

Videos

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Medieninformatik II Contextual Design of Interactive Systems SoSe 2016



medieninformatik

IMAI – Institut für
Mathematik und
Angewandte Informatik

Interaktion

Video 1

Put That There

Interaktion

Usability

Humour



🗨️ Put That There

5:58

Video 2

Apple Knowledge Navigator

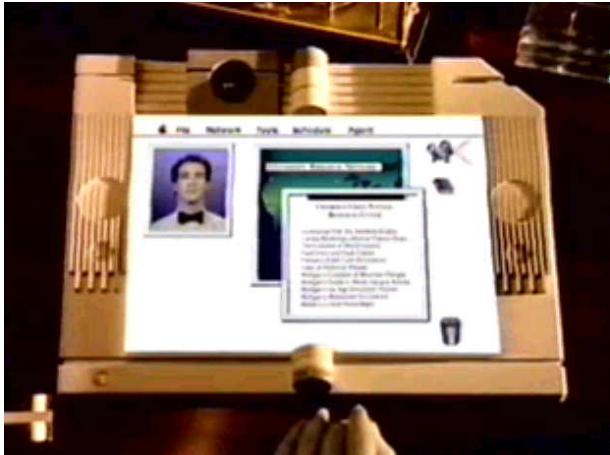
- First described in 1987 by Apple CEO at the time Jon Sculley in his book Odyssey
- Inspired by works of Vannevar Bush and Alan Kay
- Modern communication technology, connecting computers and databases worldwide giving more user more information and wider information channels
- Real-time 3D animations 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

Interaktion

Usability

Humour



🖱️ <http://v.gd/knowledgenavigator>

5:45

Video 3

Microsoft Productivity Future Vision

Interaktion

Usability

Humour



👉 Microsoft: Productivity Future Vision (2011)

