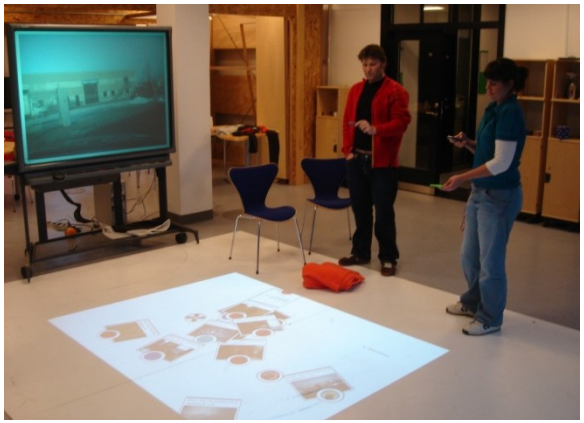
TEI '07
First International Conference on Tangible and Embedded Interaction

Two Minute Madness D09

Reclaiming Public Space - Designing for Public Interaction with Private Devices

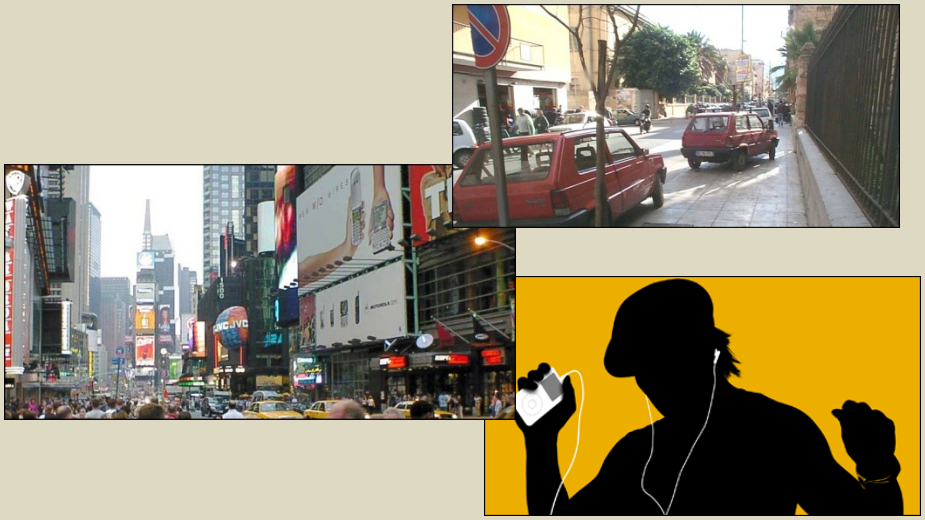
Eva Eriksson, ***Thomas Riisgaard Hansen****,*
Andreas Lykke-Olesen

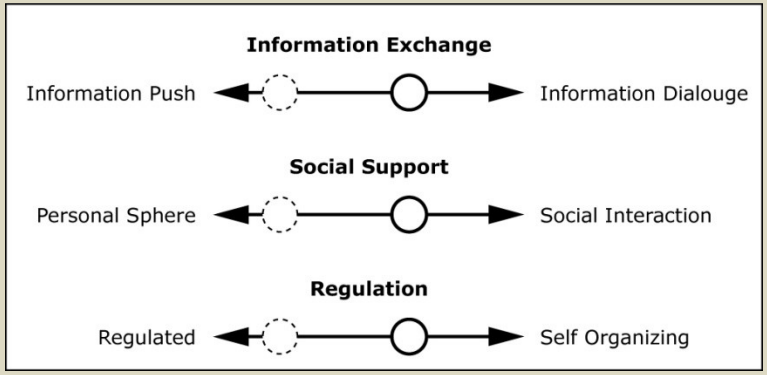


Chalmers University of Technology, University of Aarhus, Aarhus School of Architecture

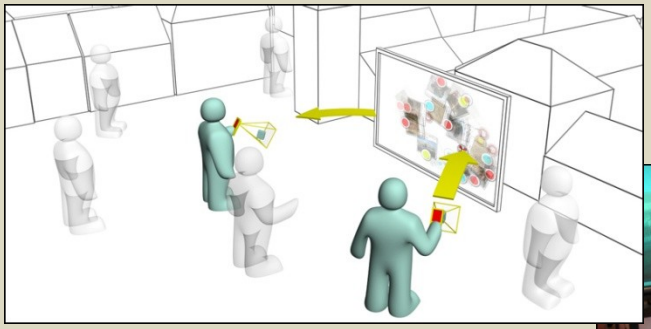
Discuss how to reclaim the public space…

