

FUNDAMENTALS OF SITUATED INTERACTION - 16 SEPTEMBER 2016

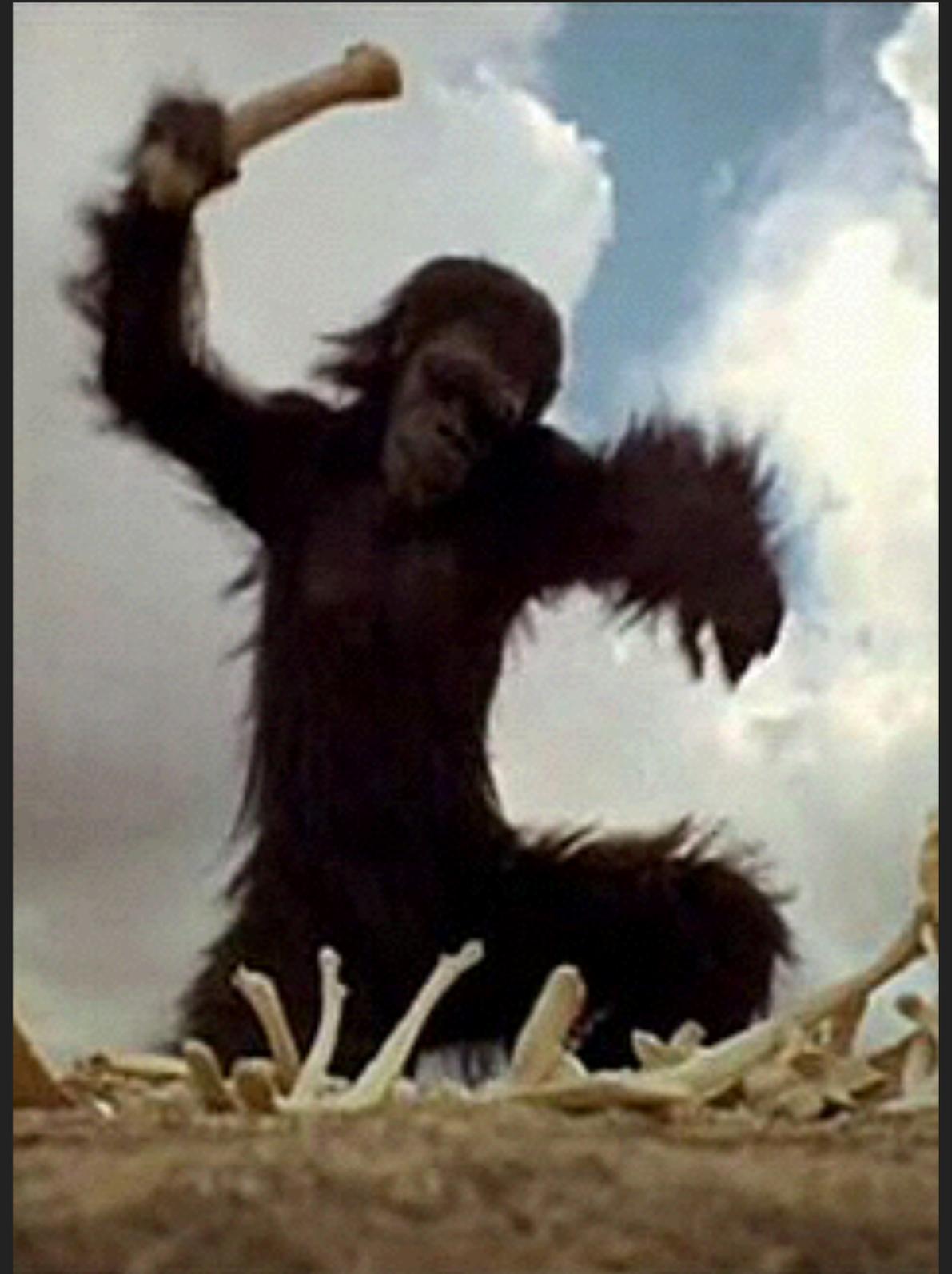
MICHEL BEAUDOUIN-LAFON

UNIVERSITÉ PARIS-SUD & INSTITUT UNIVERSITAIRE DE FRANCE

OF INSTRUMENTS AND SUBSTRATES

INVENTION OF THE TOOL

- ▶ Humans are the only species that creates tools to shape their environment



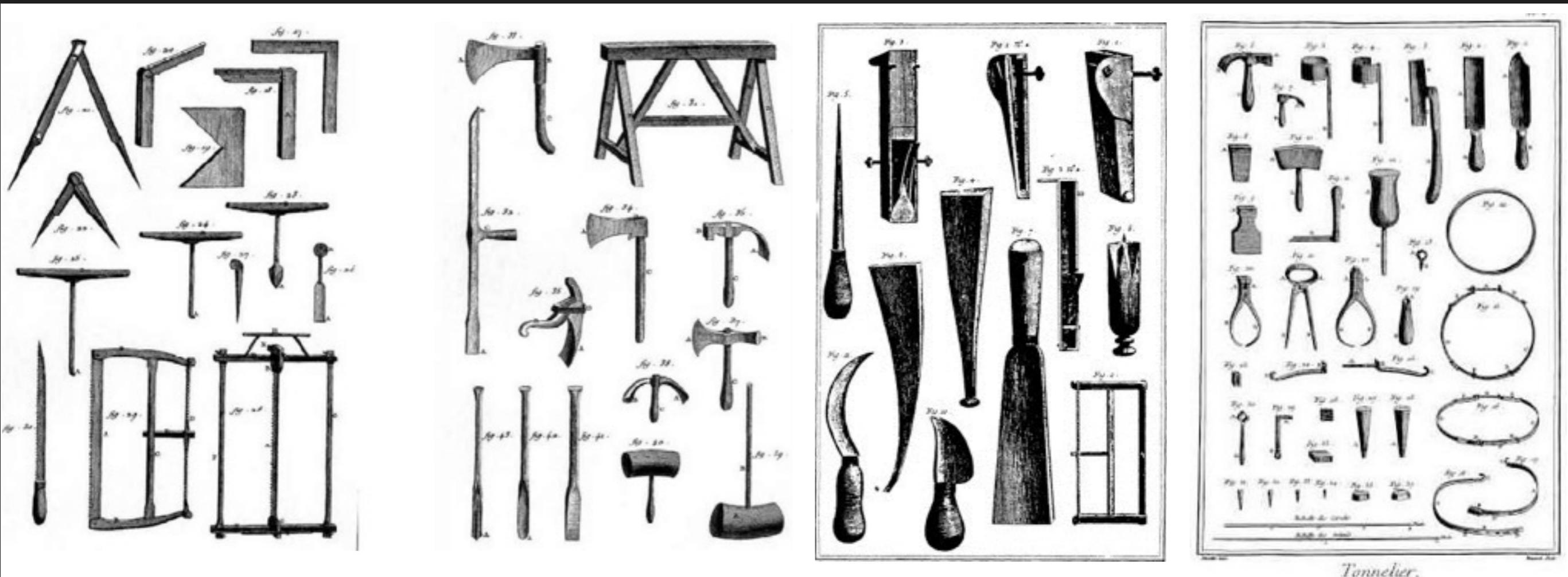
INVENTION OF TOOLS

- ▶ Traces of tools have been found as far back as 3.3 million years



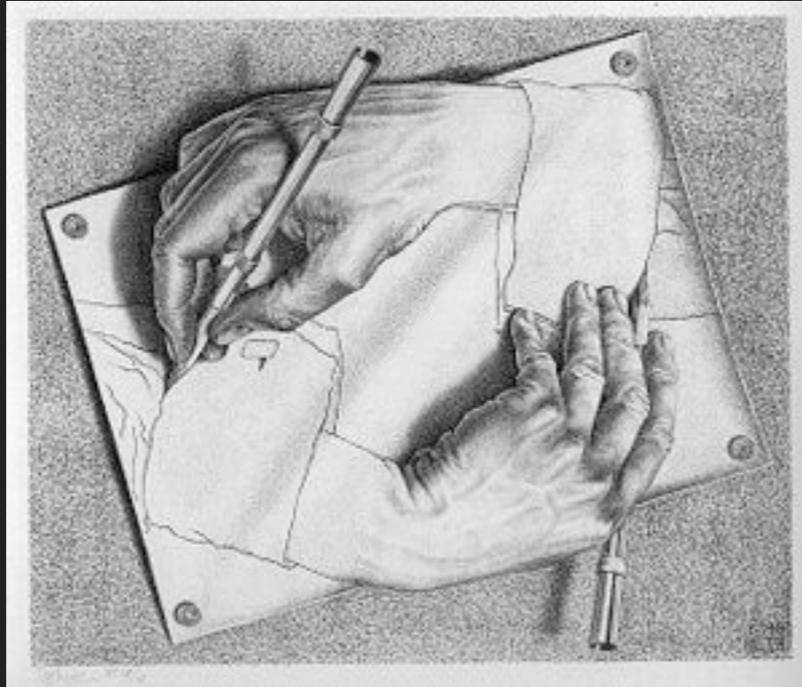
Sonia Harmand, anthropologist

MOST OF OUR INTERACTIONS WITH THE REAL WORLD ARE MEDIATED BY TOOLS AND INSTRUMENTS



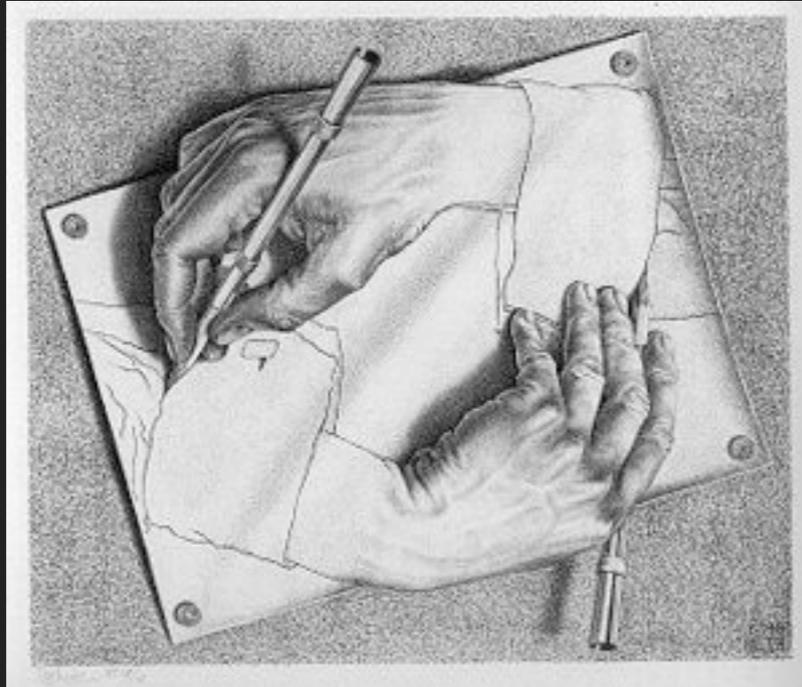
Tonnelier.

