6.1 Location Matters
Chapter 5

Design of Interactive Devices
CS 5984

Steve Harrison
6.1 Digital Ground: **Location Matters**

Umut Balli

- The representation of context is an essential challenge as mobile devices that communicate with its environment.
- Contextual computing starts from physical geometry.
- Geodata helps in building topologies, dynamic.
- Operations on these data, demographic. Urban design.
- Environment systems: effectivity/efficiency and adaptability.
- Personalization of users and customization make them actors. An agent is an errand boy.
- Open systems should be extensible, elegant to deal with needs.
- “Contribution of Environment”
“As open systems become more prevalent in computing, and as the processes they model include more social complexities of everyday life, the challenge of designing them becomes much more like architecture.”

p. 115 #3
Contrary to desktop computing, location in pervasive computing does matter.

As a result of geodata industries growth, pervasive computing applications have increased.

The use of software agents in smart spaces
“For computing to move off the desktop and be accepted, it must have a comprehension of physical space which is related to that of the user, else the proliferation of smart devices will only increase the complexity of the user’s experience, instead of simplifying it” P. 102
6.1 Digital Ground: Location Matters

- Umut Balli
  - How could these intelligent environment could stand the test of time? Infrastructure?
  - How would interaction design change both architectural and computational approach to a site?
  - How this would change the human interaction/communication and organizational structures?

- Jihane Najdi
  - How do location models represent activity and organization?
  - When do we draw the line between ethical and unethical user models in pervasive computing? (P. 112)
  - What does the author mean by his statement: “Local aggregations of information technology represent cultural intentions” (p. 115)?
Notes on Re-Placing Space

- Appropriate behavioral framing
- mimicking space is not enough
- Space vs. Place
Planning Ahead

- For Wednesday:
  - do “reading” first
  - look at projects referenced
- for Friday: Sketch Problem 4 due
- Conceptual design!