D09





And see our PhotoSwapper multi-user demo…



@ DEMO D9

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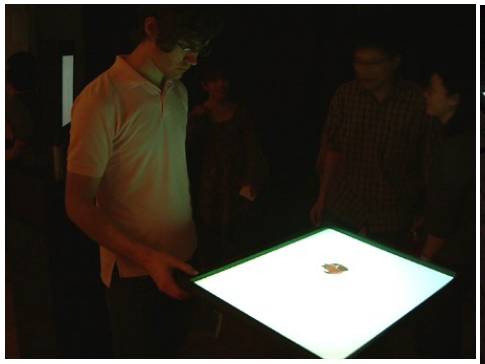
Two Minute Madness D14

Tilting Table: A Movable Screen

Hyun Jean Lee, Madhur Khandelwal, Ali Mazalek



Tilting Table: A Movable Screen

- A moveable screen brings interactivity between the virtual space and the physical space, and between the artifact and the viewer.

  A moveable screen functions as a display/interface.

  Tilting table brings intuitive actions for spatial and temporal navigation.

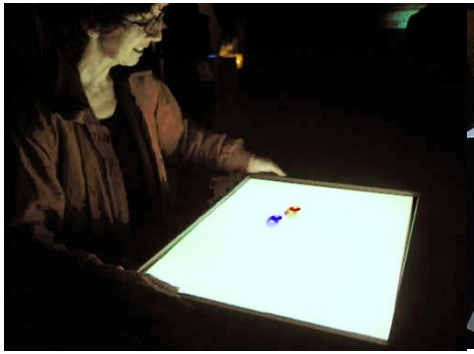
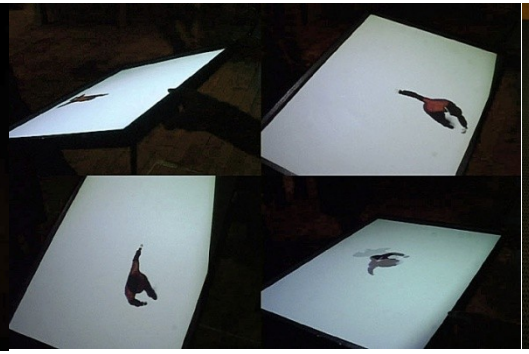
  Current applications developed on the tilting table are:

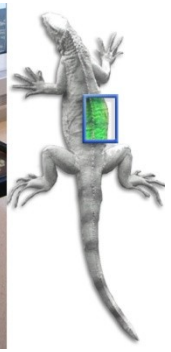
Interactive Arts

1. *A BeadBall Table* (2003)
2. *Cross-Being: Todd* (2004)

Navigable Information Spaces

3. *Tiltable Maps* (2006)
4. *BioBroswer: bug crawl* (2006)

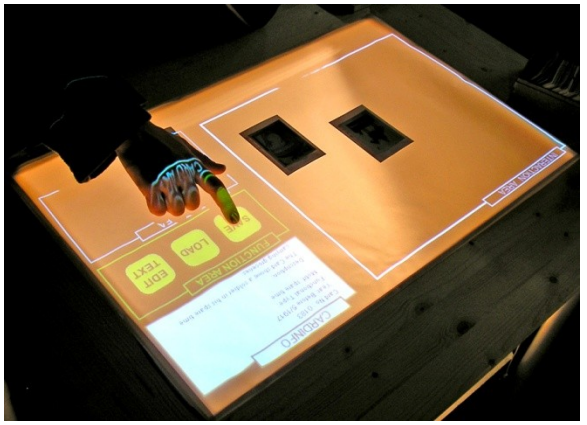


P08

The Card Box at Hand

Exploring the Potentials of a Paper-Based Tangible Interface for Education and Research in Art History

Tanja Doering and Steffi Beckhaus



The Card Box at Hand

Integration of the Physical and the Digital

Preserving and Augmenting Existing Workpractices in Art History

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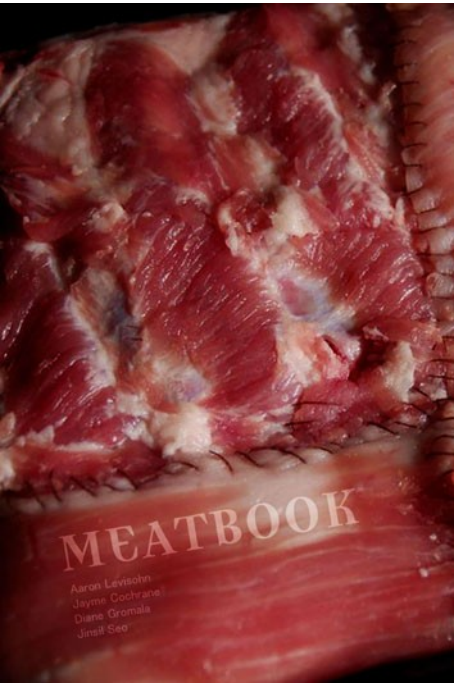
Two Minute Madness D12

