

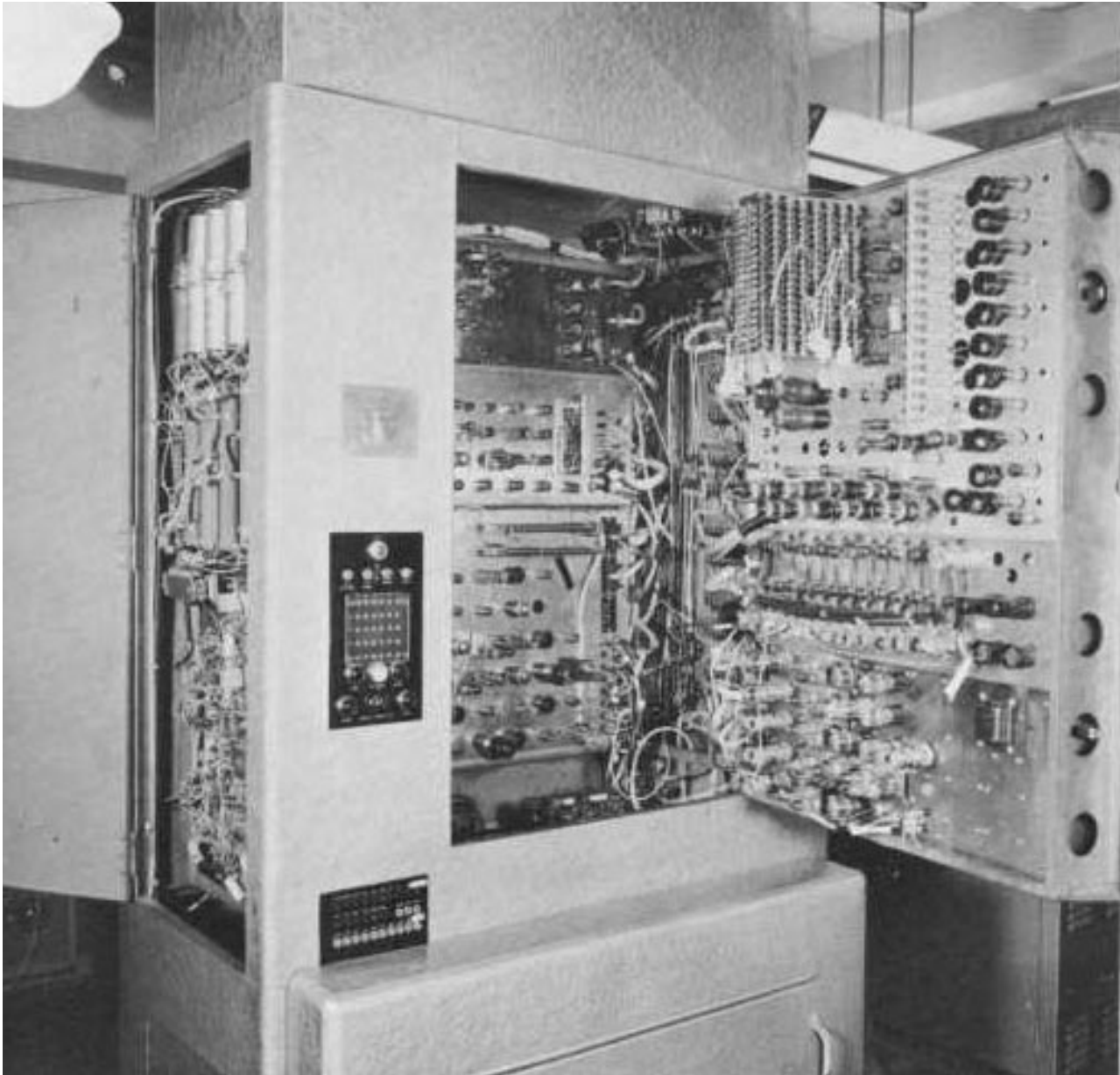
Tangible and social interaction

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12 January 2005



Brief history of interaction



