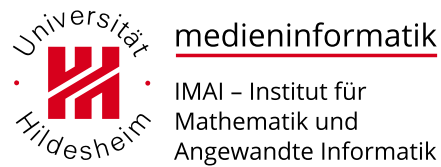


Videos

Jörg Cassens

Medieninformatik II
Contextual Design of Interactive Systems
SoSe 2016



1 Interaktion

Video 1



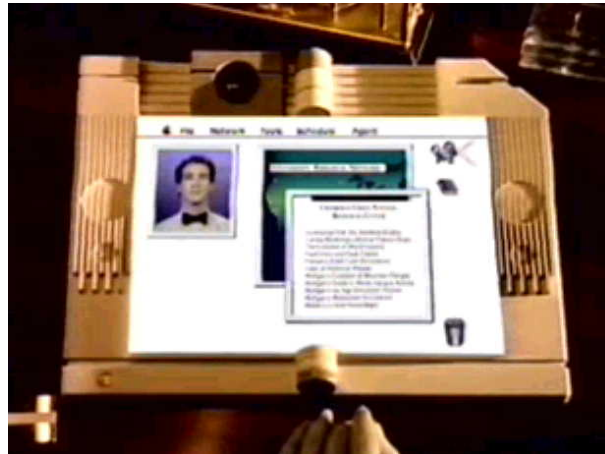
Put That There

5:58

Video 2

- First described in 1987 by Apple CEO at the time Jon Sculley in his book Odyssey
- Inspired by works of Vannevar Bush and Alan Kay
- Modern communication technology, connecting computers and databases worldwide giving more user more information and wider information channels
- Real-time 3D animations for visualizing complex models
- Better database technologies as key to copious information systems
- Hypermedia, connecting text, images, sound, and video, helping future users to navigate vast information spaces
- Artificial Intelligence as key component
- AI makes it possible to use agents to recognize personal preferences of users and propose problem solving strategies, leading to an increase in productivity

Video 2



<http://v.gd/knowledgenavigator>
5:45

Video 3



Microsoft: Productivity Future Vision (2011)
6:18

Video 4



Microsoft HoloLens Project X-Ray
4:02

Video 5



Corning: A Day Made of Glass 2 – Unpacked
11:25

Video 6



Where VR in 2025
6:45

Video 7



John Underkoffler: Pointing to the future of UI – TED
15:19

Video 8



Pattie Maes + Pranav Mistry: Meet the SixthSense interaction – TED
8:36

Video 9



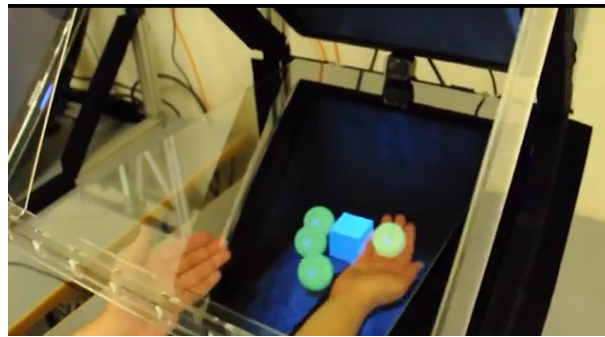
☞ Pranav Mistry: SixthSense interaction – TED India
13:46