The MeatBook

Aaron Levisohn, Jinsil Seo, Diane Gromala, Jayme Cochrane

Simon Fraser University

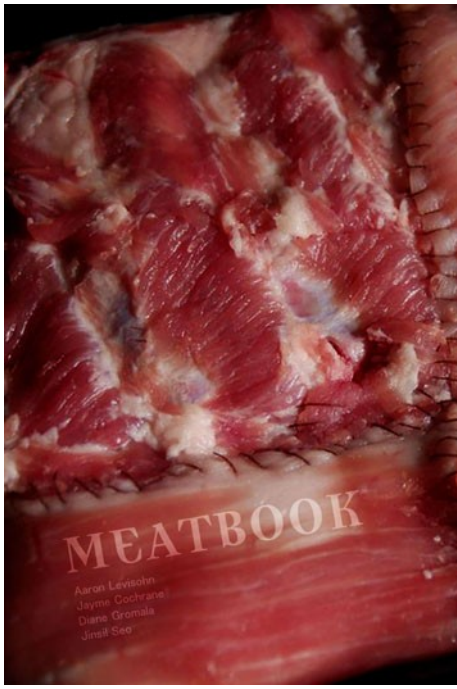
The MeatBook



The MeatBook, an interactive art installation, explores the use of unconventional tangible interfaces to provoke a visceral response.

After hundreds of years of literacy, it is argued that we have “lost” the robustness of our senses.

The MeatBook seeks to re-engage our most profound sense, the visceral.



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Two Minute Madness D06

Weathergods: Tangible Interaction in a Digital Tabletop Game

Saskia Bakker[1], Debby Vorstenbosch[1], Elise van den Hoven[1], Gerard Hollemans[2] and Tom Bergman[2]

Symbolic Play Pieces
VS
Iconic Play Pieces

Combining Traditional Board Games and Digital Tabletops

1 – Eindhoven University of Technology, the Netherlands, 2 – Philips Research, The Netherlands

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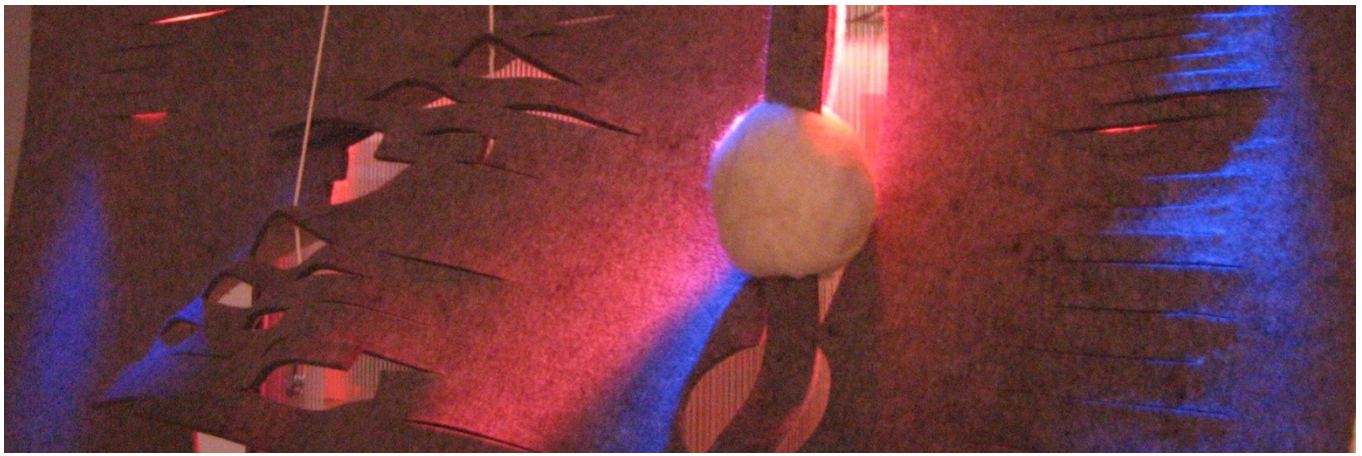
Two Minute Madness D07

