Embodied Data Objects:

Tangible Interfaces to Information Appliances

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Current Frustrations

- Networked printers
- Projectors that don't always work
- Different file formats, platforms
- Incompatibilities
- Technology gets in the way

... 20 minutes ago ...



Why?

- General purpose computer:
 'One size fits all'
- Overly complex for simple tasks
- "Intrusive, overbearing" Don Norman
- 'Data' is an abstract entity
- Too many things can go wrong
 - Not always obvious, how to fix them

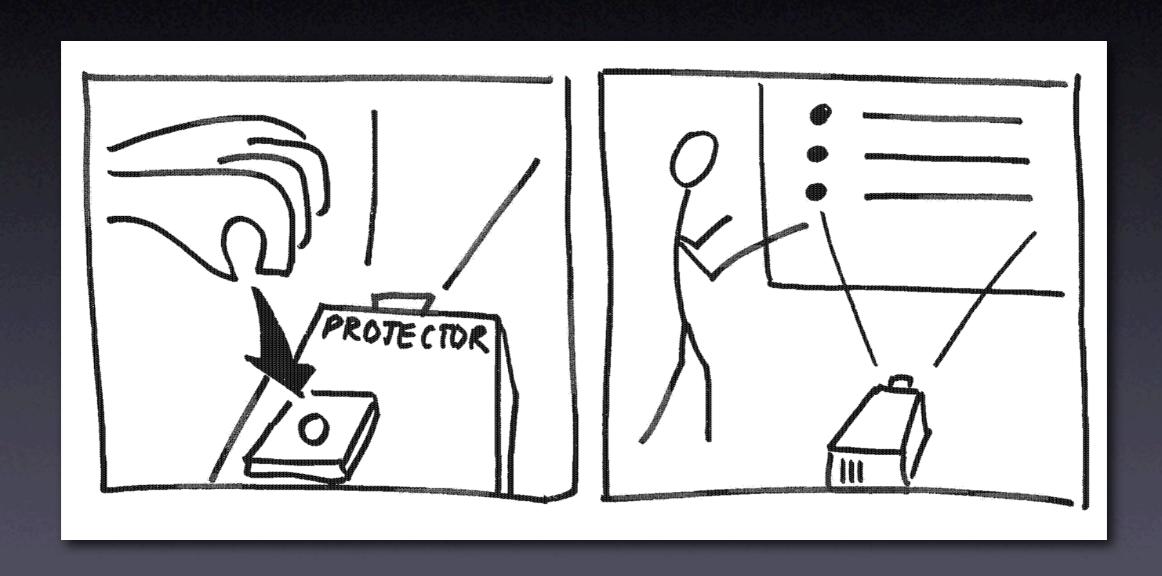
Whereas ...

- Interacting with everyday appliances is natural and intuitive
 - Toasters, radio
- Less frustrating than computers
- Easy to correct errors
- Can we exploit users' familiarity with everyday objects?

Information Appliances

- Task-specific devices
- Computation is invisible
- Low attentional requirements
- E.g.: Fuel gauge showing distance till empty
- E.g.:Apple iPod

Why not ...



Embodied Interaction

- "Designers of interactive systems have come to understand that interaction is intimately connected with the setting in which it occurs."
 - - Paul Dourish

Tangible Interfaces

- "Seamless interfaces between people, bits and atoms" - Hiroshi Ishii
- "Giving physical form to digital information" MIT Tangible Media Group
- Graspable media