TOOLS TO SHAPE OUR ENVIRONMENT



INTRODUCTION

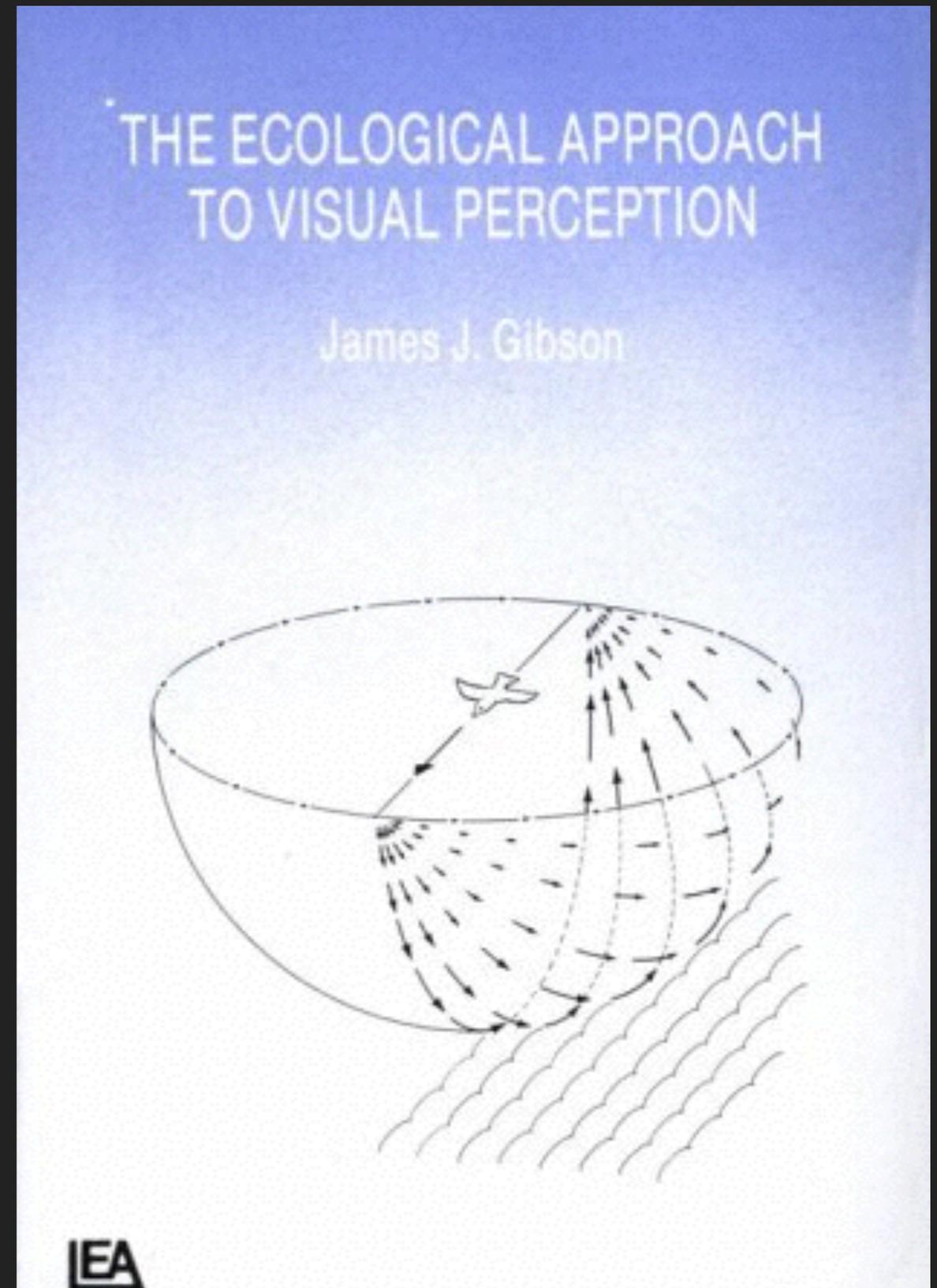
BUT NOT ALWAYS EASY TO LEARN



A BIT OF PSYCHOLOGY

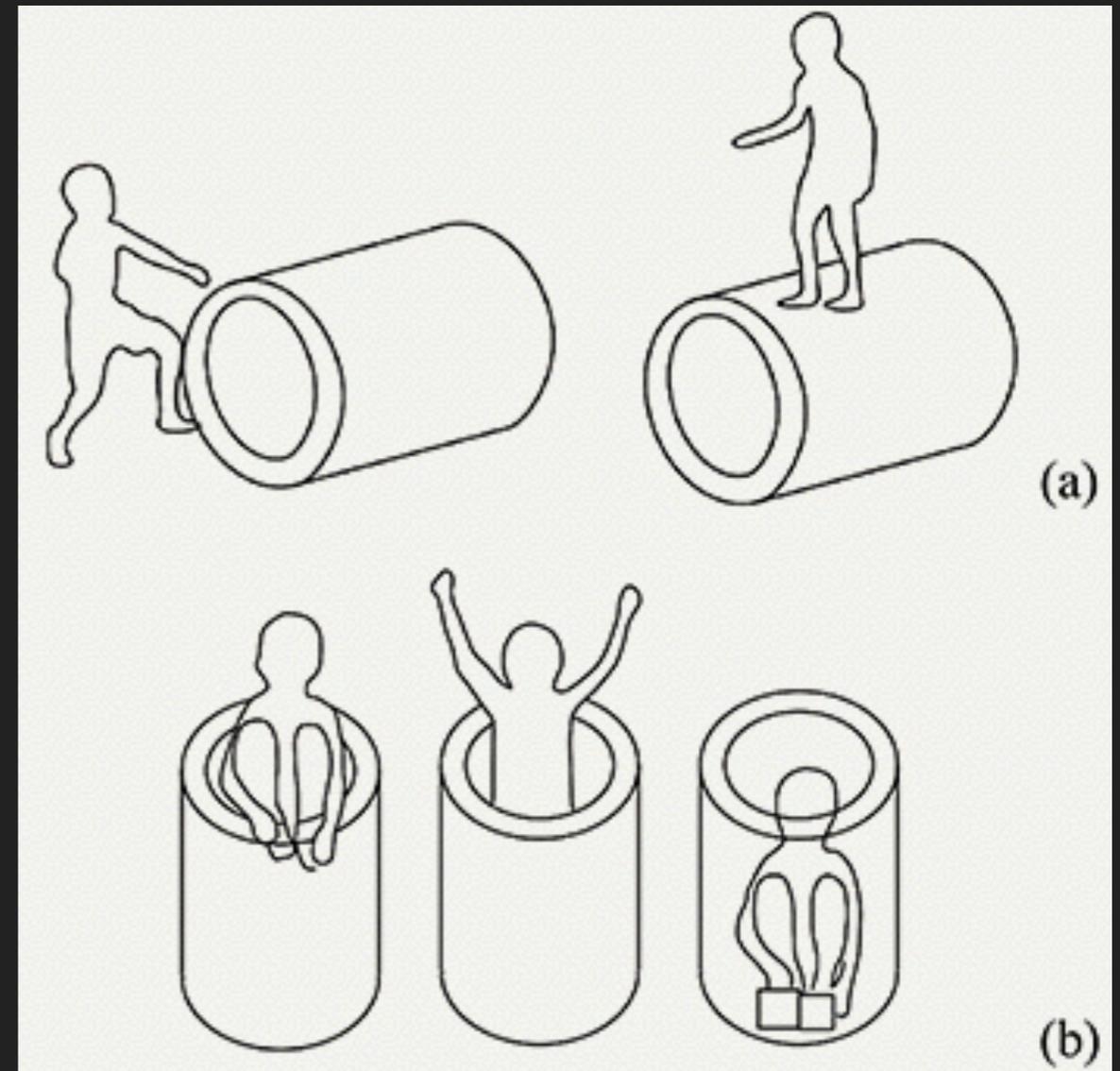
AFFORDANCES

- ▶ We directly perceive the capabilities for action of an object
- ▶ "... the affordances of the environment are what it offers the animal, what it provides or furnishes, either for good or ill..."
James Gibson