Giving Materials a Voice

Hannah Regier



Art Center College of Design – Media Design Program

D07

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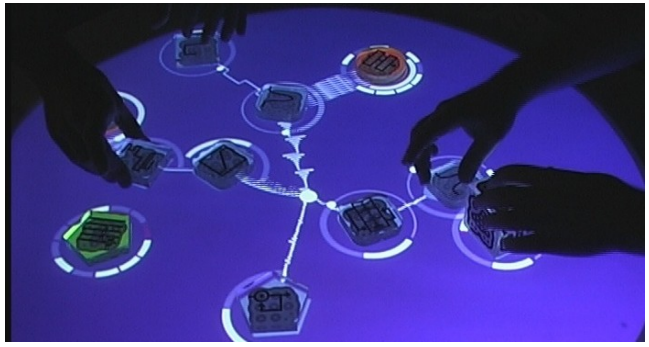
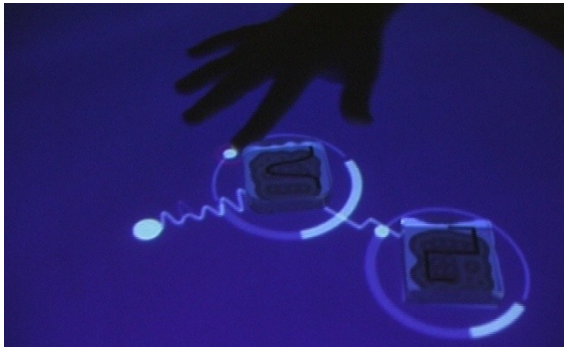
Two Minute Madness D13

THE REACTABLE: EXPLORING THE SYNERGY BETWEEN LIVE MUSIC PERFORMANCE AND TABLETOP TANGIBLE INTERFACES

Sergi Jordà, Günter Geiger,
Marcos Alonso, Martin Kaltenbrunner





Music Technology Group, Pompeu Fabra University, Barcelona

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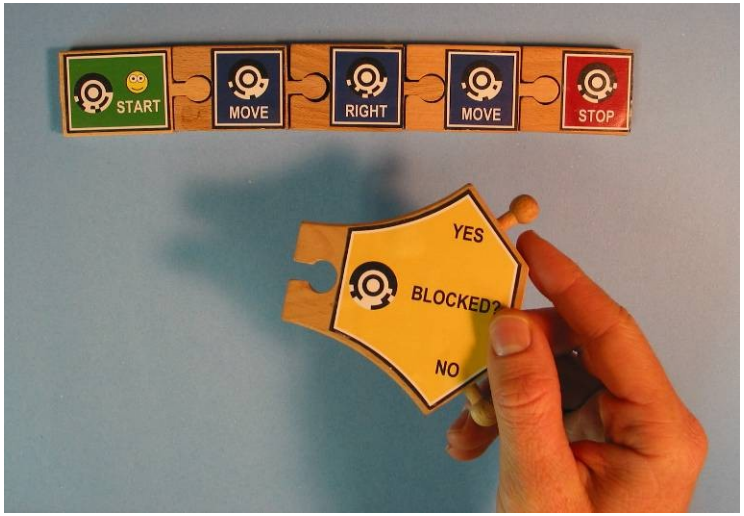
Two Minute Madness D04

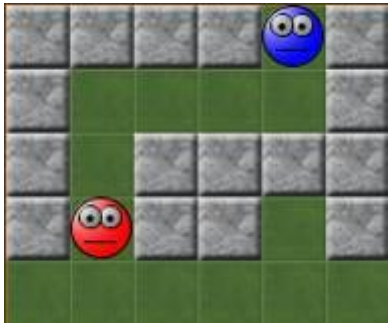
Designing Tangible Programming Languags for Classroom Use