Electrical

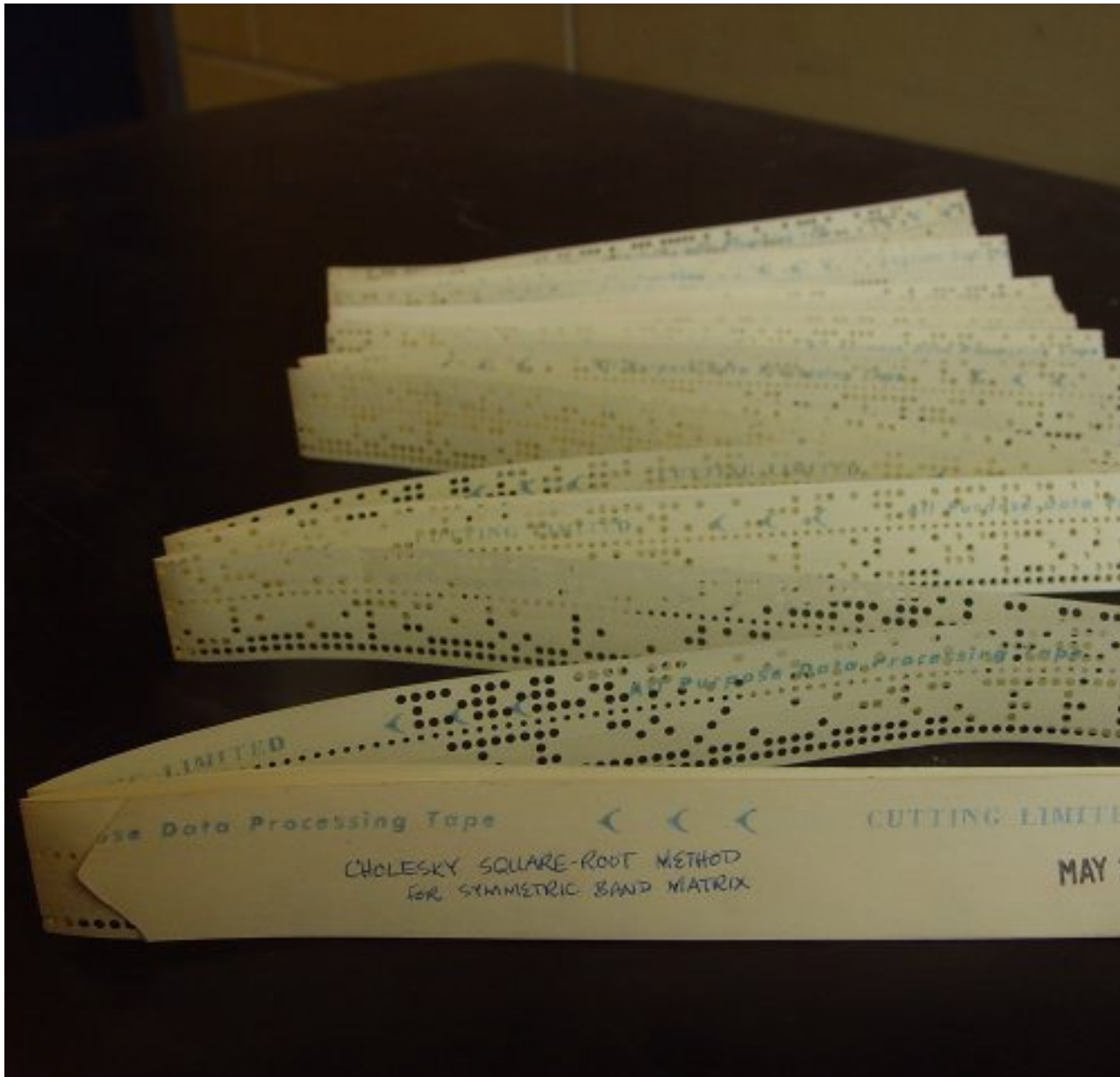
Symbolic

Textual

Graphical

...

Brief history of interaction



Electrical

Symbolic

Textual

Graphical

...