Ubiquitous Computing

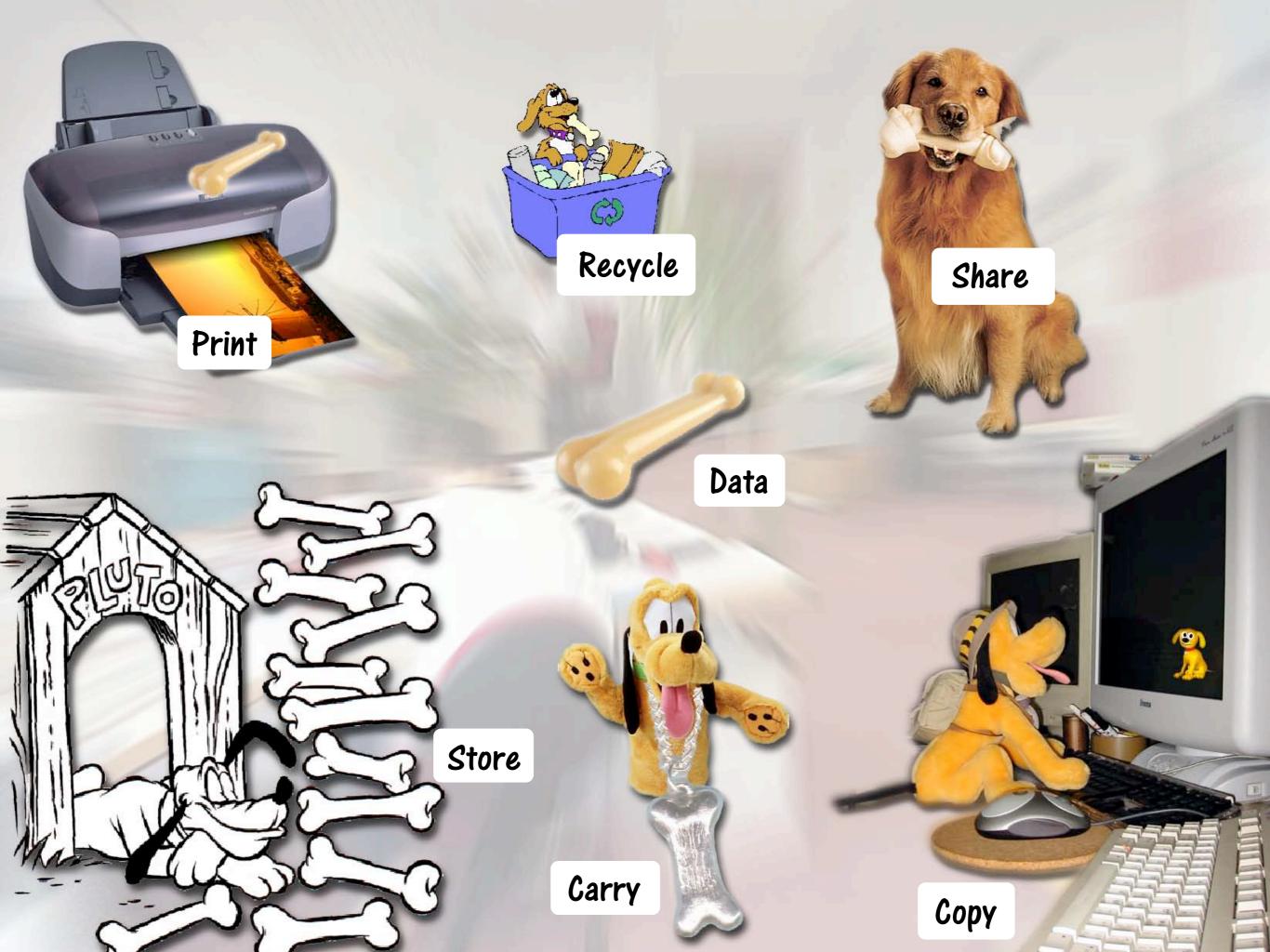
- Placing computation in the environment
- "The most profound technologies are those that disappear."
- "...They weave themselves into the fabric of everyday life until they are indistinguishable from it."
- - Mark Weiser, 1991.

Our System

- Tangible interfaces to users' data:
 Embodied Data Objects (EDO)
- Active information:
 Information that knows what to do in a particular context
- Intentionality and context-awareness:
 Respect and act upon the user's intention

Embodied Data Objects

- Data you can carry along
- Data as physical objects: physical icons
 - 35mm slide, leaf, business card, football (!)
- Stackable
- Store, copy, carry, print, recycle



Active Information

- Data on EDOs is not just 'data'
- Information that knows what to do with itself based on context
- A printer prints
- A projector projects
 - Capture intentionality