Michael S. Horn Robert J.K. Jacob

Tufts University

D04





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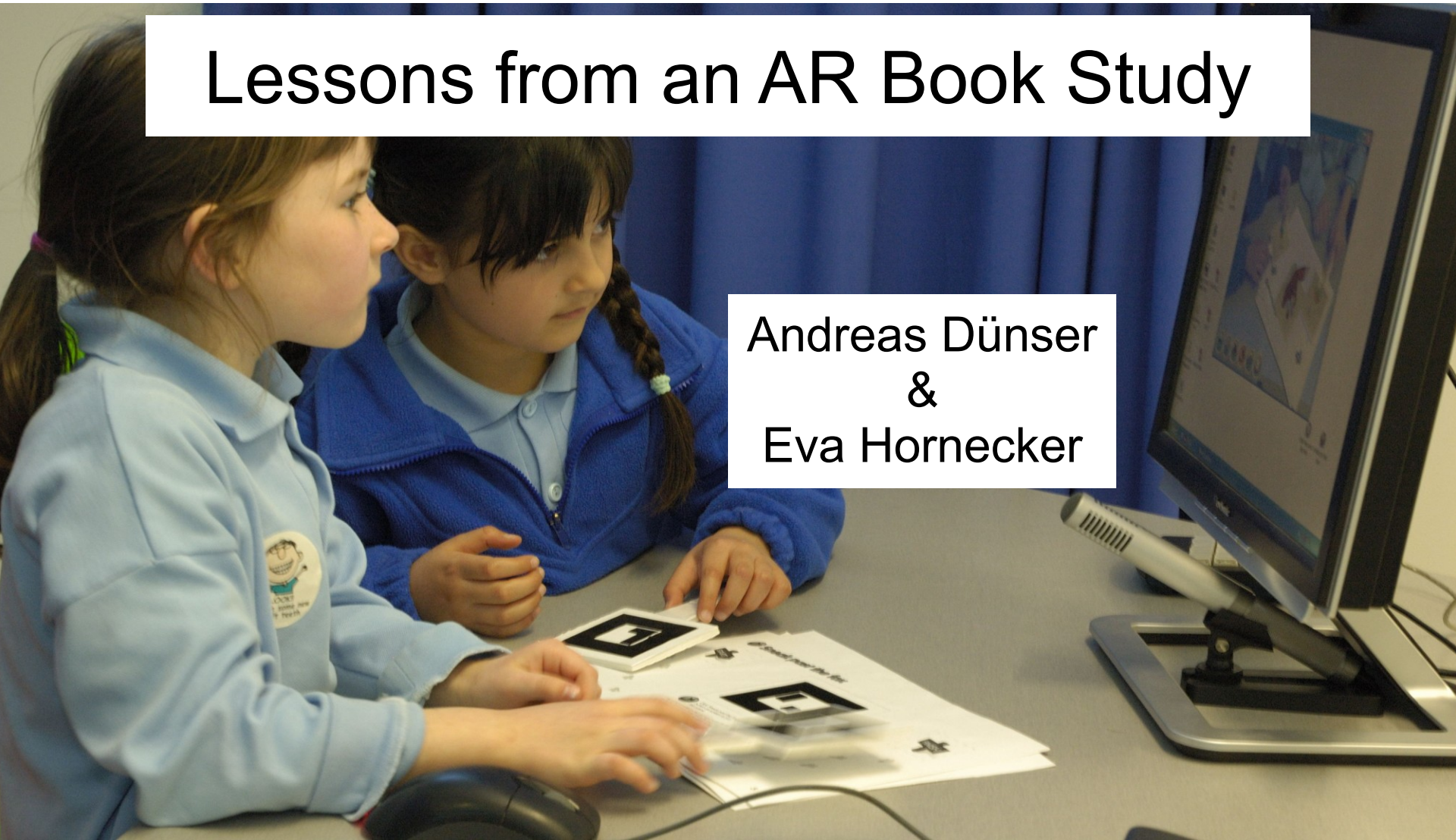
Lessons from an AR Book Study



Andreas Dünser
&
Eva Hornecker

Themes

spatial confusion due to ‘mirror view’

3-D behaviour expectations (physical world metaphors used in interaction)

many breakdowns from paper- to on-screen navigation phases

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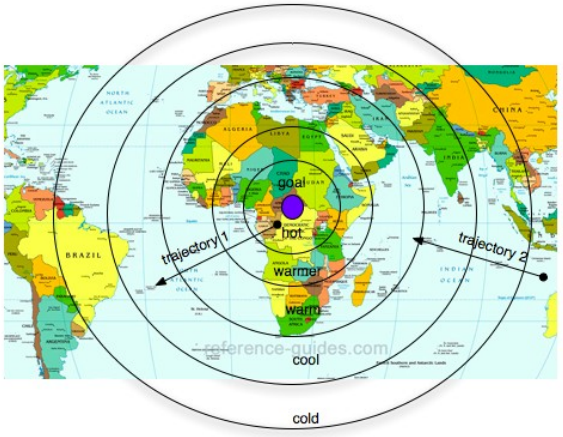
Two Minute Madness D05

Ambient Sound Techniques in Responsive Environments for Children

Milena Droumvena, Alissa Antle, Ron Wakkary

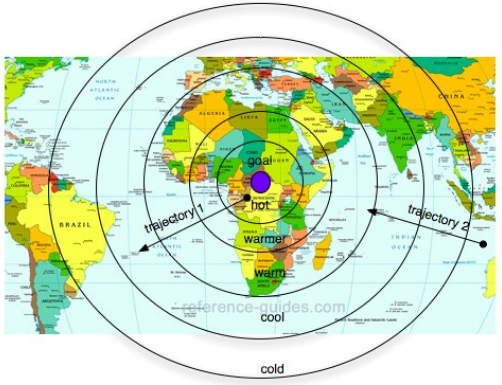
A theoretical model and an empirical exploration of interpretation and representation of sound intensity for graduated ambient feedback.



School of Interactive Arts & Technology @ Simon Fraser University

D05

Exploring Intensity-based Audio Feedback



Audio Display	Approach to Intensity	Polarity
Kazoo	Pitch Shift (Complex Tone) + Amplitude	Positive
Clave sticks	Tempo Shift + Amplitude Timbre	Positive
Egg Shakers	Tempo Shift + Amplitude Timbre	Positive
Triangle	Confirmatory Feedback	N/A

Table . The table above shows the three audio display devices we used in the workshop and an explicit description of the respective approaches to intensity.