Brief history of interaction

```
.text "  
.text "MCA presents"  
.text "COMMODORE basic v2"  
  
.byte $5e  
  
text3  
.text "g"  
.text "kernel exeption error"  
.text "a(0x00) 0x27 0x13 0x00"  
.text "dll listing :"  
.text "keyb.dll 0x00"  
.text "1541.dll 0xff"  
.text "ar6.dll 0x07"  
.text "658i.dll 0x00"  
.text "debug info :"  
.text "code - holy Moses"  
.text "gfx - franky"  
.text "MSX - madonna"  
.text "idea - franky"  
.text "if this problem "  
.text "persists contact role "  
.text "bot:8beb insert:char line "  
bad_pseudo_op  
line:180
```

Electrical

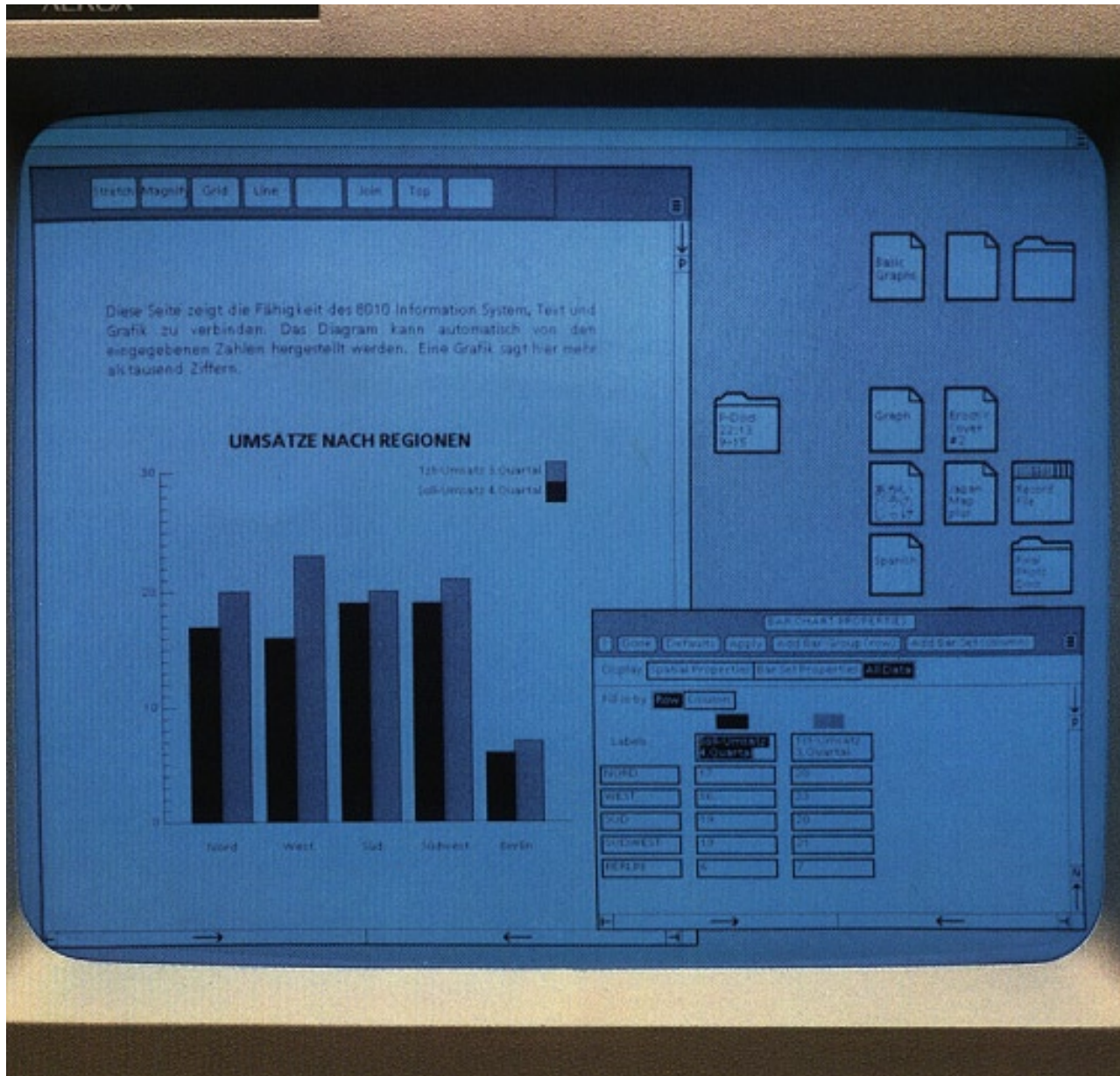
Symbolic

Textual

Graphical

...

Brief history of interaction



Electrical

Symbolic

Textual

Graphical

...

