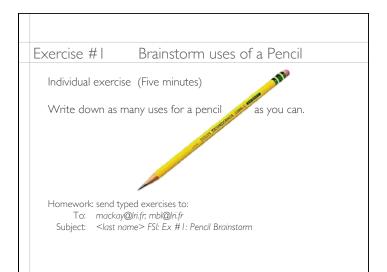
Situated li	nteraction	
Wendy Mackay & Mi 29 Septen	chel Beaudouin-Lafon	
mackay@lri.fr	mbl@lri. fr	

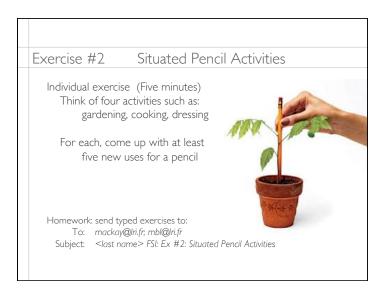
_	
	Next Week I 3h30
	Send: Exercises 1, 2 and 4
	Read: Beaudouin-Lafon, M. (2000). Instrumental Interaction: an Interaction Model for Designing Post-WIMP User Interfaces. Proc. ACM Human Factors in Computing Systems, CHI 2000, The Hague (The Netherlands), CHI Letters 2(1):446-453, ACM Press.
	Beaudouin-Lafon, M. & Mackay, W. (2000). Reification, Polymorphism and Reuse: Three Principles for Designing Visual Interfaces. <i>Proc. Advanced Visual Interfaces</i> , AVI 2000, Palermo (Italie), ACM Press, pp 102-109.

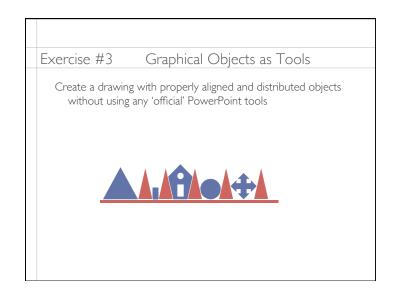
Homework		
Exercises   & 2		
Exercise 3		
Exercise 4		

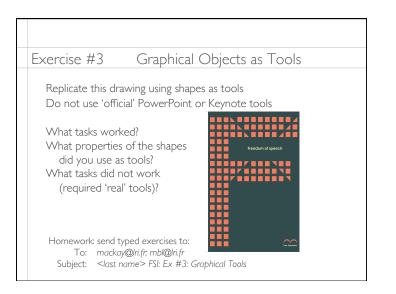
Today
Review exercises
Instrumental Interaction Reification Polymorphism Reuse