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FREQUENT TRAVELLER

FLYING AGAIN

HOME IS WHERE YOU COME FROM

Partecipate
Partecipa

Bettina

Share your thoughts
They will be entered into the installtion freequent traveller

Condividi i tuoi pensieri
Appariranno nell'installazione *freequent traveller*

How do you feel in a situation without technology?
Come ti senti in una situazione senza tecnologia?

I feel that I am not wearing my glasses and am missing body implants - what's technology anyway? Is my haircut maybe technology? Or my facial expression?

What means home for you?
Cosa vuol dire casa per te?

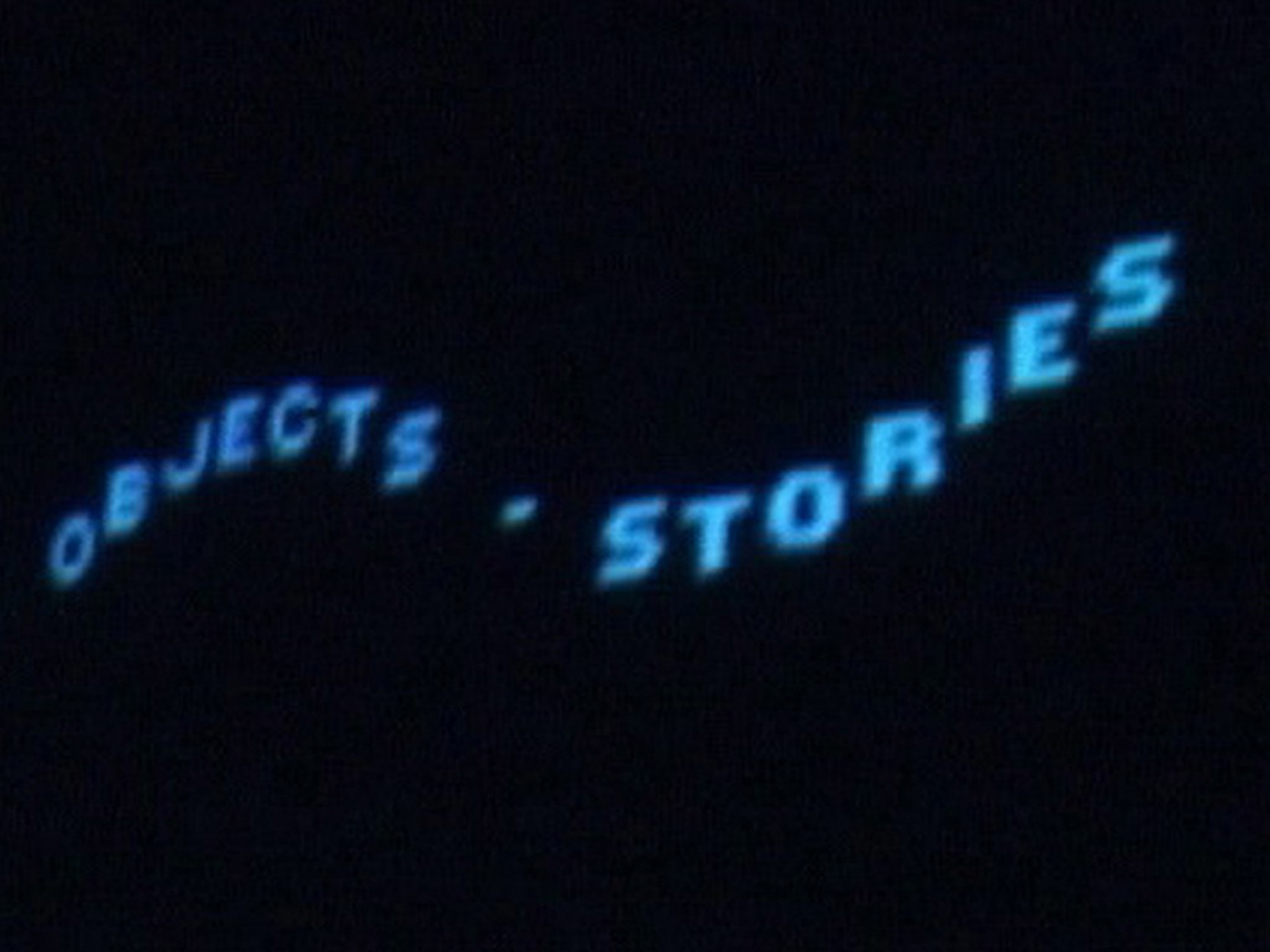
To be able to contribute to a societal process

What's the aim of travelling for you?
Qual è lo scopo del viaggio per te?

