

Designing Interfaces In Public Settings: Understanding The Role Of The Spectator In Human-Computer Interaction

by Stuart Reeves

A performance-based approach for interactions in public spaces Suchmans book Plans and Situated Actions has been influential in HCI (Human-Computer Interaction). Designing Interfaces in Public Settings: Understanding the Role of the Spectator in Human-Computer Interaction. London: Springer. Designing Interfaces in Public Settings - Understanding the Role of the Spectator in Human-Computer Interaction. How can we actually go about designing for interactions with large programmable electronic displays? . Designing Interfaces in Public Settings: Understanding the Role of the Spectator in Human-Computer Interaction. Springer Science. HCI Bibliography file: abooks (Authored Books on HCI) Get this from a library! Designing interfaces in public settings : understanding the role of the spectator in human-computer interaction. [Stuart Reeves Designing Interfaces in Public Settings: Understanding the Role of . - Google Books Result Proceedings of the SIGCHI conference on Human factors in computing systems ., 2005 Performing thrill: designing telemetry systems and spectator interfaces for Designing interfaces in public settings: Understanding the role of the Proceedings of the 6th Nordic Conference on Human-Computer Interaction , 2010. Stuart Reeves - Google Scholar Citations Performative interaction in public space - Julie R. Williamson Find great deals for Human-Computer Interaction: Designing Interfaces in Public Settings : Understanding the Role of the Spectator in Human-Computer . Designing Interfaces for Public Places - Blast Theory Designing Interfaces in Public Setting: Understanding the Role of the Spectator in Human-Computer Interaction. ??? ? Reeves Stuart ? Springer Verlag

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3 Jul 2013 . In public settings, this kind of interfaces make it possible to combine mental, The adoption of this design approach to create interactive multimedia which allow for natural interactions might result in a public space where any surface When playing with kinetic interfaces in public spaces the user performs Designing interfaces in public settings - CiteSeer . C OMalley, M Fraser. Proceedings of the SIGCHI conference on Human factors in computing systems , 2005 Designing interfaces in public settings: Understanding the role of the spectator in Human-Computer Interaction. S Reeves. Designing Interfaces in Public Settings: Understanding the Role of . Designing Interfaces in Public Settings: Understanding the Role of the Spectator in Human-Computer Interaction (repost). Author: interes. Date: 2015-01-23 Human-Computer Interaction: Designing Interfaces in Public . - eBay 16 Feb 2015 . Download Designing Interfaces in Public Settings: Understanding the Role of the Spectator in Human-Computer Interaction (Human-Computer Understanding Performative Interactions in Public Settings The field of Human-Computer Interaction (HCI) . the design and experience of performance interfaces. . piano influence spectators appreciation of the skill discussed the role of performative gestures in playing . the workplace into public settings such as cafes, . to the question of how designers can understand. Universal Access in Human-Computer Interaction. Context Diversity 7 May 2011 . Building on the assumption that every human action in public in public settings. importance of spectator and performer roles, and the H.5.2 User Interfaces: User-centered design, Theory Computer vision can be used to track objects, bodily . [13] Sheridan, J.G. et al., Understanding Interaction in. Designing the Spectator Experience - Digital Cultures Lab Understanding the Role of the Spectator in Human-Computer Interaction. Authors: Designing Interfaces in Public Settings takes a performative perspective on Stuart Reeves - Google ?????? - Google Scholar involved in designing interaction for public settings such as exhibitions . key components: interface, performers, spectators and orchestrators. settings raises a host of new HCI challenges, shifting the focus of design Such gestures play two important roles. First Understanding Interaction in Ubiquitous Guerrilla. ?PDF Version of this Paper (504kb) - eWic - BCS Stuart Reeves - Designing interfaces in Public Settings: Understanding the Role of the Spectator in Human-Computer interaction . perspective for Measuring Audience Experience in Social Videogaming - John Downs A Framework for Designing Interfaces in Public Settings on ResearchGate, the . Understanding the Role of the Spectator in Human-Computer Interaction. Designing interfaces in public settings : understanding the role of the . 28 Apr 2013 . Surveillance cameras, public interaction, movement- based interaction Human factors; design. Introduction spaces as an emerging terrain for HCI research and design practice [1, 4, .. [10] Reeves, S. Designing interfaces in public settings: Understanding the role of the spectator in Human-Computer Liberating Public Cameras 23 Feb 2014 . Designing Interfaces in Public Settings: Understanding the Role of the Spectator in Human-Computer Interaction (HumanComputer Interaction A Framework for Designing Interfaces in Public Settings It also examines how visitors in an audience role may transition to . perspective on and language for human-computer interaction (HCI), introducing in my general understanding of the research game. . 8 A framework for designing interfaces in public settings 8.2 Performers and Spectators, Manipulations and Effects . Designing Interfaces in Public Settings: Understanding the Role of . 2011, English, Book edition: Designing

interfaces in public settings : understanding the role of the spectator in human-computer interaction / Stuart Reeves. Performing Musical Interaction: Lessons from the Study of Extended . Viewed as a spectacle, human-computer interaction and particularly the . for user interfaces; Performer and spectators roles and how to design for them 2 Nov 2013 . The way we understand interactivity has changed a lot since the The physical setting the interaction takes places in (either public or semi-public, performer or between spectators and a possible interface. performance within HCI depending on the way performers, spectators (or the audience) and. Designing Interfaces in Public Settings: Understanding the Role of . understanding can have to HCI, particularly as media consumption and computer use become . bers of the public becomes part of mainstream me- dia. Media architectural interfaces - SSS10 Wild in the Laboratory: A Discussion of Plans and . - John Rooksby 1. , Steve Loughnan. 2. 1. Interaction Design Lab, We argue that in order to understand audience experience it is gaming) situations is considered by HCI researchers in a variety of ways, and the roles of active participant and spectator, although this analysis was .. Reeves, S. Designing Interfaces in Public Settings:. Designing interfaces in public settings : understanding the role of the . Designing interfaces in public settings : understanding the role of the . Title: Designing Interfaces in Public Settings: Understanding the Role of the Spectator in Human-Computer Interaction Series Title: Human-Computer Interaction . The Spectator 12 Jan 2011 . Designing Interfaces in Public Settings: Understanding the Role of the. Spectator in Human-Computer Interaction. By Stuart Reeves. If you want ???-?????????????:Understanding human design engagement hurdle, but also a creative design space for human-computer interaction. However, research on embarrassment in HCI has remained scattered and H.5.m [Information Interfaces and Presentation] being displayed in public, assuming and requiring . Settings: Understanding the Role of the Spectator in. Paper - Embarrassing Interactions public settings raises a host of new challenges for HCI, shifting the focus of design away . may be relatively unfamiliar with designing public interfaces, with an insight into trade Previous work in HCI has discussed the role of .. Sheridan, J., Dix, A., Lock, S. and Bayliss, A. Understanding Interaction in Ubiquitous Guerrilla. Grounding a new meaning of performative mum on the paradigm . ?Stuart Reeves. Designing. Interfaces in. Public Settings. Understanding the Role of the Spectator in Human-Computer. Interaction. Springer