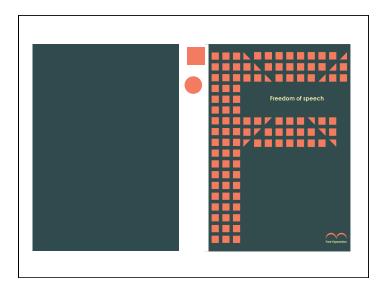
2017

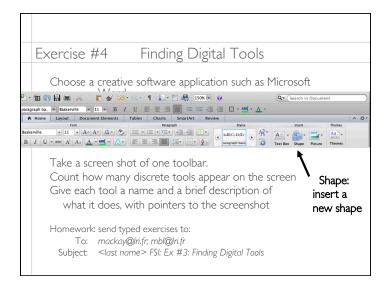


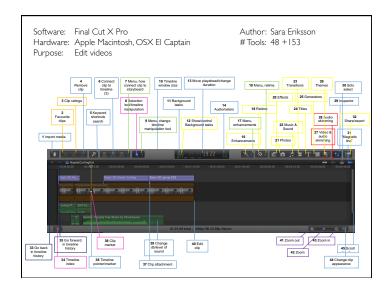


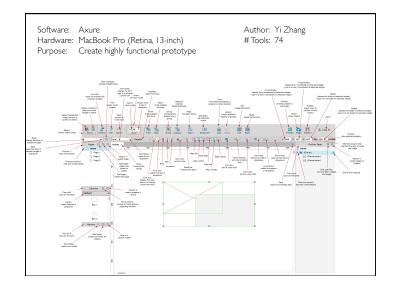




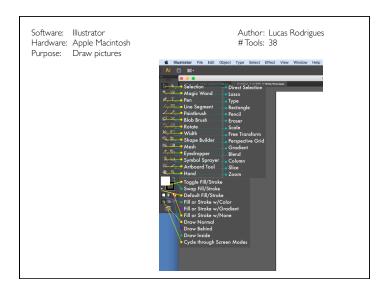


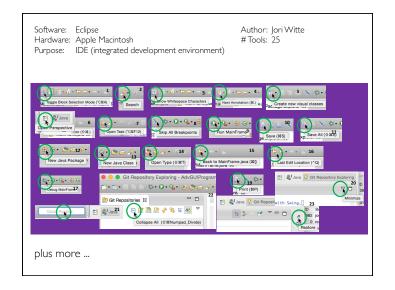


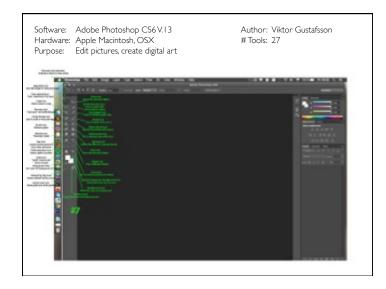


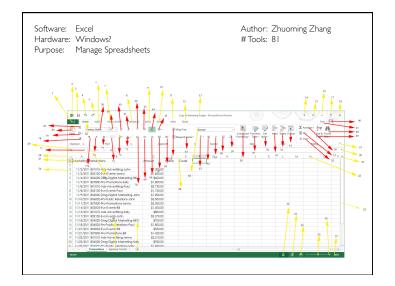


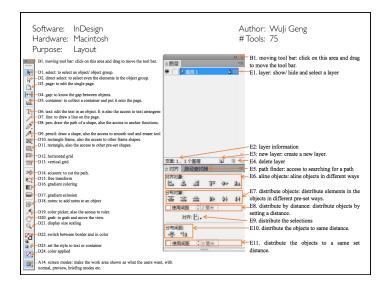
Wendy E. Mackay

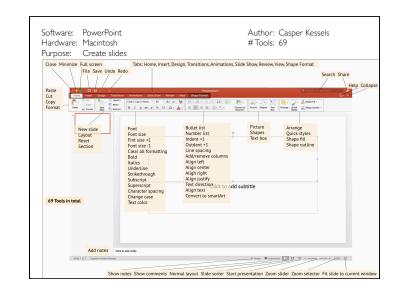


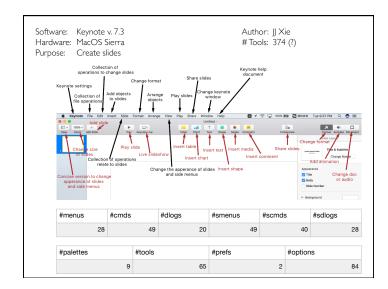


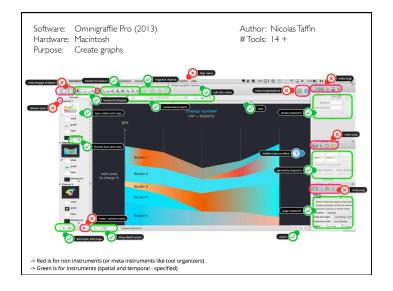


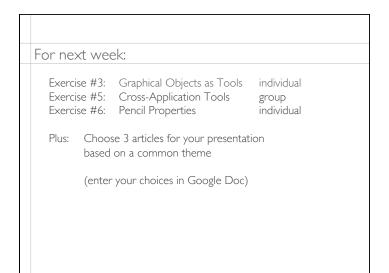


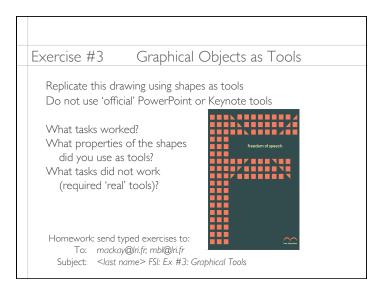












Exercise #5	Cross-Application Tools
Group exercise (	15 + 15 minutes)
	are used <i>across multiple applications</i> How similar / disimilar are they? What do they reify? Are they polymorphic? Are they reusable?
	exist <b>in only one application</b> How could it be used in another application?