To de-centre and at the same time become grounded, centered.

To get from A to B,
to this conference, for example.

To experience some of my possibilities.


OBJECTS . STORIES

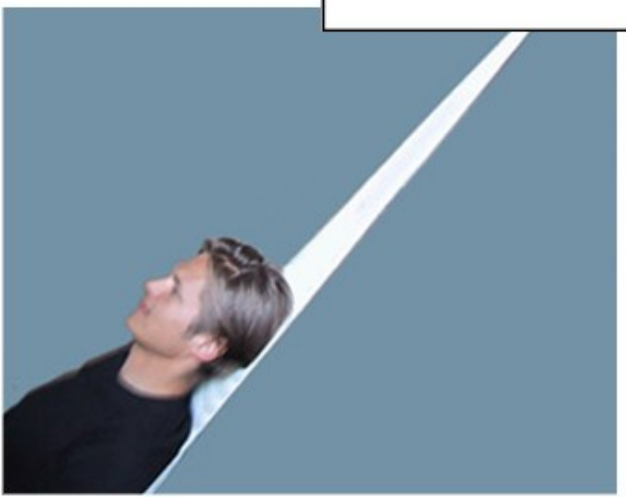
screen type moving

projector

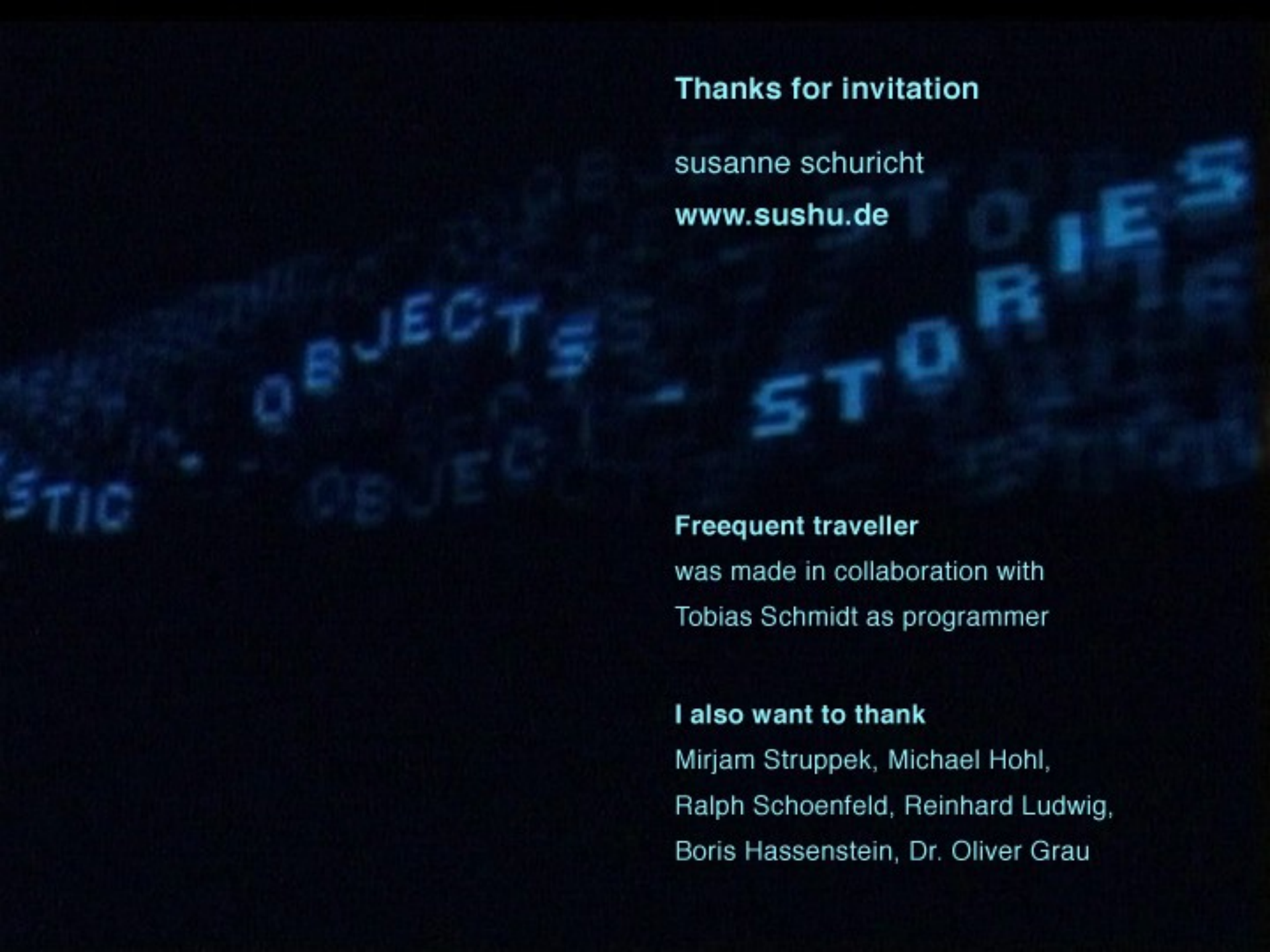
hammock moving

mouse construction

computer program



REDUCE COMPLEXITY WITH TECHNOLOGY NOT INCREASE IT



Thanks for invitation

susanne schuricht

www.sushu.de

Freequent traveller

was made in collaboration with