So where are we now?



Electrical

Symbolic

Textual

Graphical

Social

Tangible

Definitions

Social: human and collaborative abilities

or

'software that's better because there are people in it'

Tangible: physical: having substance or material existence; perceptible to the senses

Blogger: self-publishing



Blogger: Create your Blog Now -- FREE

http://www.blogger.com/start

podcasting

Blogger™

Already have an account? Sign in:

Username: Password: (?)

Remember me (?)

SIGN IN

What's a **blog**?

TAKE A QUICK TOUR

 **Publish**
thoughts

 **Get**
feedback

 **Find**
people

 **And**
more...

A **blog** is your easy-to-use web site, where you can quickly post thoughts, interact with people, and more. All for **FREE**.

Create a **blog** in **3 easy steps**:

- 1 Create an account
- 2 Name your blog
- 3 Choose a template

CREATE YOUR BLOG NOW 

RECENT NEWS

Blogging for Profit Turn your blog into a source of revenue with Google's AdSense program. We're still [accepting signups](#).
Posted **3 November 2004** (by Jason.)

BLOG YOUR NOVEL


 **National Novel Writing Month** is here. [NaNoBlogMo](#) is a new site for novelists who blog.

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
 Upload from **camera phone, Mac or PC**

 Make albums using **Organizr**

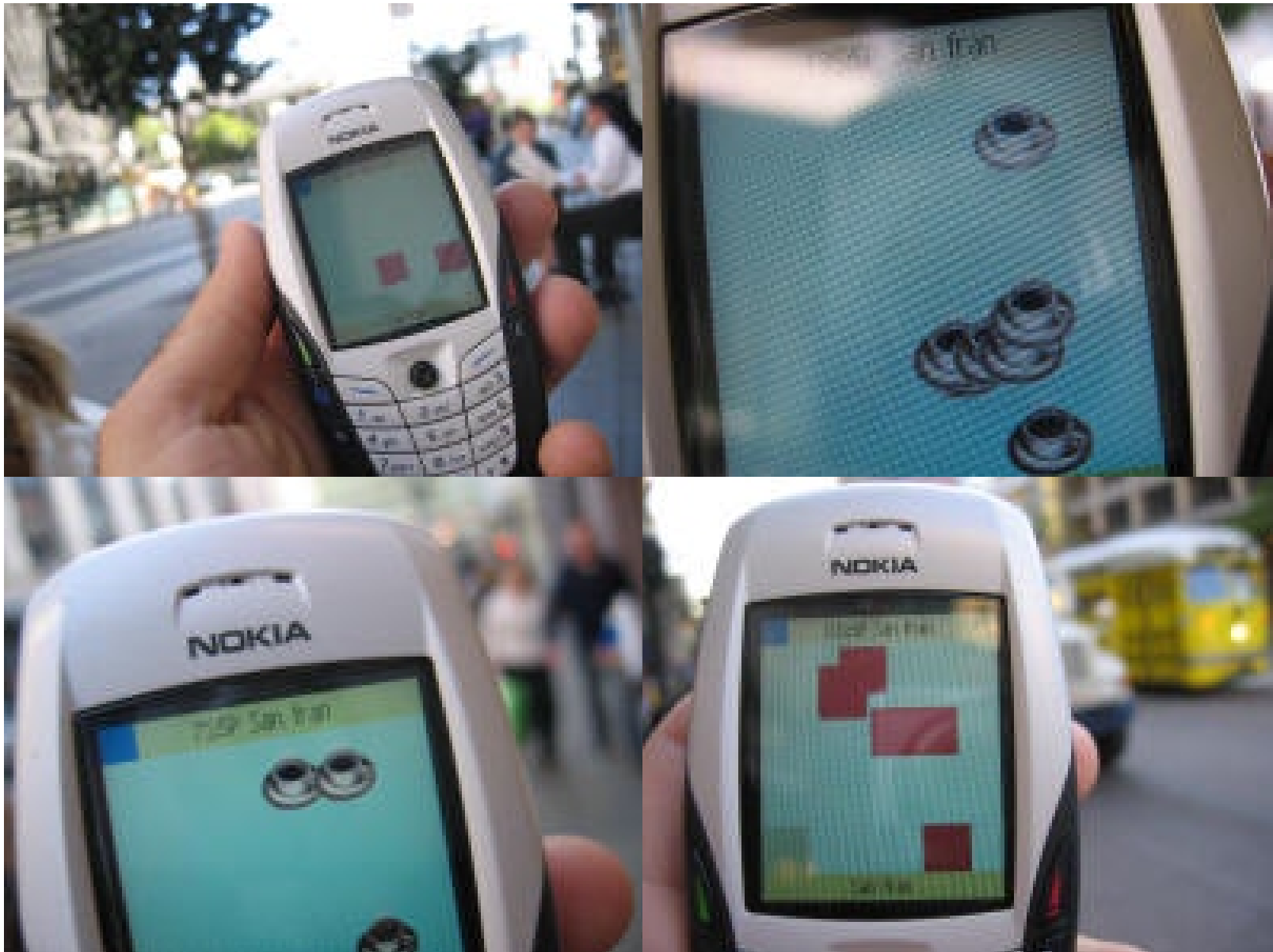
 **Blogger**
MQVABLETYPE
 **LIVE JOURNAL**
TypePad WordPress
Post photos to **any blog**