6:18

Video 4

Microsoft HoloLens

Interaktion

Usability

Humour



Microsoft HoloLens Project X-Ray

4:02

Video 5

Corning: A Day Made of Glass 2

Interaktion

Usability

Humour



☞ Corning: A Day Made of Glass 2 – Unpacked

11:25

Video 6

Universität 2025

Interaktion

Usability

Humour



👉 Where VR in 2025

6:45

Video 7

Pointing to the Future of UI

Interaktion

Usability

Humour



👉 John Underkoffler: Pointing to the future of UI – TED

15:19

Video 8

SixthSense

Interaktion

Usability

Humour



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

8:36

Video 9

SixthSense

Interaktion

Usability

Humour



📺 Pranav Mistry: SixthSense interaction – TED India

13:46

Video 10

Microsoft IllumiRoom

Interaktion

Usability

Humour



🖱️ Microsoft IllumiRoom

5:28

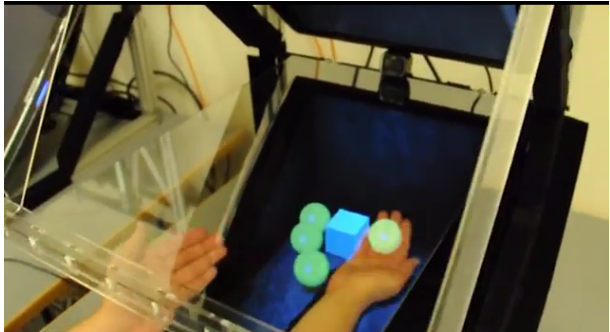
Video 11

Microsoft HoloDesk

Interaktion

Usability

Humour



🖱️ Microsoft HoloDesk – Direct 3D Interactions

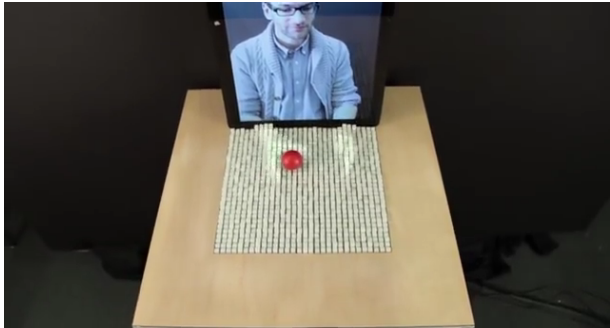
4:14

Video 12

Interaktion

Usability

Humour



📺 inFORM – Interacting With a Dynamic Shape Display

3:41

Video 13

Microsoft Manufacturing Future Vision

Interaktion

Usability

Humour



🔊 Microsoft: Manufacturing Future Vision

3:26

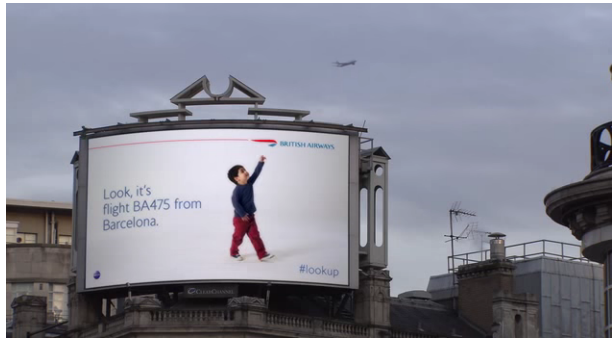
Video 14

Future Advertising

Interaktion

Usability

Humour



📺 British Airways: lookup in Piccadilly Circus

0:26

Video 15

Sun Starfire

Interaktion

Usability

Humour

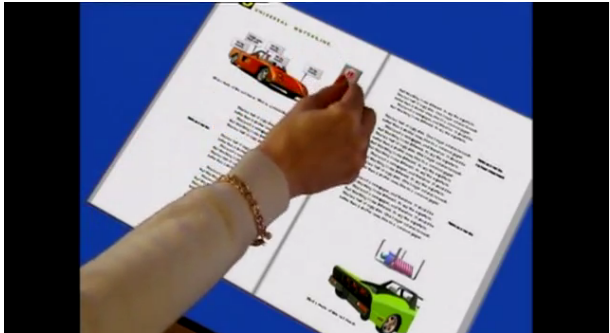
- A 1992 project at Sun Microsystems
- An effort to both predict and guide the future of computing
- The output of this effort was threefold:
 - **Starfire, the Movie**, showing a day in the life of a knowledge worker in the far-off distant year, 2004.
 - **Starfire, the Book**, entitled Tog on Software 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

Interaktion

Usability

Humour



☞ Starfire (Director's Cut)

15:42

Video 16

Interaktion

Usability

Humour



👉 Amigo Project

9:48

Usability

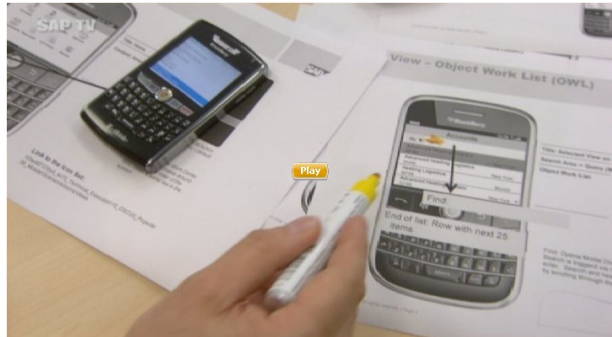
Video 17

Usability Prozesse: SAP

Interaktion

Usability

Humour



👉 SAP Design Vorgehen

4:53

Video 18

Usability Prozesse: Microsoft

Interaktion

Usability

Humour



Microsoft Usability Testing

9:41

Video 19

Usability Prozesse: Google

Interaktion

Usability

Humour



👉 Don't Listen to Users

26:11

Video 19

Don't Listen to Users – Experience Sampling

- 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

Seven deadly sins of user research

Interaktion

Usability

Humour



👉 David Travis: The 7 deadly sins of user research

35:20

Video 20

Seven deadly sins of user research

- **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

User Experience: Golden Age

Interaktion

Usability

Humour



👉 Tali Rosen Shoham: UX Research – The Golden Age

20:30

Humour

Video 22

Medieval Helpdesk

Interaktion

Usability

Humour



👉 NRK: Medieval Helpdesk

2:40

Video 23

The Scrollwheel

Interaktion

Usability

Humour



🖱️ The Scrollwheel

1:38

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