Tobias Schmidt as programmer

I also want to thank

Mirjam Struppek, Michael Hohl,

Ralph Schoenfeld, Reinhard Ludwig,

Boris Hassenstein, Dr. Oliver Grau

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Two Minute Madness P02

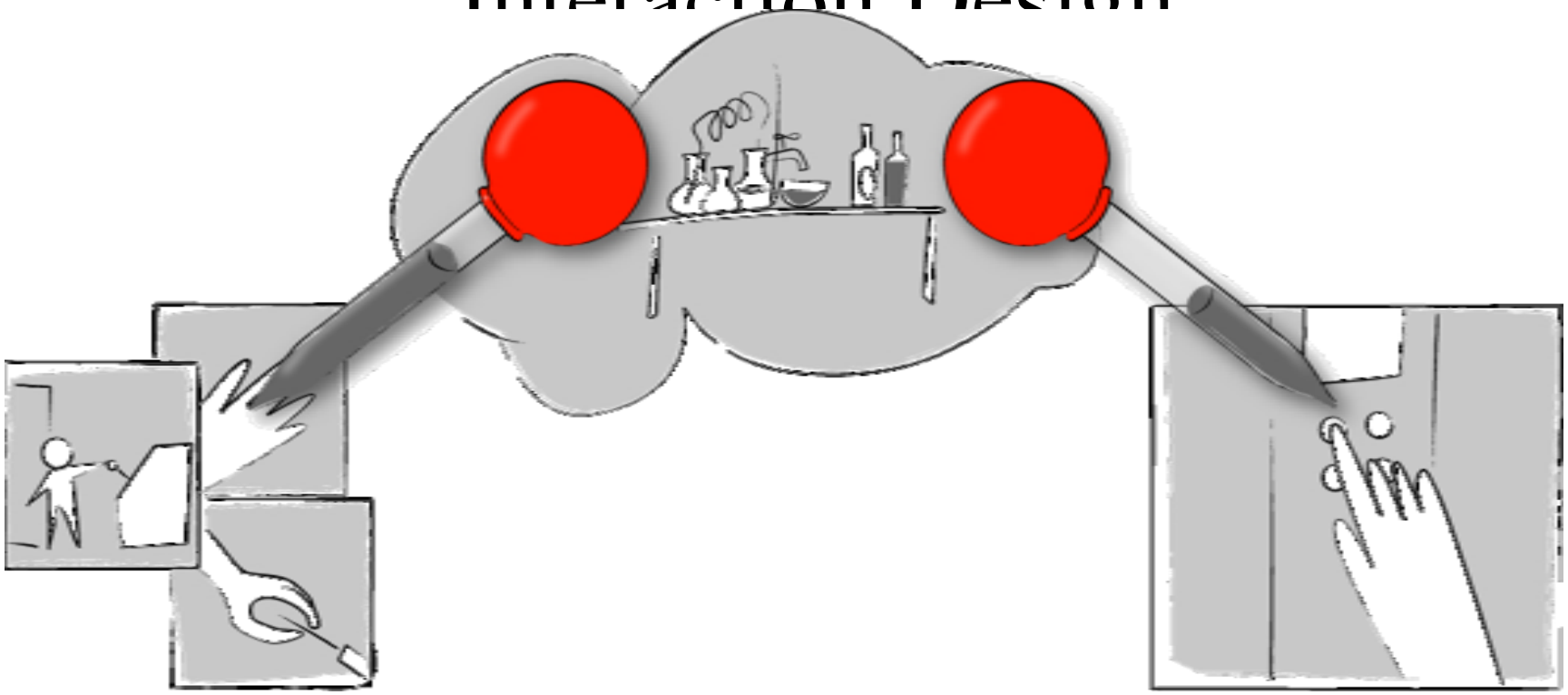
A Physical Approach to Tangible Interaction Design

Mads Vedel Jensen

Mads Clausen Institute, University of Southern Denmark, DK

P02

A Physical Approach to Tangible Interaction Design



Mads Clausen Institute, University of Southern Denmark, DK