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PERCEPTUAL LEARNING

- ▶ Learning to recognize affordances

- ▶ “We perceive to learn, as well as learn to perceive”
Eleanor Gibson

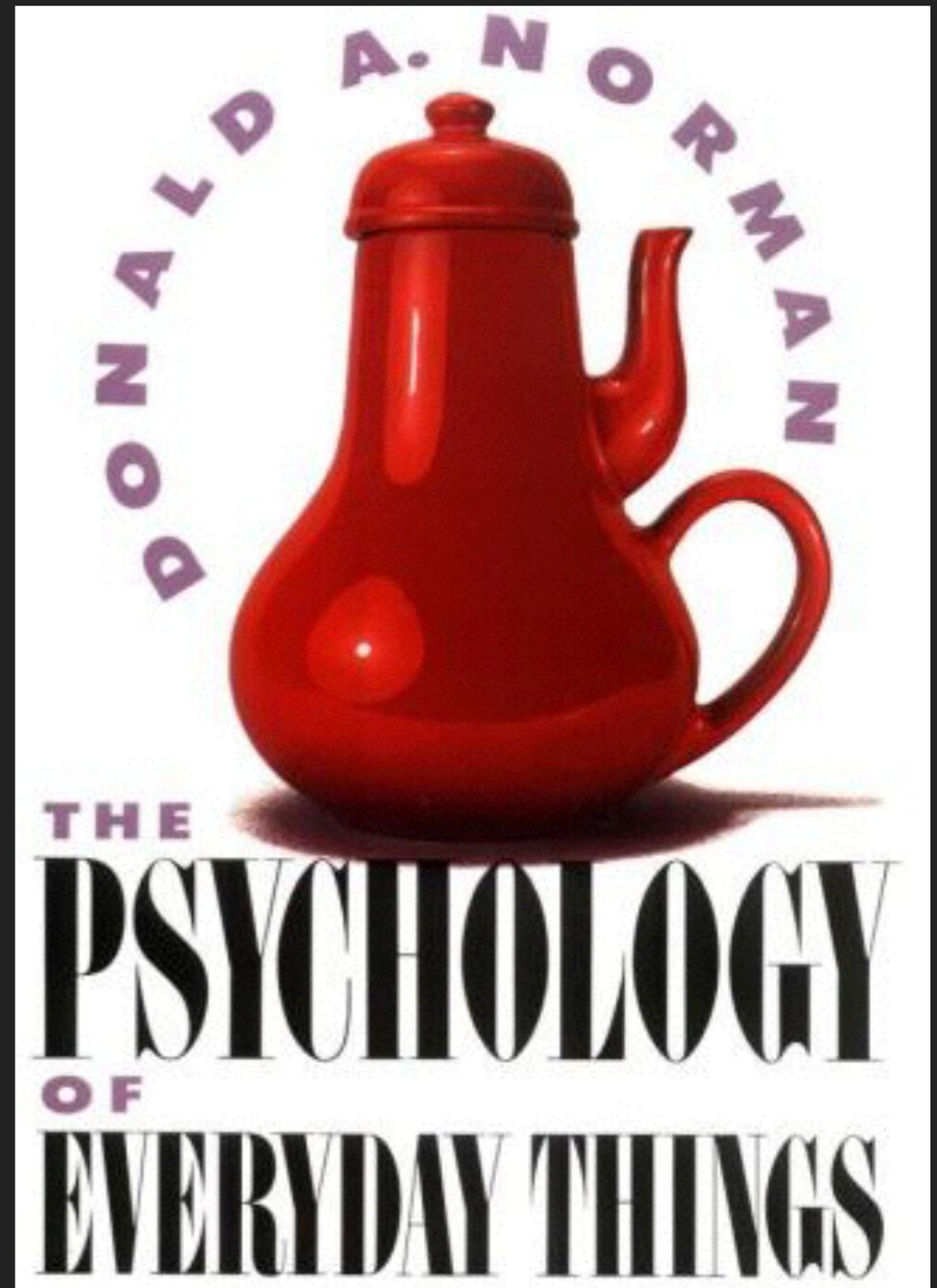




JAMES & ELEANOR GIBSON

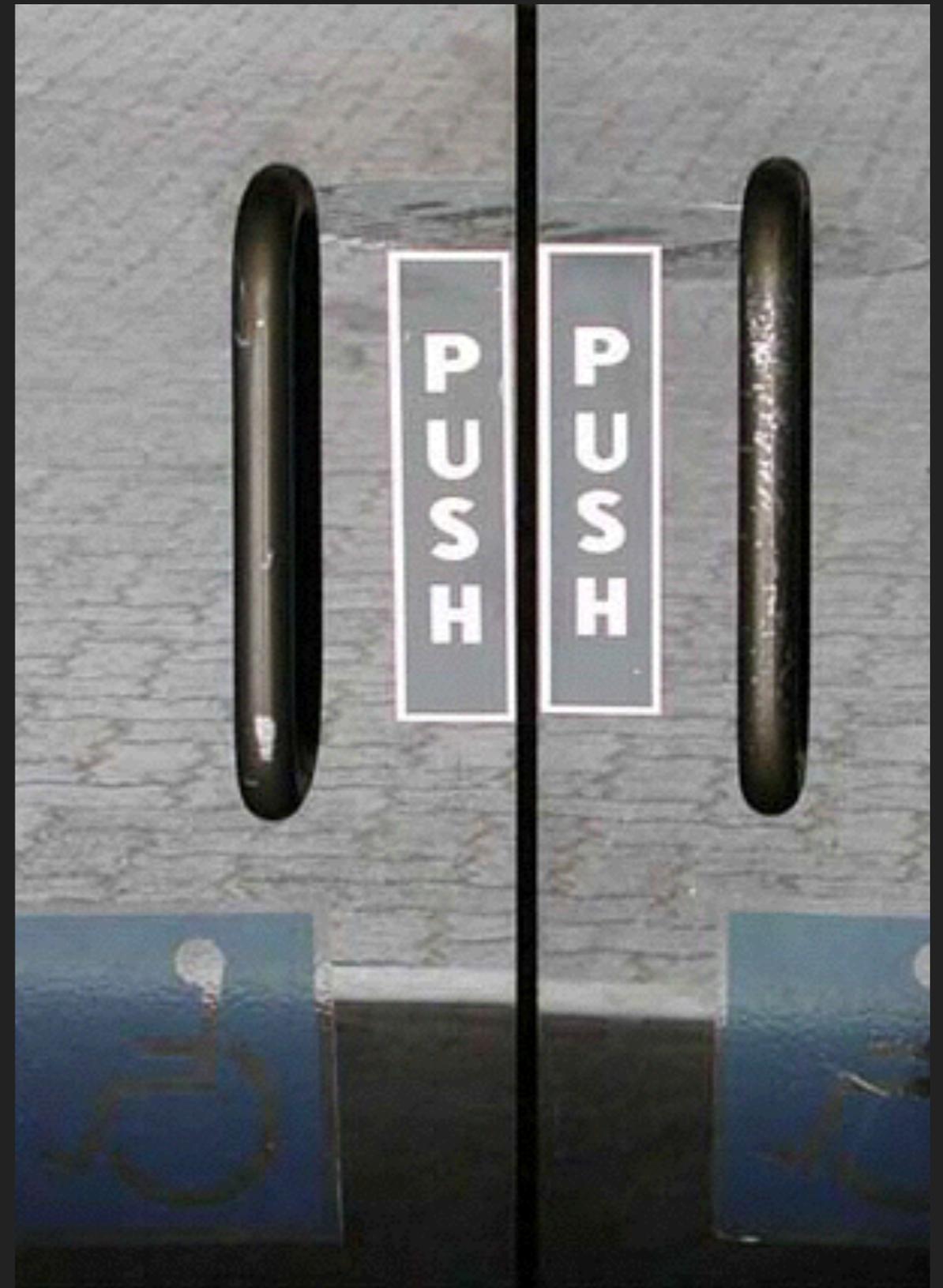
SIGNIFIERS

- ▶ Affordances as redefined by Don Norman
- ▶ To be perceived, an affordance must be visible



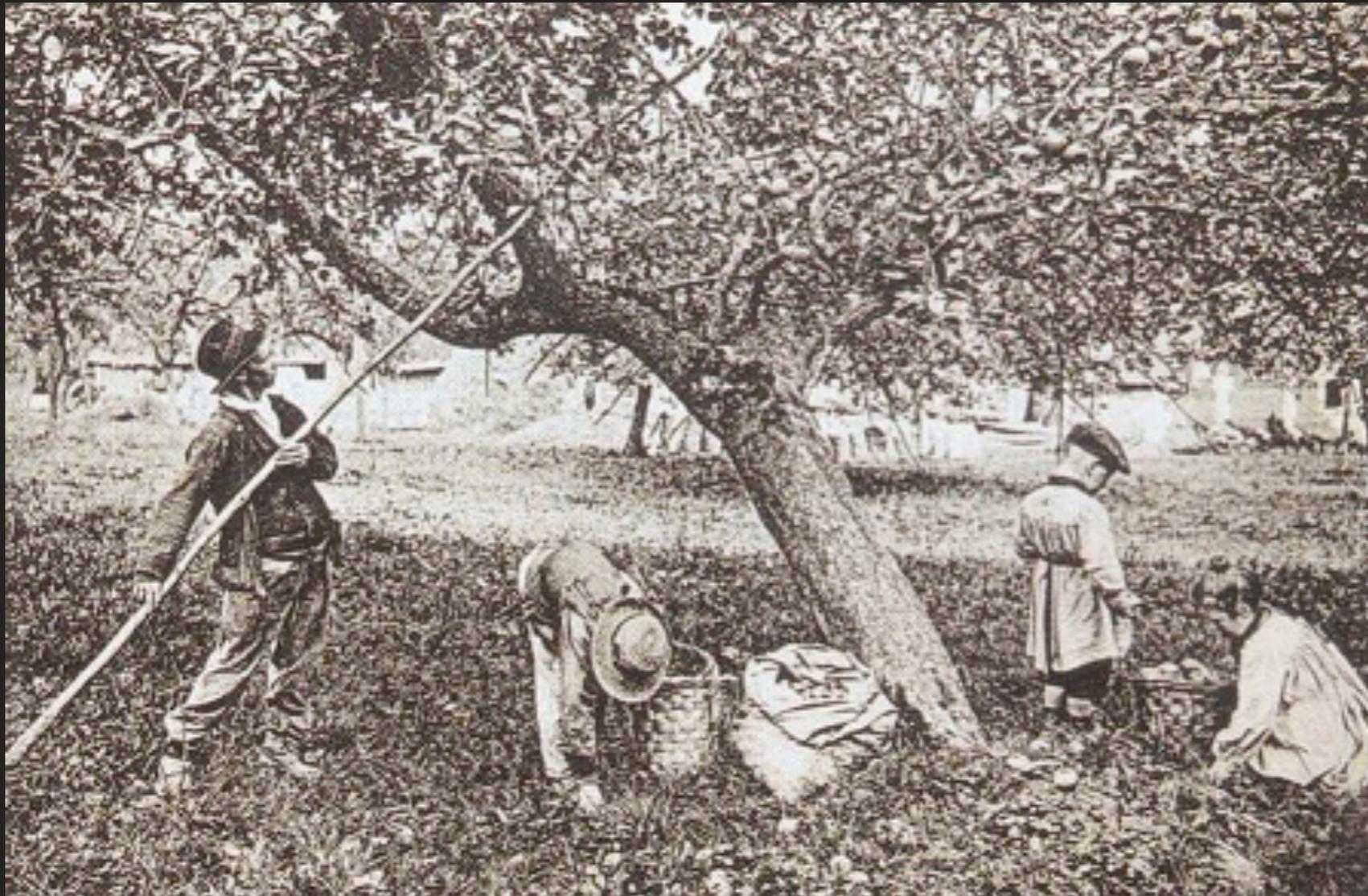
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THE POWER OF TOOLS

- ▶ We internalize the tool as a physical extension of our body



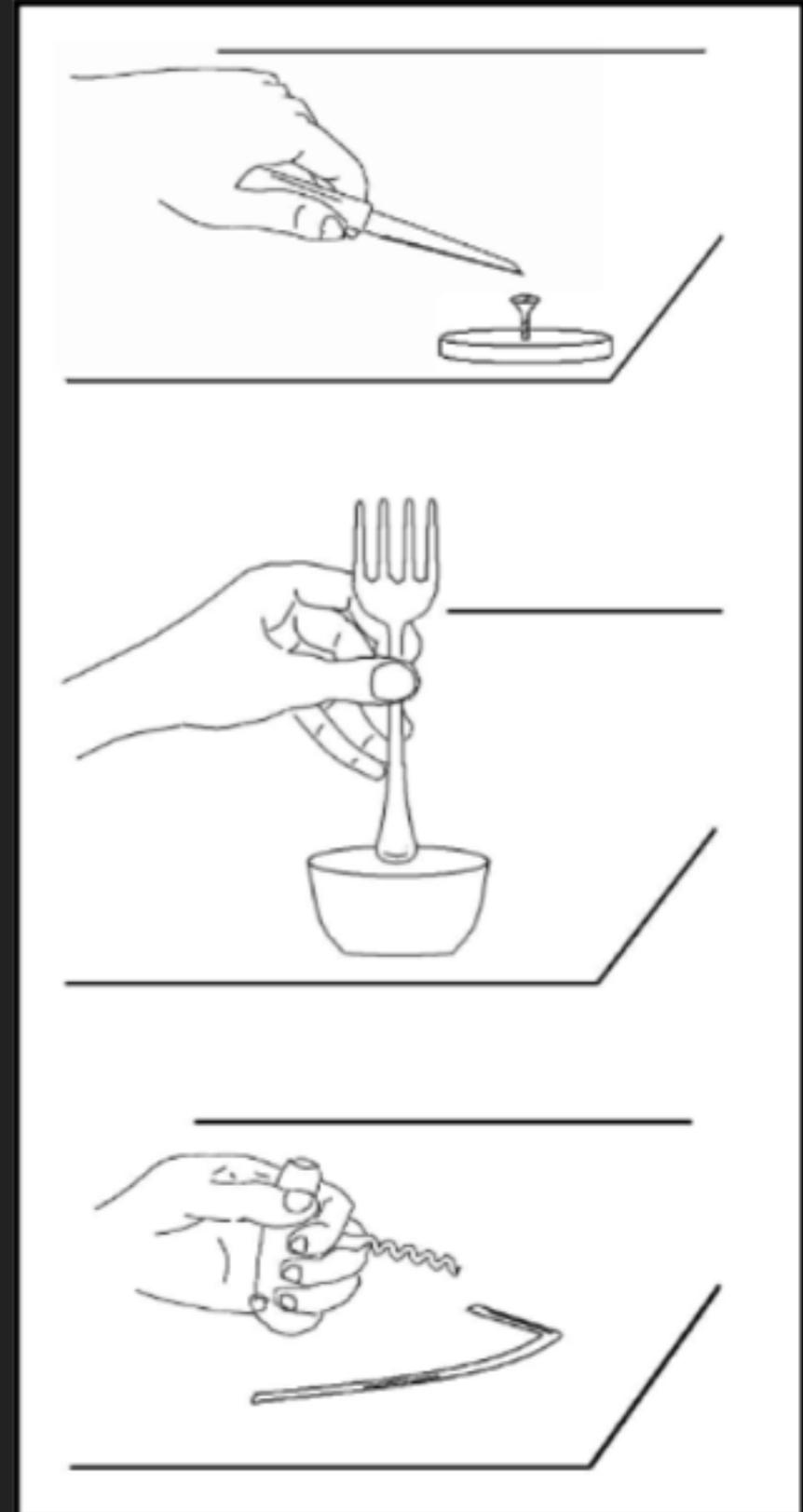
THE POWER OF TOOLS

- ▶ We internalize the tool as a physical extension of our body



TECHNICAL REASONING

- ▶ We simulate in our head the physical mechanism to solve a problem
- ▶ We appropriate the objects at hands



APPROPRIATION

- ▶ A pen or a ruler?
- ▶ A mug or a compass?