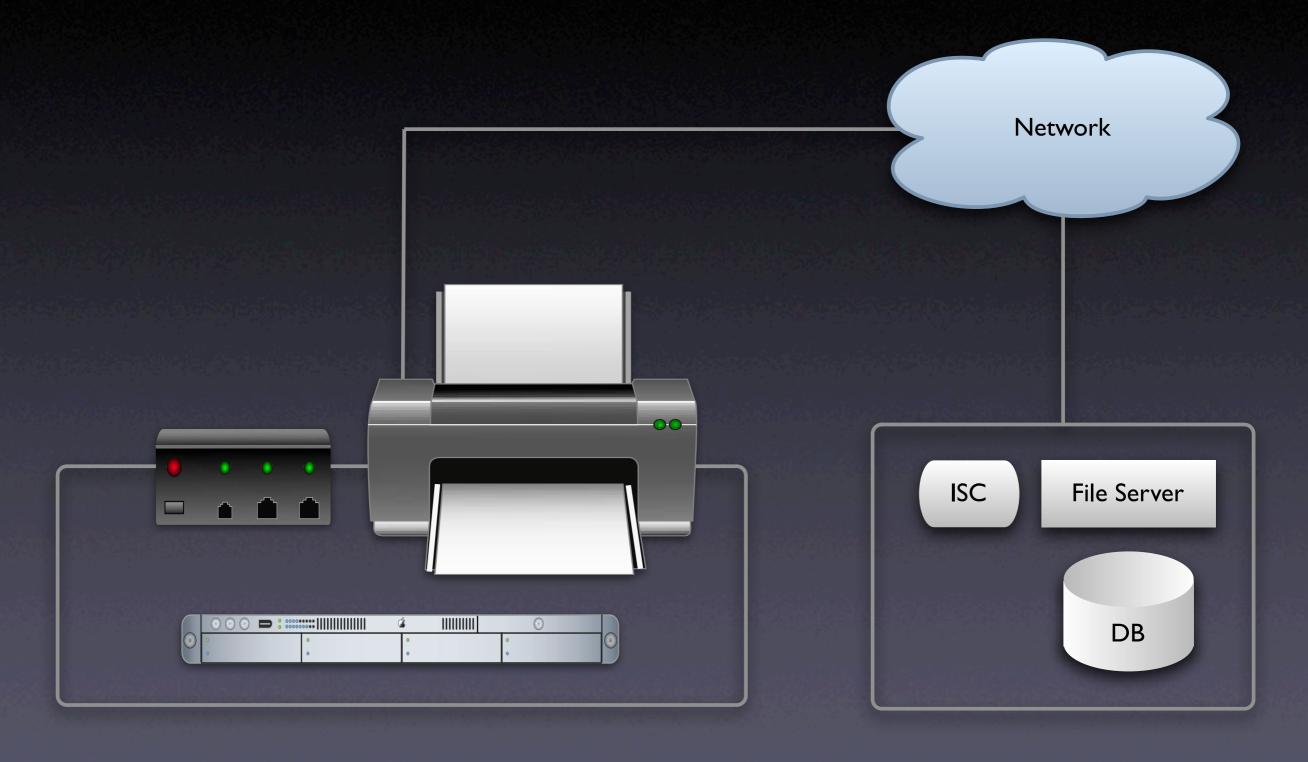
Implementation

- a Printer, a Projector
- Hidden laptop (invisible computer!)
- RFID tags as data objects
 - Chosen over bar codes, mag stripes & Bluetooth
 - Activate on proximity

Architecture

- Service-Oriented Devices
 - Laptop + RFID reader + peripheral
- Data Manipulation Devices
 - Laptop + 2 RFID readers
- Infrastructure Servers
 - File server + database + inter-server communication module

Architecture



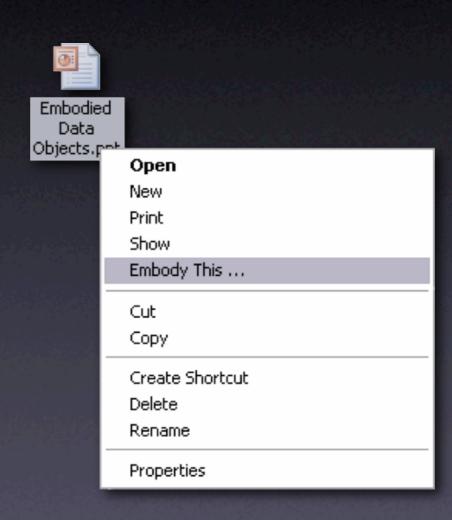
Implementation Notes

- Texas Instruments S-6350 RFID reader
 - Passive RFID reader
 - Range: 6"
- Communication over SOAP / HTTP
 - Issue: time delay

Photos



Screenshots



Future Work

- Extended dialogue with appliance
- Evaluate with real users
 - Challenges
- Publish toolkit code for more devices