A graphic language for touch

RFID and everyday objects

Radio Frequency Identification (RFID) is a means of giving physical objects a unique digital identity. Most current RFID applications focus on replacing barcodes in supply chain management and logistics, including tracking the history of personal objects, and opportunities for interacting with one another. These RFID-enabled mobile phones in Japan trials, and the mass-market adoption of RFID-enabled mobile phones in Japan—suggest that this is a rapidly becoming a new form of personal product codes.

Touch-based interactions

RFID allows communication only in very close proximity, usually less than ten centimetres. Although this might seem to be a limitation, it encourages us to think about the form that minimal information exchange takes, and the information that is involved in providing it. This has interesting implications for usability: using embedded actions in the physical world to select information or functions, instead of navigating a visual screen.

Graphic language

This is an interest in the visual link between information and physical objects, or objects. What are the visual cues for this interaction? How do we represent information as object, that has digital function, and vice versa?

This has interesting implications for non-visible, pervasive ‘aura’ of information. At the moment this research is concerned with a work of art, and the form that its interest in the collection of objects, and related specifically to the types of interactions that are interesting. But it should develop into a richer language, as the applications for this type of interaction become more specific, and related specifically to the types of objects and information being used.

The inspiration for this is interacting iconography for interactions with objects; push buttons on a pedestrian crossing, contactless cards, vending machines... But ‘touchy’ enough.

Mobile

Mobile is a means to... But it should develop into a richer language, as the applications for this type of interaction become more specific, and related specifically to the types of objects and information being used.

Visual references


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Circles

Wireless

Card

Arrows

References

Consumer Electronics and Digital Content

Radio Frequency Identification (RFID): Market Opportunities

EJB Market Opportunities

www.ohresearch.com/reports/EJB/Mkt/ Sony FeliCa

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