

Design and Evaluation of Interactive Systems

Project

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Note taking in public or private spaces

Think of places, situations, and ways that people write notes to themselves or others to help them with everyday tasks (todo lists, reminders, messages to each other)

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Note taking in public or private spaces

Some examples:

- ToDo lists on fridges
- Post-it notes on monitors as reminders
- Typed notes made on mobile phones
- Hand-written notes made on notebooks
- Notes made on whiteboards in meetings
- Printed or handwritten pieces on equipment (e.g. how to use, out of order)
- Messages left on someone's office door
- etc ...



Note taking in public or private spaces

Identify a situation that you find interesting and the users involved for your project

e.g. needs and situations different for students taking notes in class, post-it notes at work, family messages, etc

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Digital note-taking

Design an original application that supports the functionality of traditional note taking and digital support

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Digital note-taking

- If the goal is personal note taking, you could envision situations with combined physical and digital aids that are personal (e.g. notebooks, pieces of paper, mobiles, tablets, hand-held projectors)
- If the goal is communication with others, then you can envision using public aids (e.g. such as physical or digital whiteboards, shared virtual notice boards)
- Physical aids have some unique characteristics: immediacy of use, flexible, combined with other physical objects (post-its and magnets on fridges)
- But also some limitations: erased content disappears, physical objects get lost, disconnected from digital content, often unmovable (whiteboard), limited space
- Combining physical and digital support can allow the combination of their advantages

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Existing technologies

- Common mobile devices
- Wearable interaction (SixthSense prototype)
- Mobile display technology (e.g. pocket and pico projectors)
- Gesture input "anywhere" technology (e.g. leap, kinect)
- Smart pens like Anoto used with real paper
- Many digital whiteboards



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Existing technologies

they are just a means for us (enabling technologies)
not our focus

we first need to understand user needs

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Many existing note taking apps

but for now we don't worry about them

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Your project

Identify a real and precise problem

Target a user population that uses note taking

Identify the role of note taking in their environment
(tasks, context of use, benefits, individual vs group, etc)

Understand their note taking needs, and possible problems with
their current tools

Design an application that solves the problem

Be curious, creative and rigorous

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Some recommendations

You can go beyond existing technologies, as long as it you make
reasonable and justified assumptions

Any interaction that deals with recognition (writing or gesture) needs
to take into account rec. errors

If components need calibration it should be part of the interaction

It is important to study the complementary nature of physical and
digital media

Think of limits of current note taking tools (even digital ones if your
users use them).

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