 Add **comments, notes** and **tags**

 Advanced **privacy, RSS/XML** feeds, more!

 "Flickr makes [sharing photos] far easier..."

Familiar Strangers: social networking



Mogi: social gaming



Mogi: social gaming



Nintendo DS: adaptive chat



Sissyfight: social humiliation

The screenshot shows a game interface for 'Sissyfight: social humiliation'. At the top, there is a score of 2000, a 'GAME' menu, and the title 'Monkey Pants'. An 'EXIT GAME' button is in the top right. Five characters are lined up in a row, each with a speech bubble above them and a heart icon with a number indicating their health or status. From left to right: Duckling (8 hearts), cassie (10 hearts), patsy (10 hearts), Madam (1 heart), and aupair girl (10 hearts). The speech bubbles contain the following text: Duckling: 'Patsy, you are EYIL! Poison ivy! NO!NO!NO!'; cassie: 'TEAMWORK!'; patsy: 'YES! YES! OHHH GOD YESSS!'; Madam: 'blubber...blubber..'; aupair girl: 'I'm thinking that this is what becomes of those who pretend to be french.' At the bottom, there is a 'CHAT' button, a text box with the instruction 'You can change your action, if you want, before the turn ends.', a 'RESULTS' button, a calculator icon, and a 'HELP' button. A status bar shows 'LICKS' (3 dots) and 'TATTLES' (2 dots).

2000 GAME Monkey Pants EXIT GAME

Patsy, you are EYIL! Poison ivy! NO!NO!NO!

TEAMWORK!

YES! YES! OHHH GOD YESSS!

blubber...blubber..

I'm thinking that this is what becomes of those who pretend to be french.

8 Duckling ? 10 cassie ! 10 patsy ? 1 Madam ? 10 aupair girl ?

CHAT

You can change your action, if you want, before the turn ends.