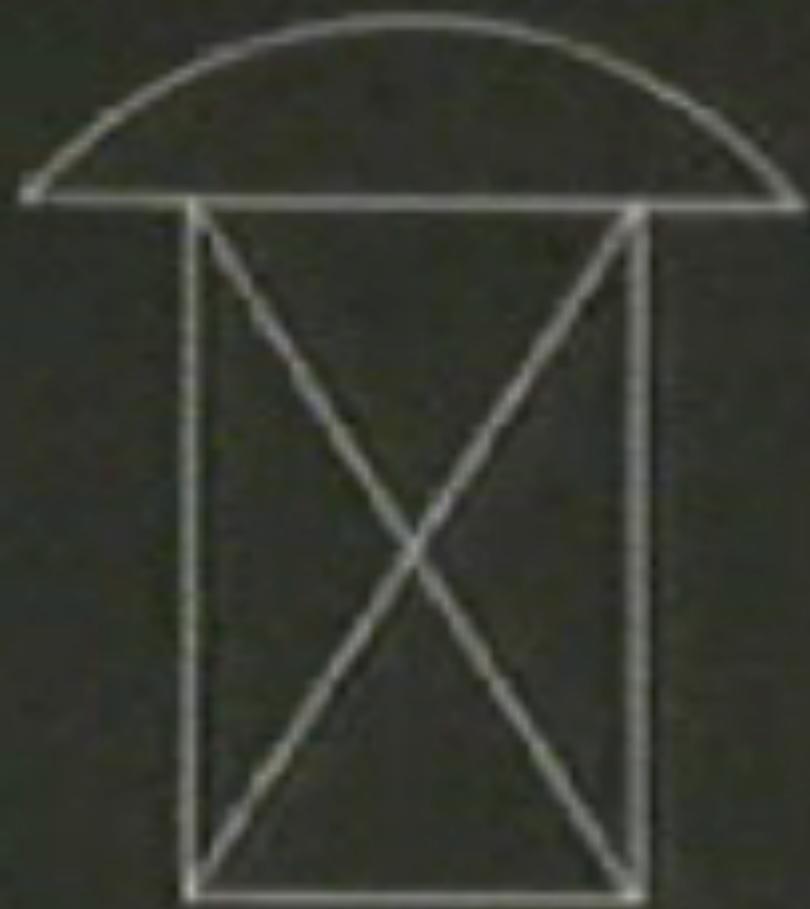
**WHAT ABOUT
DIGITAL TOOLS?**



SKETCHPAD

IVAN SUTHERLAND, 1963

**GRAPHICAL
INTERACTION**



COMPUTER AS TOOL

- ▶ “Computers are like a bicycle for our minds”
Steve Jobs



DIGITAL TOOLS

FROM PHYSICAL TOOLS ...

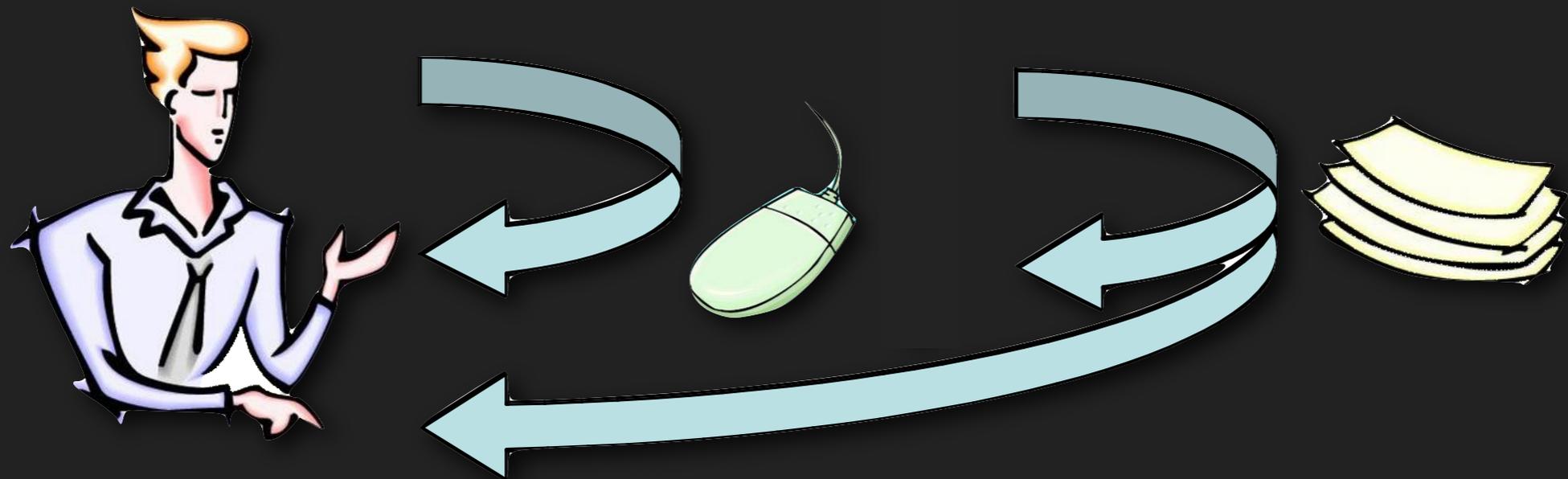


INSTRUMENTAL INTERACTION

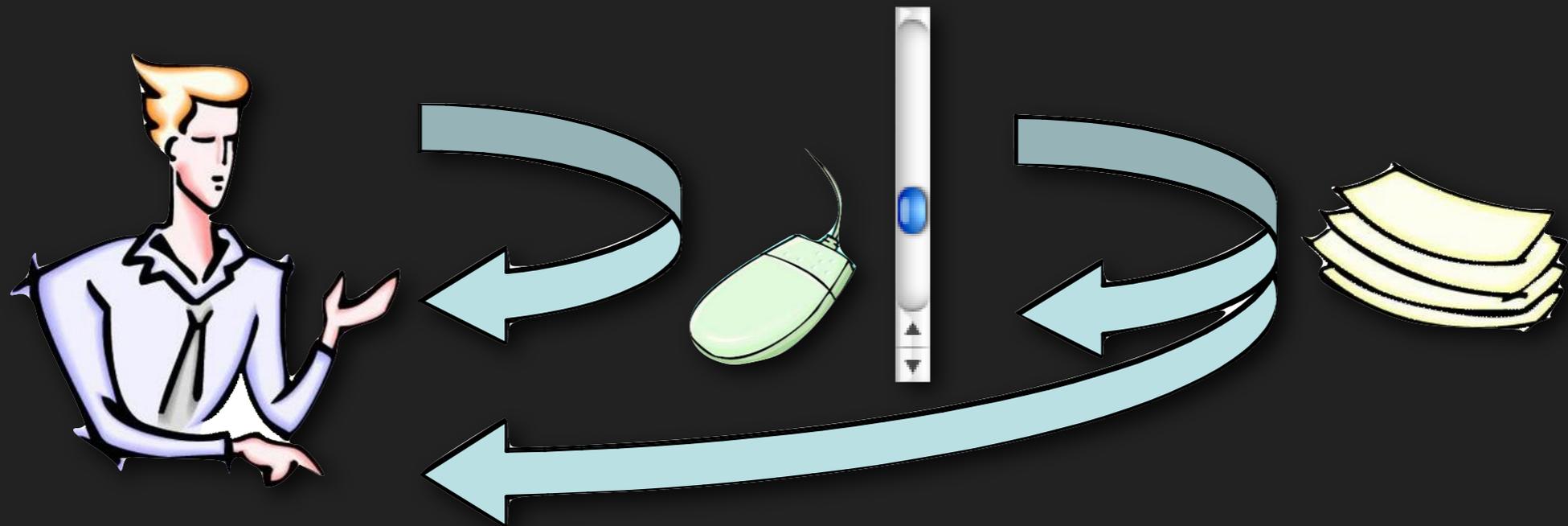
INTERACTION IS MEDIATED BY A TOOL



INTERACTION IS MEDIATED BY A TOOL



INTERACTION IS MEDIATED BY A TOOL



A DESCRIPTIVE MODEL

- ▶ From direct manipulation
- ▶ To tangible interaction

- ▶ But not universal:
- ▶ Voice-based interaction?
- ▶ Gesture-based interaction?



INSTRUMENTAL INTERACTION

CPN2000

CPN Editor

Toolbox
 Style Tools
 Editing Tools
 Simulation Tools
 Page Tools

CPN
 Top
 Receiver(1)
 Receiver(2)
 Network
 Sender

Receiver(1) Receiver(2)

Received
DATA
1 "Modellin"
if n=k and also p <> stop then str^p else str

NextRec
INT
if n=k then k+1 else k

Receive Packet

Receiver(1)

INTxDATA
B
(n,p)
str
p <> stop then str^p else str

NextRec
INT
if n=k then k+1 else k

Receive Packet

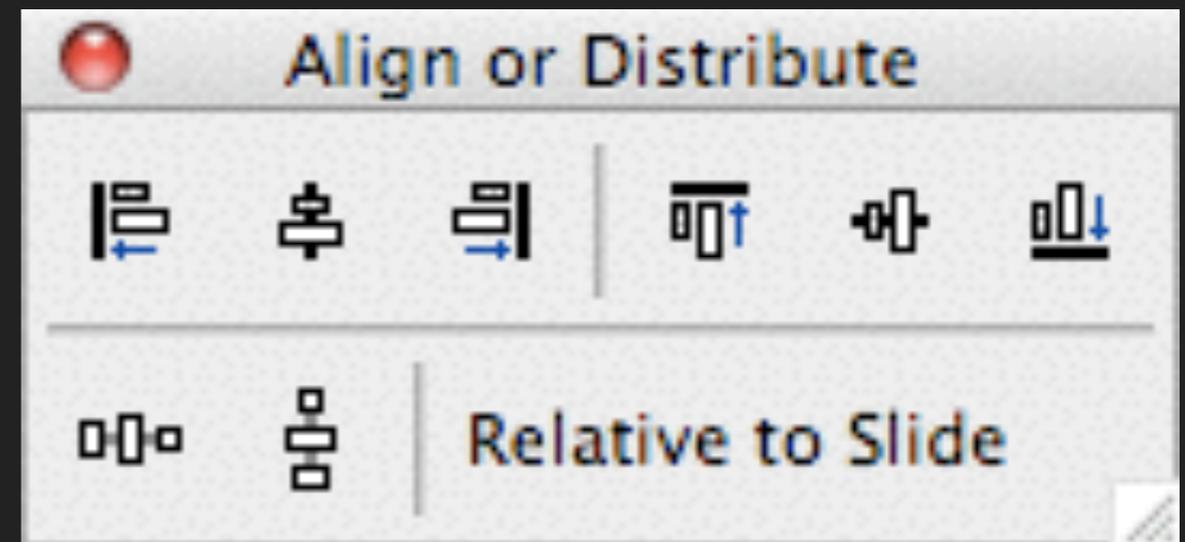
if n=k then k+1

Top Network Sender

INTxDATA
A
B1
B2
RecNo1
RecNo2
Sender
Network
Received
DATA
Received
DATA
Meta
P

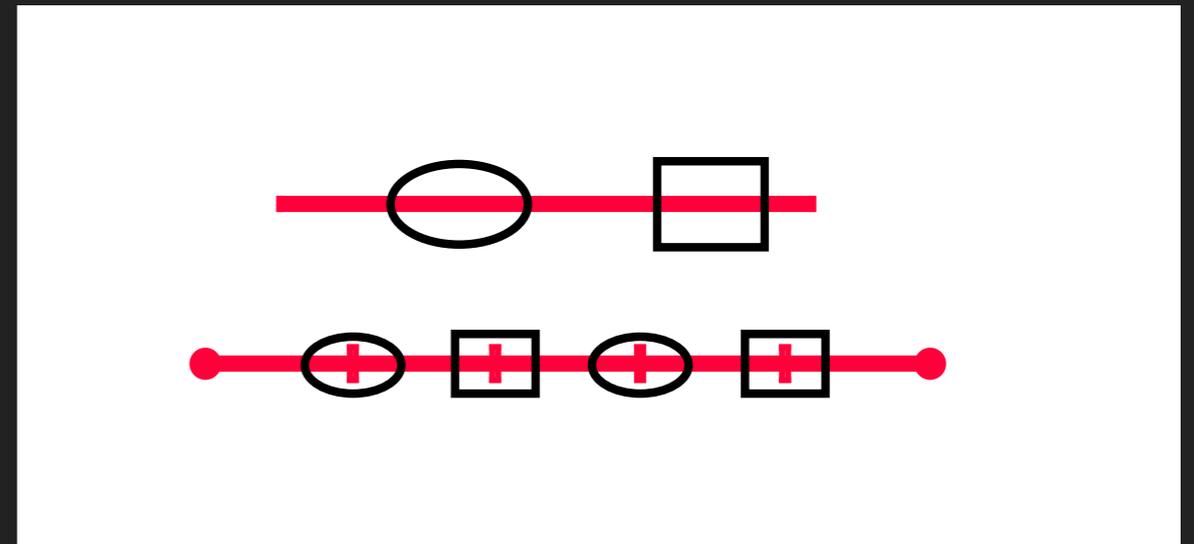
REIFICATION

- ▶ Transform a command into an object that can be directly manipulated
- ▶ Example : alignment



