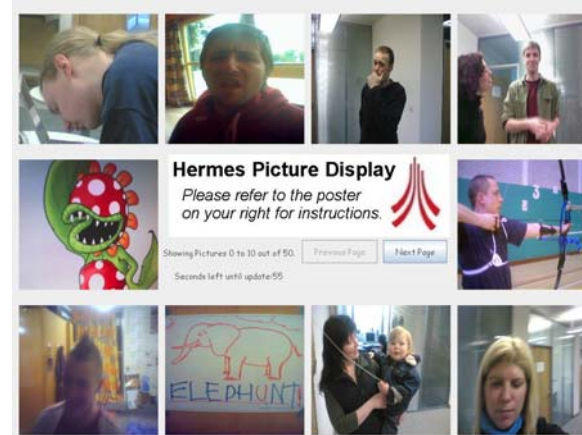


- But expressiveness of drawing desirable...

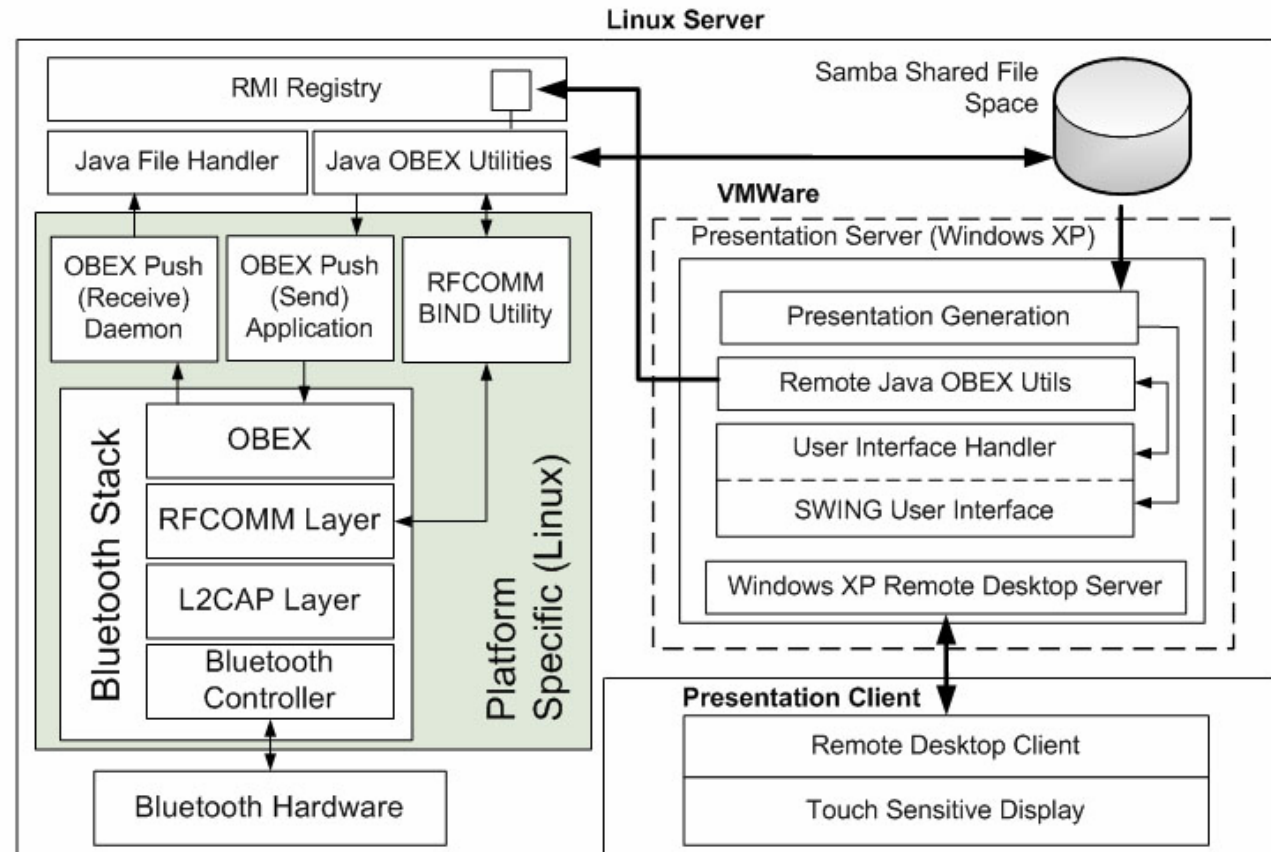


# Hermes Photo Display...

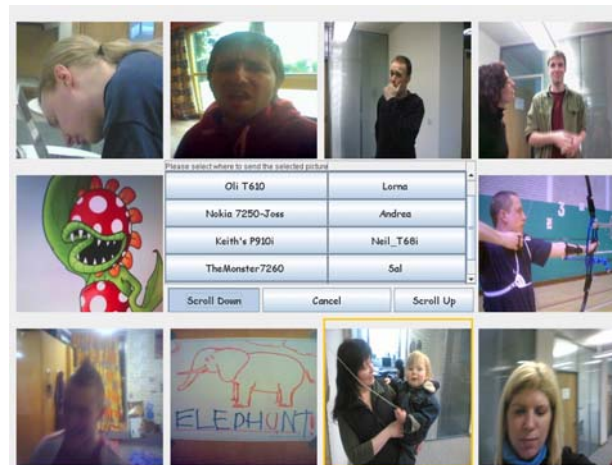
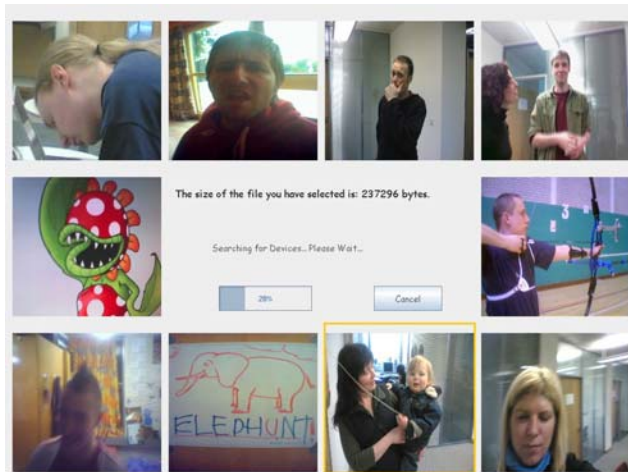
- Extension to Hermes system...
- Send picture to own or 'public' display...
- Sending pictures via BT



# 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