RESULTS

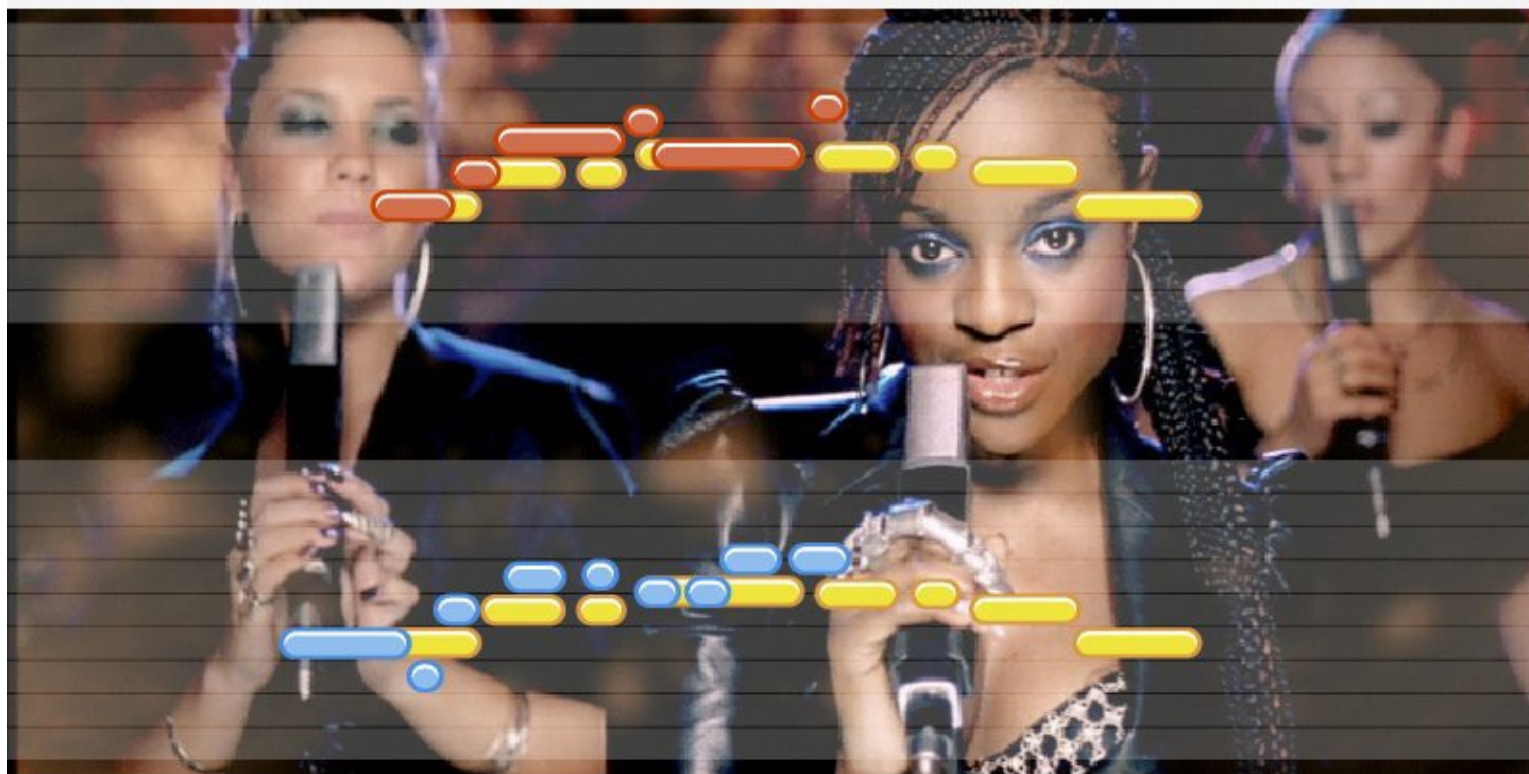
HELP

LICKS
TATTLES

Singstar: social, mutual humiliation

P1 00290

00940 P2



When I go round, baby round round
Spend the night on me

Eyeto: social communication

Address Book

	Lottsville LotteOldfield Default	
Available		
	Jenny JennyNewby Default	
Available		
	Granny RichardGrannel Default	
Available		
	JimBo JimKnowler Default	
Offline		
	Luisfer LuisFernandez Default	
Offline		

Page: 1 2

Main Menu

Contact User

Available IKI

19:22pm

Select

Parental Guidance

Eyetoys: social communication and games

The screenshot displays the Eyetoys interface. On the left, a video call window shows a young boy named Paulina sitting on a purple sofa, pointing upwards. A smaller inset window shows a woman named Charu. Below the video call, the name "Paulina" and a duration of "12m 51s" are visible. A "Games" menu is located below the video call, featuring icons for a beetle, a castle, a circle, and a game controller. The "Checkers" game is selected, and its board is displayed on the right. The board is an 8x8 grid with alternating light and dark squares. White pieces are on the top three rows, and black pieces are on the bottom three rows. The text "Await your opponents move..." is displayed below the board. At the bottom of the interface, a status bar shows "Engaged" in an orange box, the name "Charu", and icons for a menu, a notification with the number "5", and a phone. The time "13:06pm" is also shown. At the very bottom, there are three buttons: "Abort Game" with a green triangle icon, "Help" with a red square icon, and "Parental Guidance" with a grey triangle icon.

Paulina 12m 51s

Games

Checkers

Checkers

Await your opponents move...