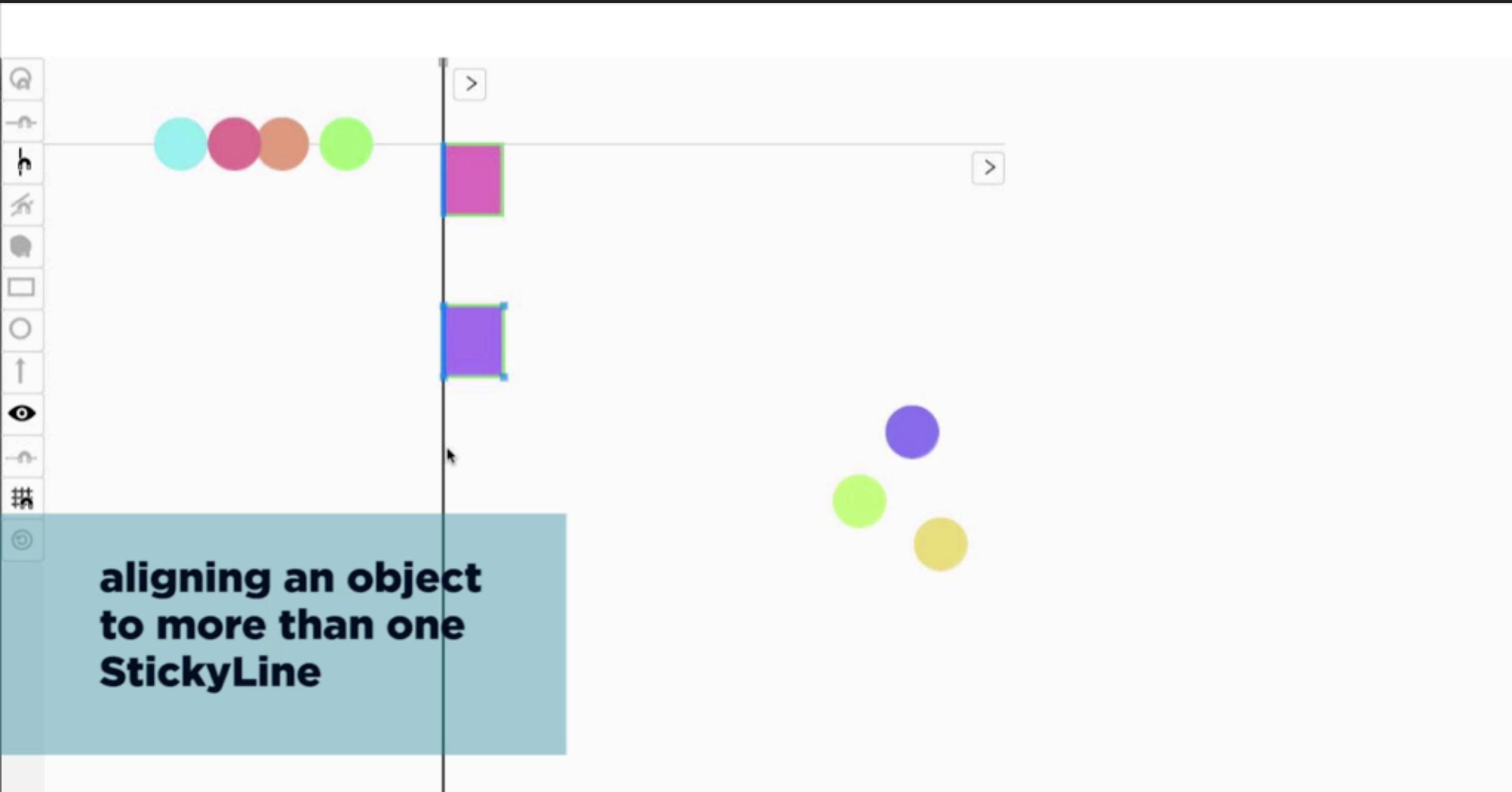
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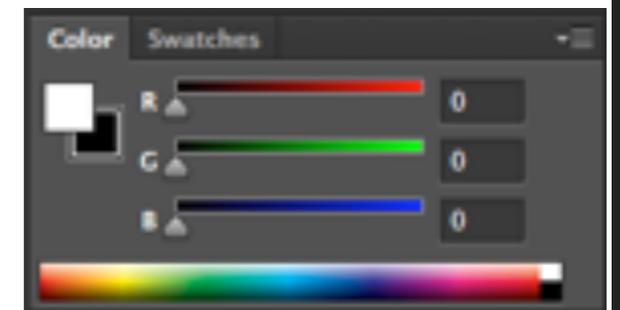
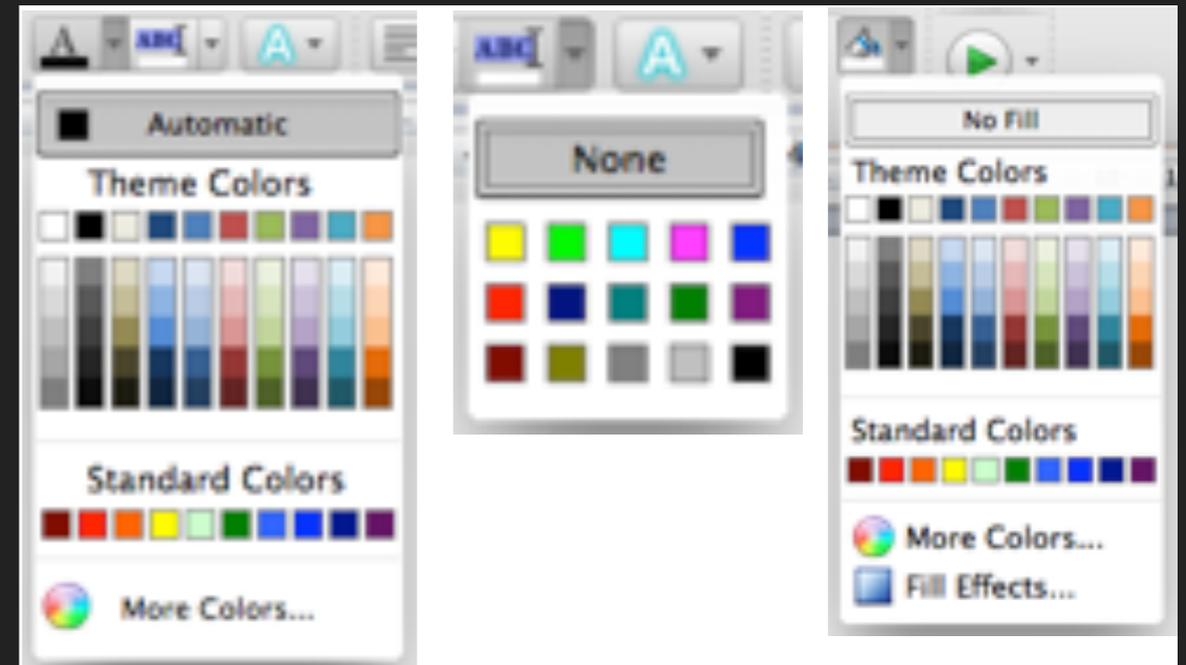
STICKYLINES

M. Ciolfi, N. Maudet, W. Mackay, M. Beaudouin-Lafon



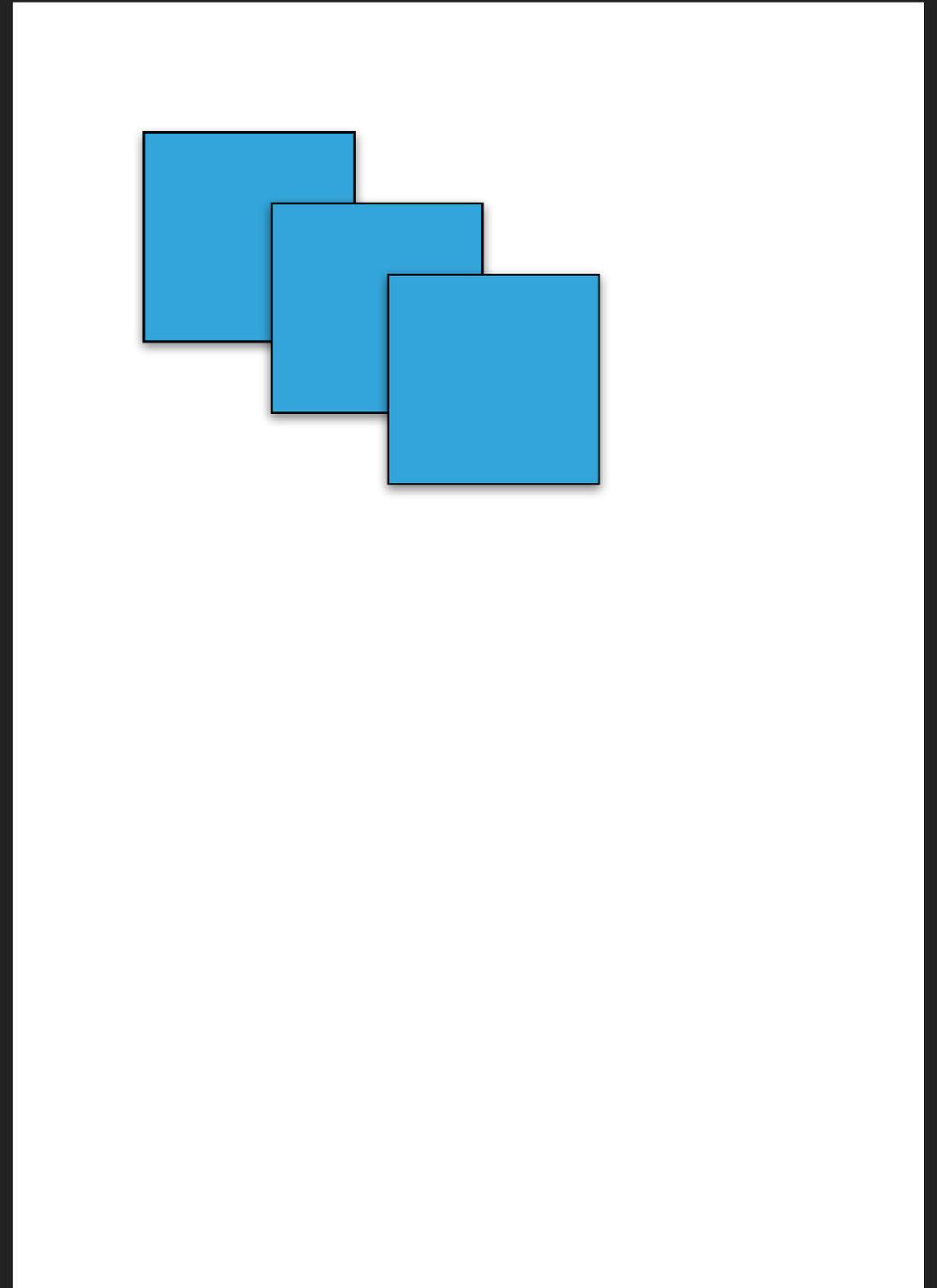
POLYMORPHISM

- ▶ The same tool can be used in different contexts
- ▶ Example : color selector
- ▶ Free the tools from the applications where they are trapped!