Video 10



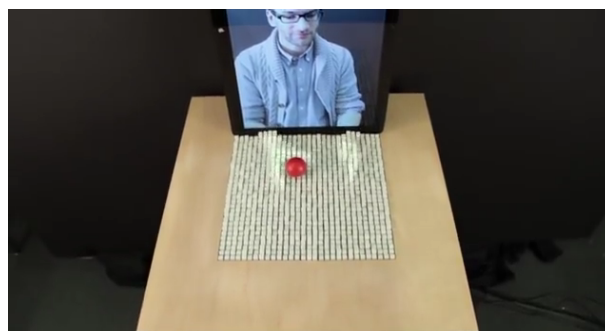
☞ Microsoft IllumiRoom
5:28

Video 11



☞ Microsoft HoloDesk – Direct 3D Interactions
4:14

Video 12

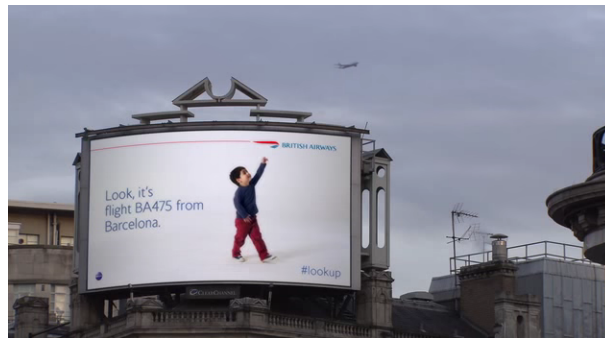


☞ inFORM – Interacting With a Dynamic Shape Display
3:41

Video 13



Video 14



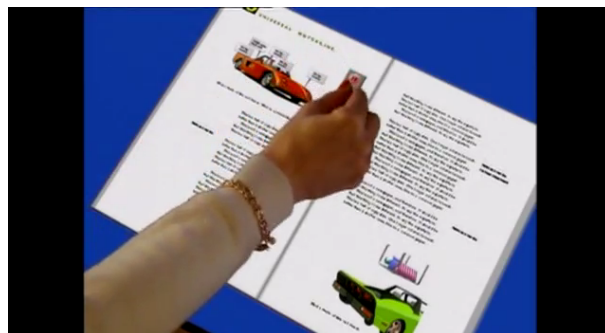
British Airways: lookup in Piccadilly Circus

0:26

Video 15

- A 1992 project at Sun Microsystems
- An effort to both predict and guide the future of computing
- The output of this effort was threefold:
 - **Starfire, the Movie**, showing a day in the life of a knowledge worker in the far-off distant year, 2004.
 - **Starfire, the Book**, entitled Tog on Software Design (Bruce Tognazzini), which not only covers the film in intimate detail, but lays out several more equally thought-provoking scenarios developed during the initial phase of the project.
 - **Starfire, the Paper**, originally published in CHI Proceedings, outlining the rules followed in attempting to build a scientifically accurate video prototype.

Video 15



Starfire (Director's Cut)

15:42

Video 16

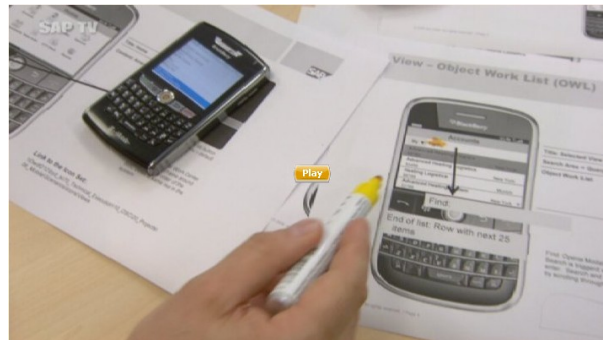


Amigo Project

9:48

2 Usability

Video 17



☞ SAP Design Vorgehen
4:53

Video 18



☞ Microsoft Usability Testing
9:41

Video 19



☞ Don't Listen to Users
26:11

Video 19

- A systematic way of having participants provide samples of their ongoing behavior
- Participants record the behavior of interest (e.g., activity, location, mood, thoughts)
- Dependent on either
 - **Signal:** signaled with a beeper, cell phone call, or similar at random times within a fixed time period
 - **Interval:** pre-set intervals for reporting events

- **Event:** whenever a key event occurs
- Advantages and disadvantages
 - reports are personal and subjective
 - data are similar to those obtained by diaries, but less dependent on memory
 - less intrusive than direct observation
 - data tend to not have the richness of ethnography

Video 20



David Travis: The 7 deadly sins of user research
35:20

Video 20

- Credulity – Leichtgläubigkeit
 - “Asking the user what he wants and believing the answer”
- Dogmatism – Dogmatismus
 - “Believing that there is one right way to do user research”
- Bias – Befangenheit
 - Sampling bias, method bias, respons bias
- Obscurantism – Verdunkelung
 - “Keeping the finds of user research with UX team”
- Laziness – Faulheit
 - “Recycling old research data”
- Vagueness – Unklarheit
 - “Failing to focus on single research question”
- Hubris – Überheblichkeit
 - “Undue pride in your reports and deliverables”

Video 21



Tali Rosen Shoham: UX Research – The Golden Age
20:30

3 Humour

Video 22



NRK: Medieval Helpdesk
2:40

Video 23



The Scrollwheel
1:38