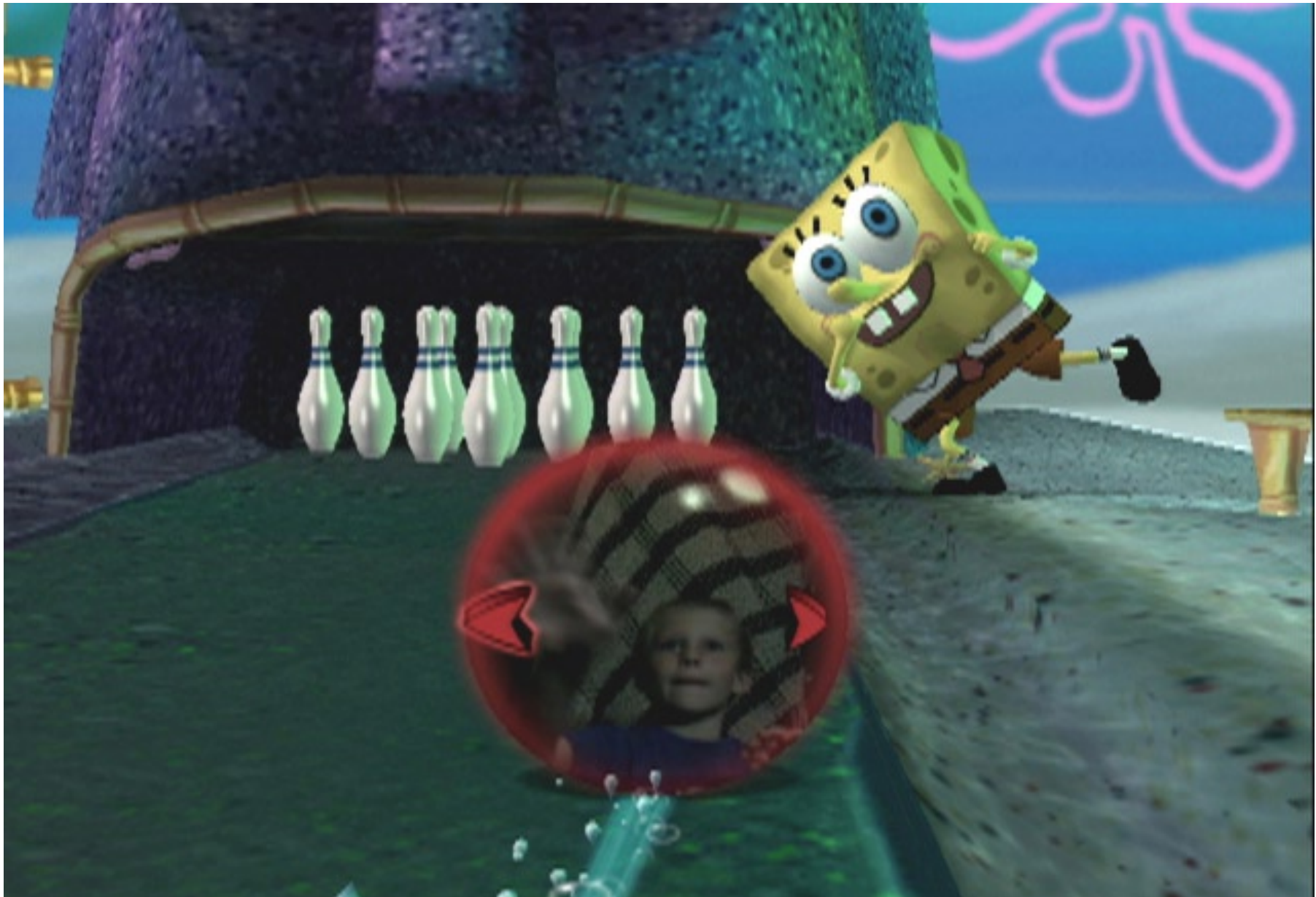
Engaged Charu 13:06pm

Abort Game Help Parental Guidance

Eyetoys: embodied interaction



Eyeto: embodied interaction



Dance Dance Revolution



Wave messaging: information and the body



Yellow arrow: information and the city



Recommended reading

Where the Action is, Paul Dourish

Digital Ground, Malcolm McCullough

Physical Computing, O'Sullivan, Igoe

Smart Mobs, Howard Rheingold

The Humane Interface, Jef Raskin

Mind Hacks, Tom Stafford, Matt Webb