REUSE

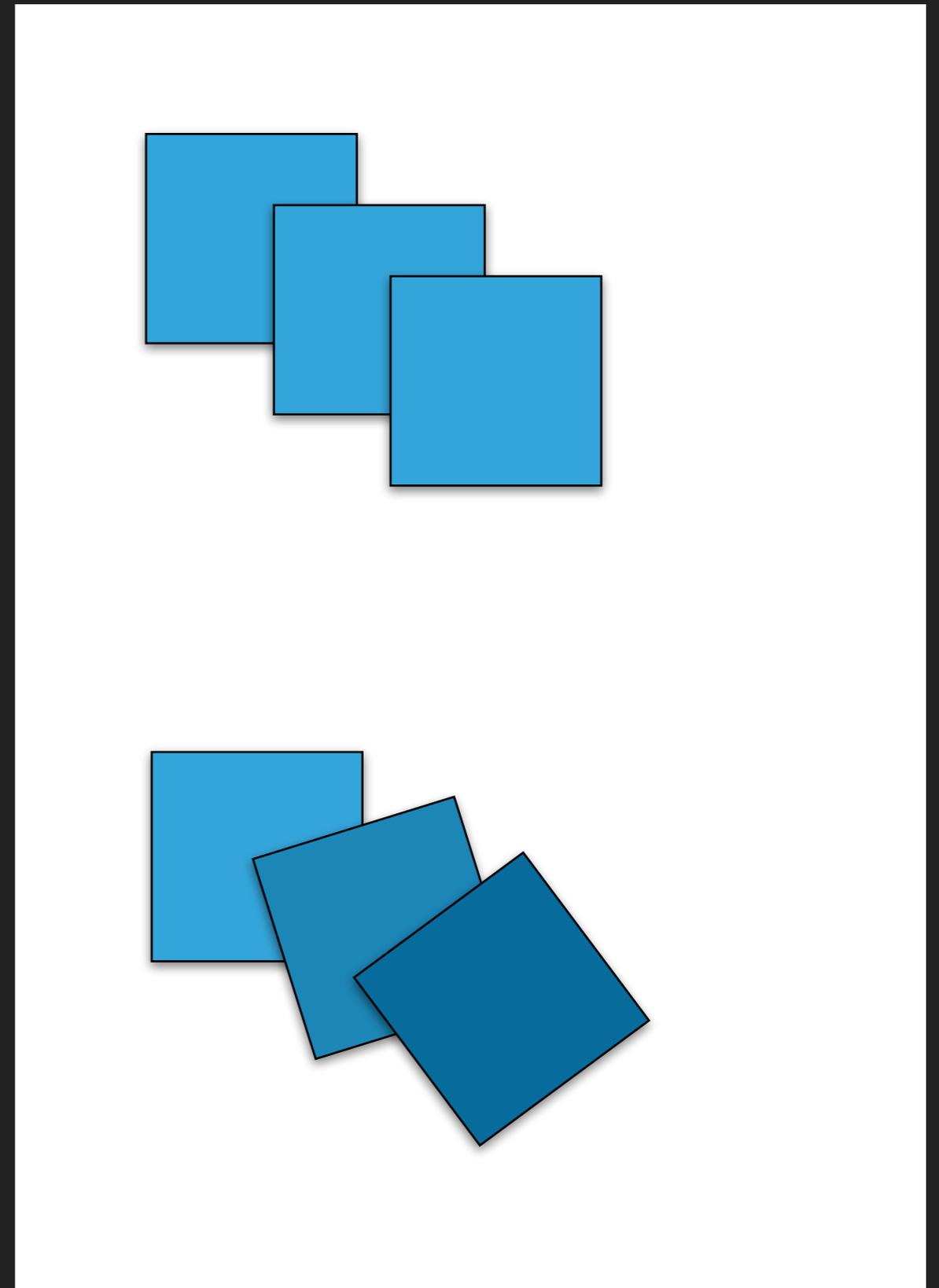
- ▶ Output reuse (objects)
- ▶ Example : copy-paste



REUSE

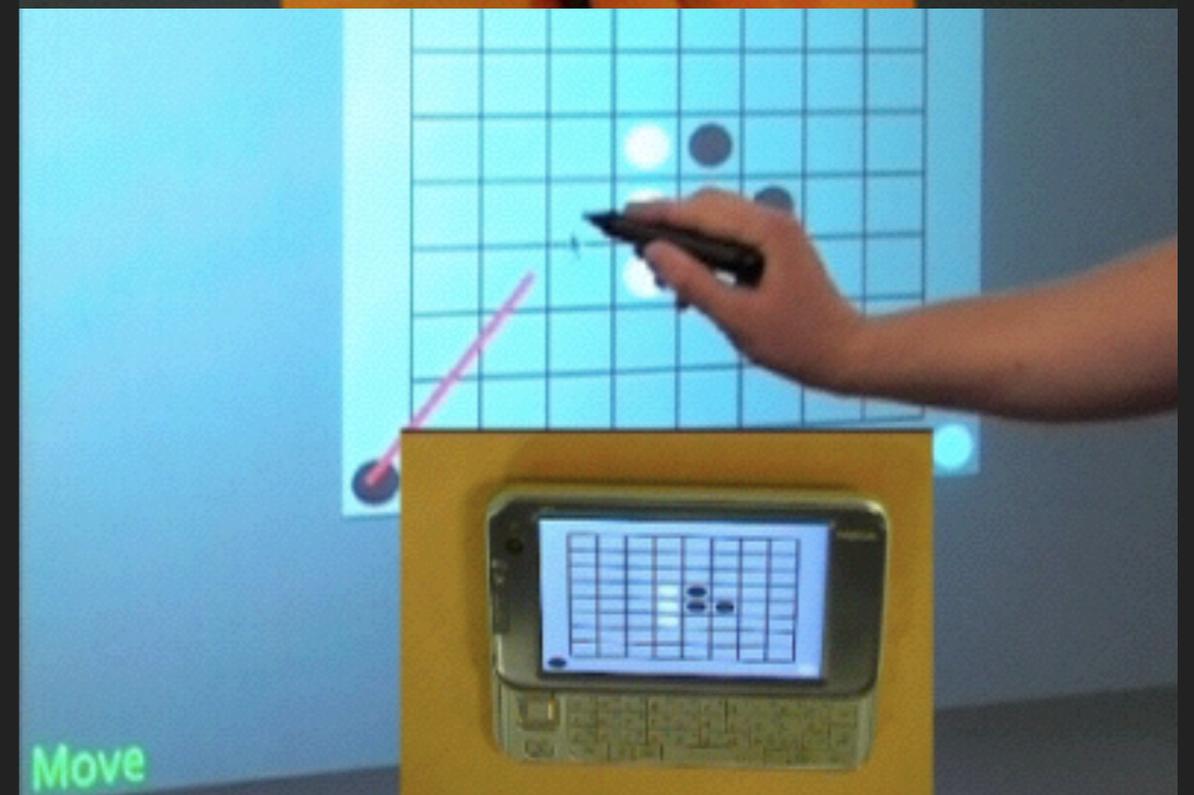
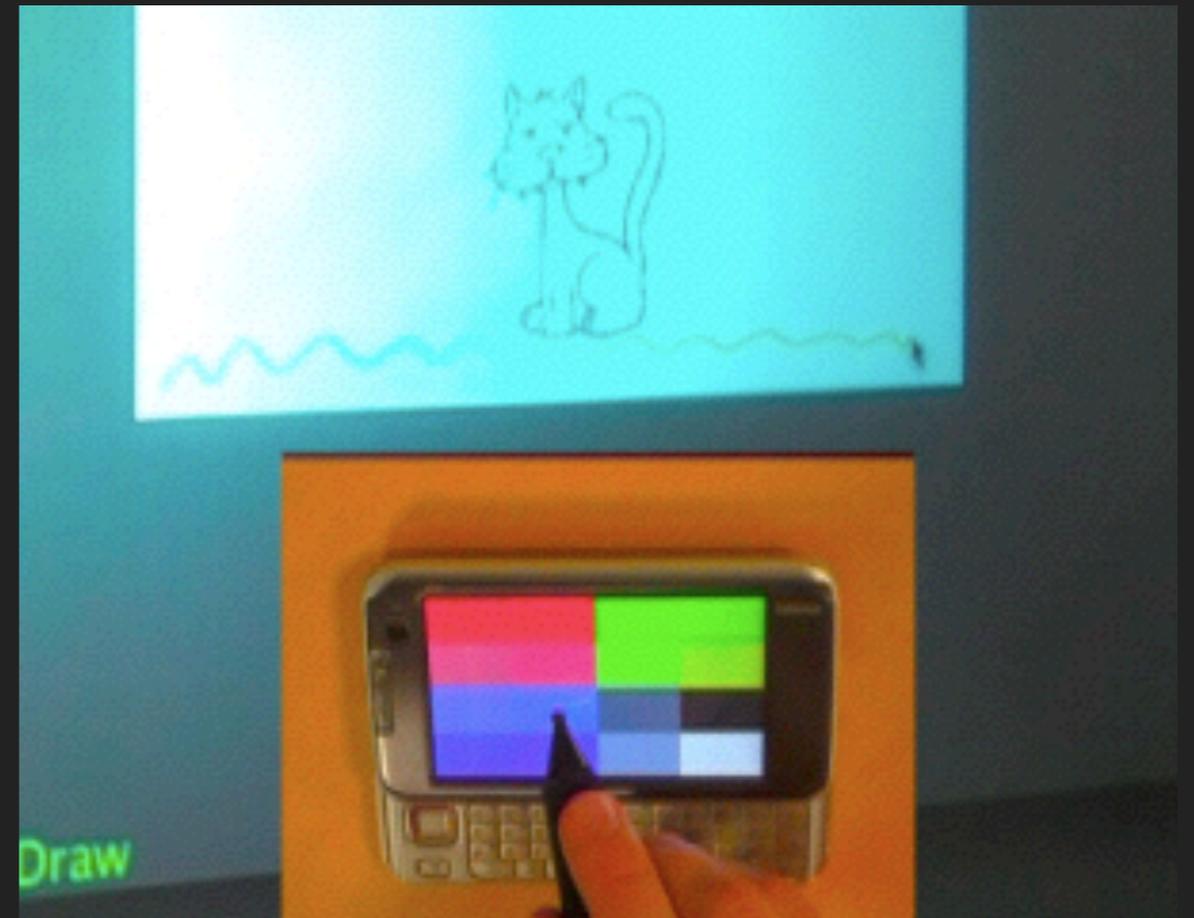
- ▶ Output reuse (objects)
- ▶ Example : copy-paste

- ▶ Input reuse (commands)
- ▶ Example : redo, macros



UBICOMP INSTRUMENTS

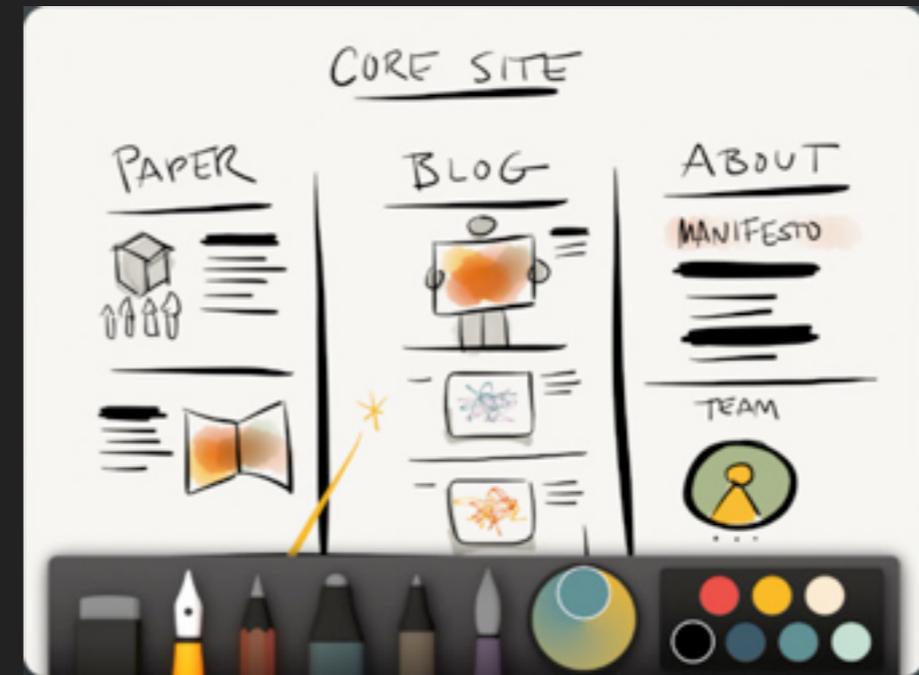
- ▶ Instruments spanning multiple interaction surfaces
- ▶ Multi surface interaction
- ▶ VIGO (CHI'09)



INFORMATION SUBSTRATES

INSTRUMENTAL INTERFACES

- ▶ To create and edit content



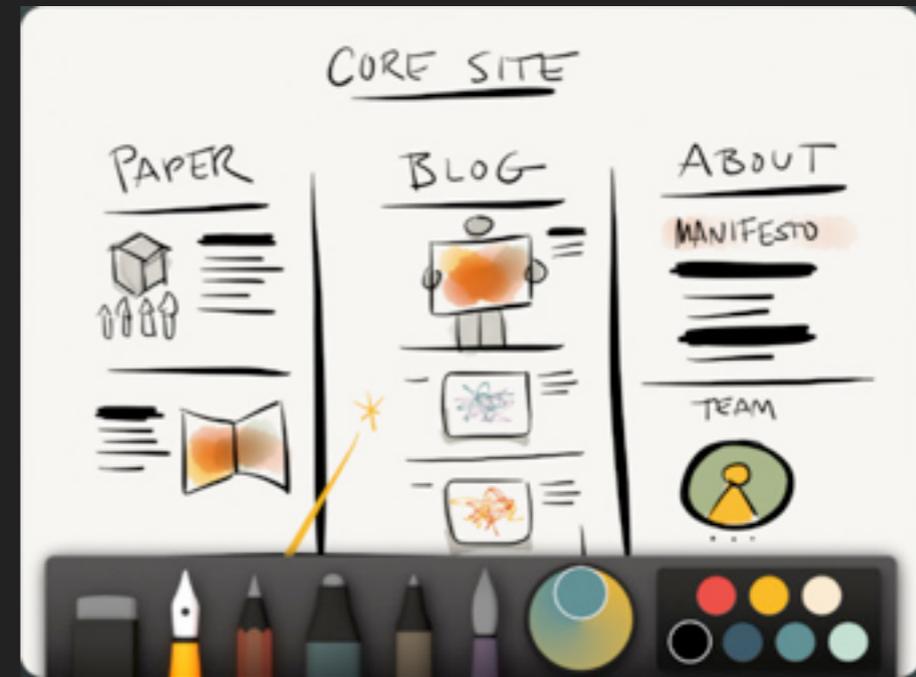
Paper



iPhoto

INSTRUMENTAL INTERFACES

- ▶ BUT limited:
- ▶ How to use the pen from the "Paper" app to write on a photo in the "iPhoto" app?



Paper



iPhoto

INFORMATION SUBSTRATES

- ▶ Data does not exist in a vacuum



INFORMATION SUBSTRATES

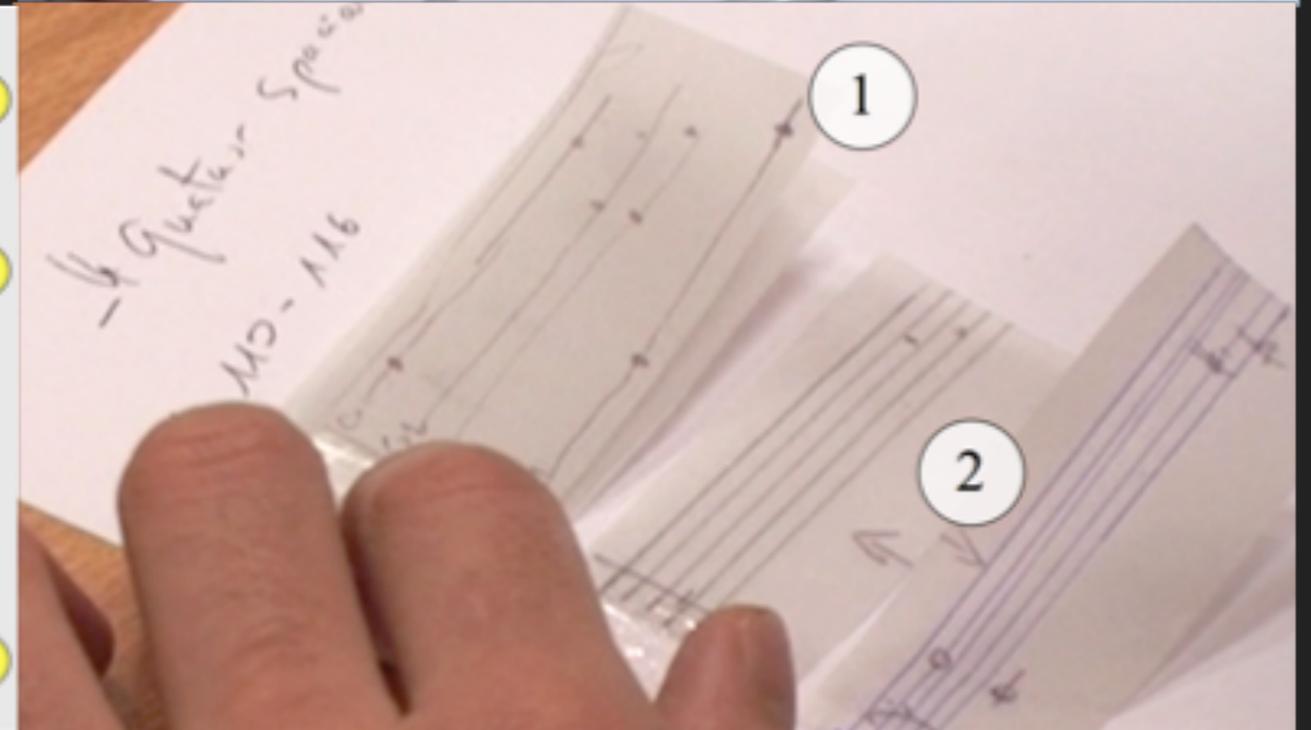
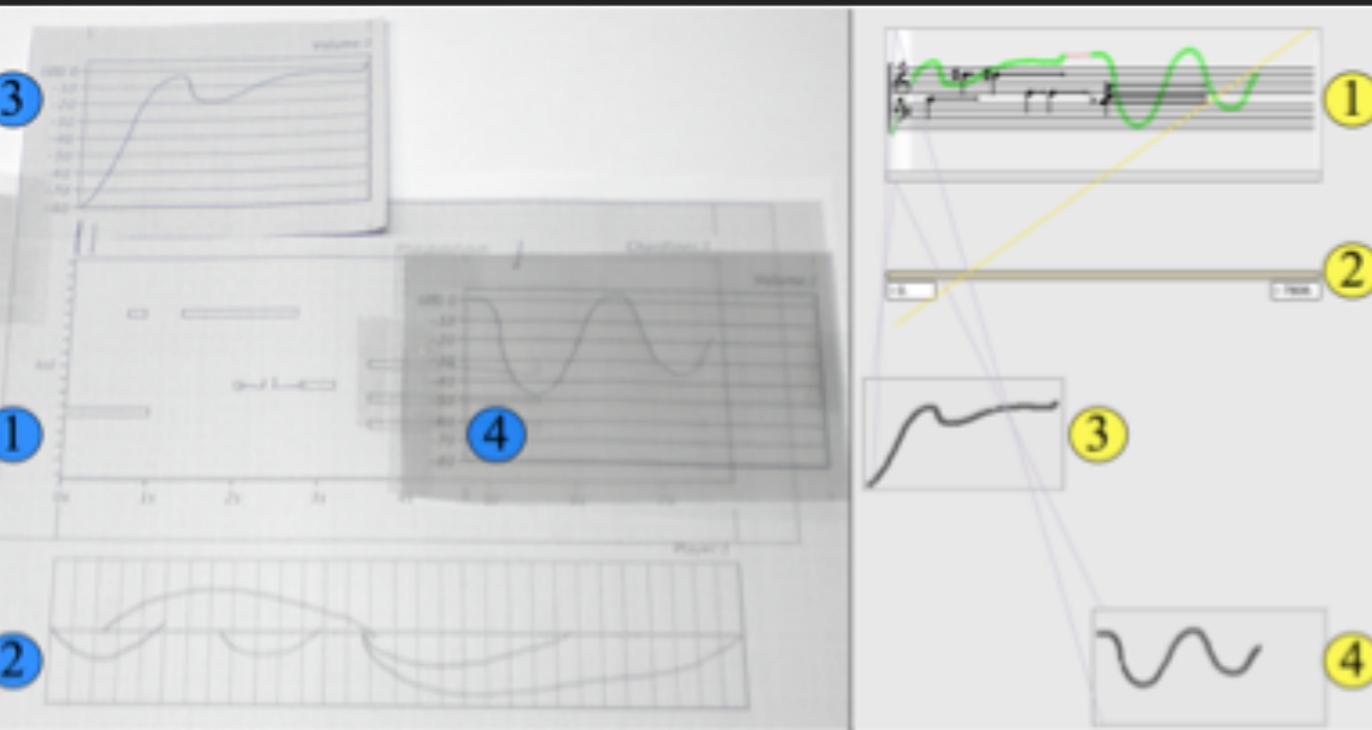
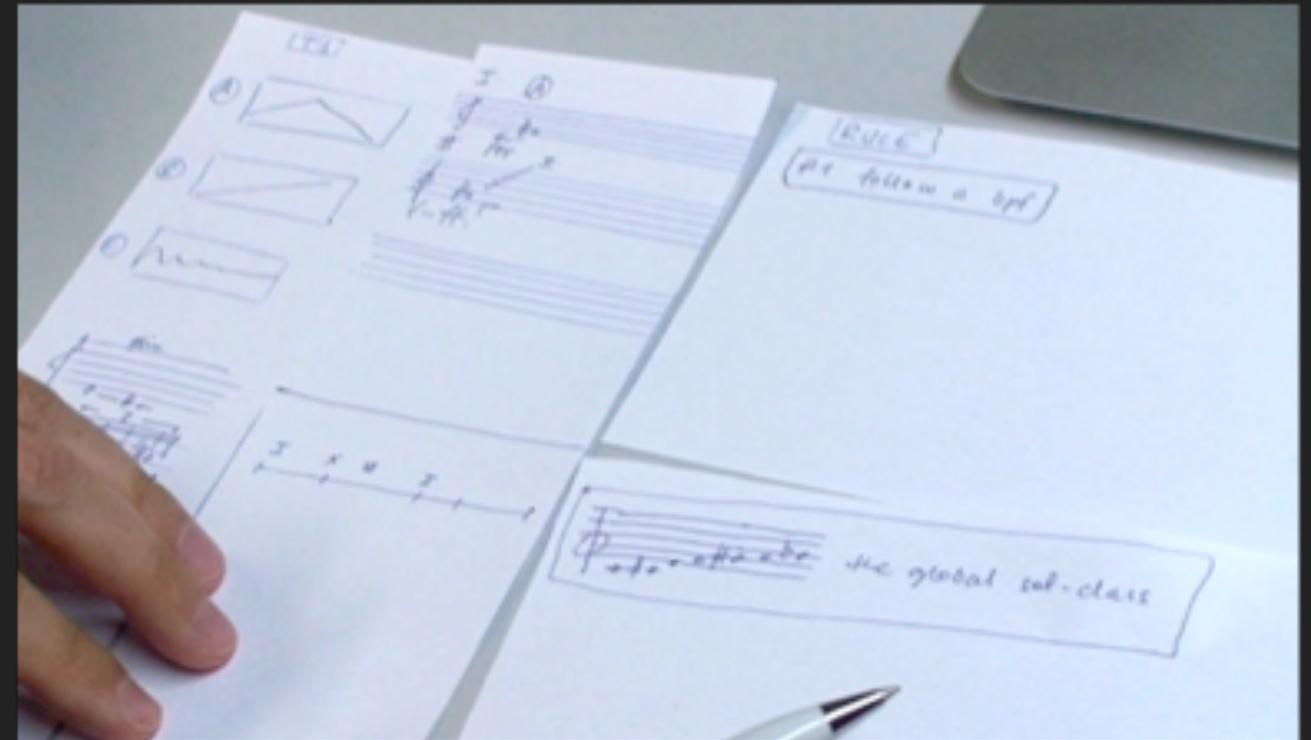
- ▶ Data does not exist in a vacuum
- ▶ Substrates provide context for interpreting data and constraints for presenting and interacting with it
- ▶ Examples: musical score, spreadsheet, page layout, graph...



PAPER SUBSTRATES

Garcia, Tsandilas, Agon & Mackay, 2012

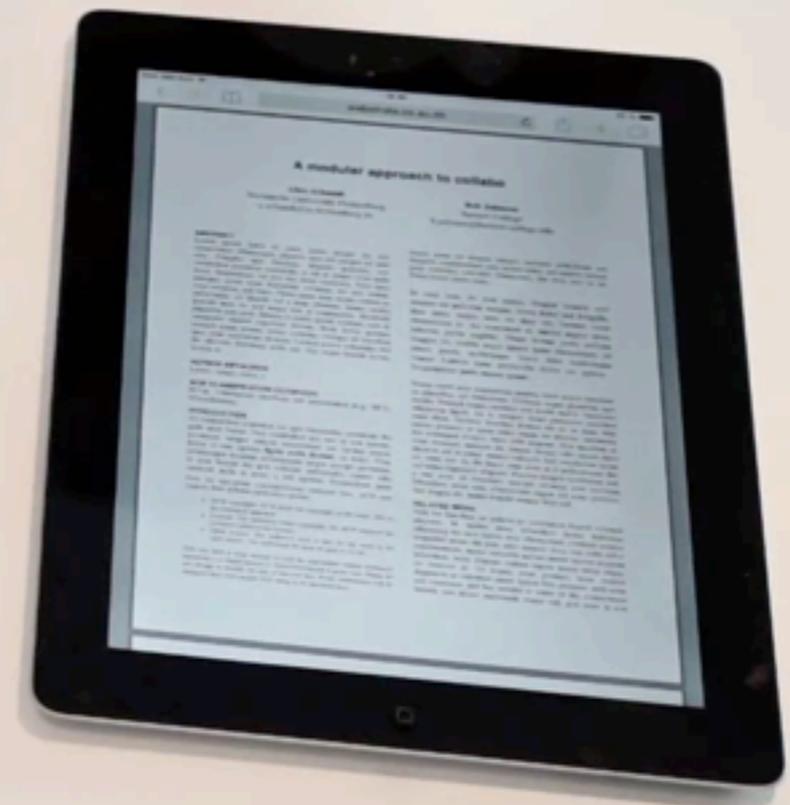
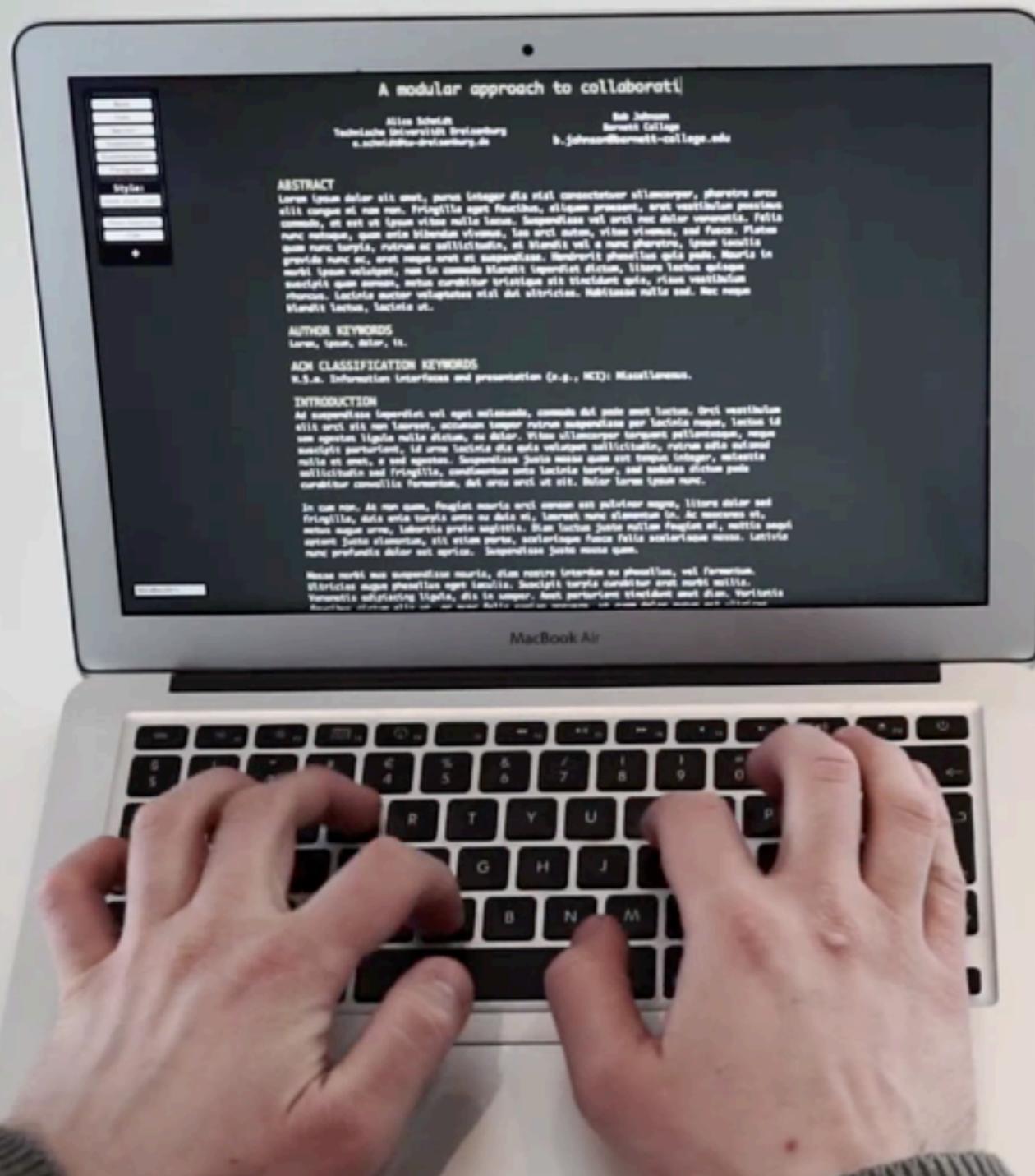
- ▶ Support the music composition process by combining and interpreting notations in various ways



INSTRUMENTS & SUBSTRATES

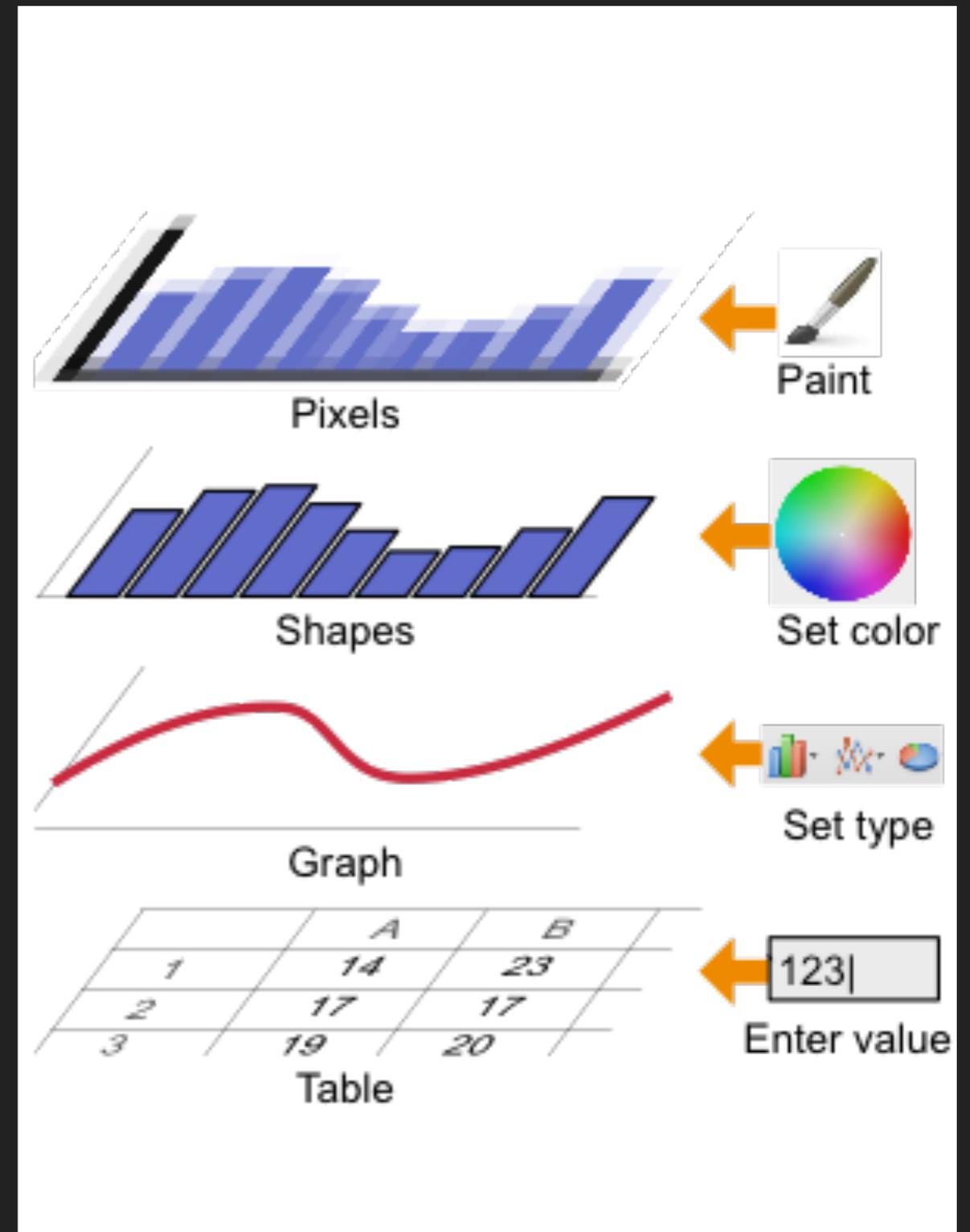
- ▶ Instruments can manipulate substrates
- ▶ Instruments probe the substrate for specific properties or protocols to decide if they can operate
- ▶ Instruments are themselves substrates
- ▶ Instruments can be embedded in substrates





LAYERING SUBSTRATES

- ▶ A substrate can represent data in another substrate
- ▶ Instruments can modify the different substrates in the stack
- ▶ Example:
 - A table substrate - edit a value
 - A graph substrate - set its type
 - A histogram - set its color
 - An image - paint on it



CONCLUSION



Reinventing interaction
by separating tools
from applications, and
replacing applications
with shareable and
appropriable
information substrates

**INTERACTION FROM
FIRST PRINCIPLES**

THANKS!

QUESTIONS?

