

VOLUME XX.1 | JANUARY + FEBRUARY 2013

interactions

EXPERIENCES | PEOPLE | TECHNOLOGY



Media Studies, Mobile Augmented Reality, and Interaction Design

Cover Story by Jay David Bolter, Maria Engberg, and Blair MacIntyre

Association for
Computing Machinery



DEMO HOUR

10 Kintouch

Anke Brock, Philippe Trillet,
Bernard Oriola, Delphine Picard,
and Christophe Jouffrais

Hap.pen

Götz Wintergerst, Ron Jagodzinski,
and Peter Giles

ScreenPad

Sangwon Choi, Jiseong Gu,
Jaehyun Han, Seongkook Heo,
Sunjun Kim, and Geehyuk Lee

Heart_Bit Lamp

Gloria Ronchi and Claudio Benghi

BLOGPOST

12 Targeting the Fitts Law

Harold Thimbleby

DEPARTMENTS

6 Feedback

COMMUNITY SQUARE

82 Teaching HCI in China

Gerrit C. van der Veer

83 Community Calendar

COLUMNS

Ps AND Qs

14 A Matter of Taste

Elizabeth F. Churchill

MAKE IT WORK

78 Taking the New Neologisms Offline

Jonathan Bean and Daniela Rosner

DAY IN THE LAB

84 Instructables

FORUMS

SUSTAINABILITY IN (INTER)ACTION

18 Participatory Sensing: Repurposing a Scientific Tool for STEM Education

Scott Heggen

ON HERITAGE

22 Family Health Heritage: Sharing and Withholding Across Generations

Sarah Reeder, Jodi Forlizzi, and Steven Dow

INTERACTING WITH PUBLIC POLICY

64 Ergonomics and U.S. Public Policy

Alan Hedge

TIMELINES

68 Journal-Conference Interaction and the Competitive Exclusion Principle

Jonathan Grudin

ON MODELING

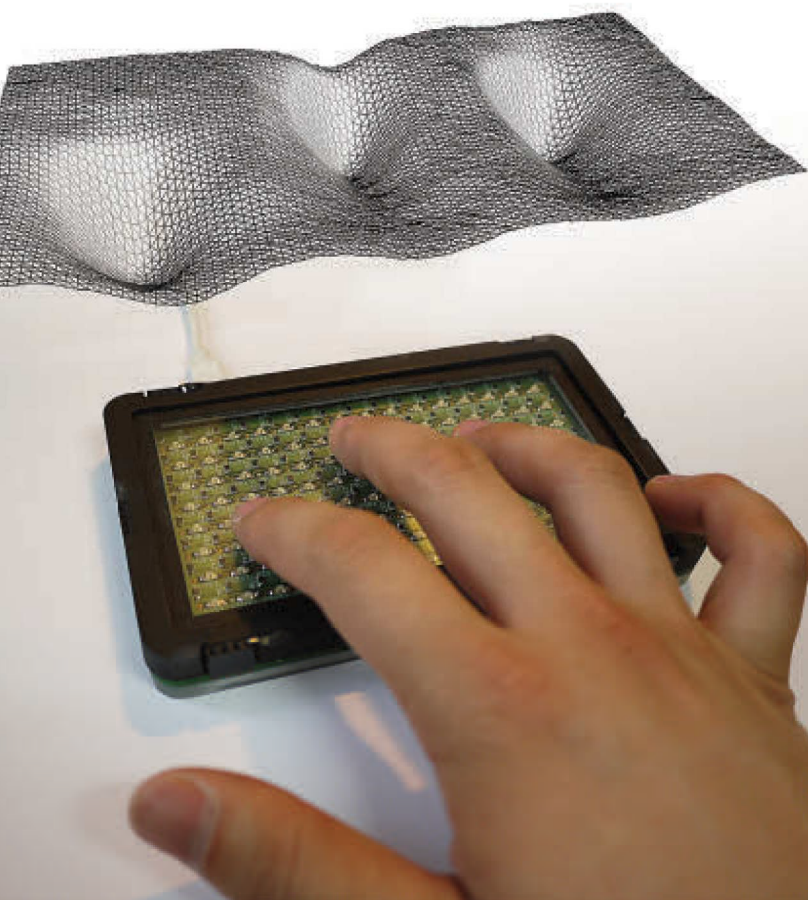
74 The Problem with Transparency Is It's Not Conspicuous Enough

Stephen B. Wilcox

VISUAL THINKING BACKPAGE GALLERY

88 Lost Icons, Paris 2012

Eli Blevins



ScreenPad

ScreenPad is an optical hover-tracking touchpad first introduced in the CHI'11 paper, "RemoteTouch," as a solution to enable continuous visual feedback on the TV screen about a user's finger movement. It is now evolving into different forms and for different applications. ScreenPad2, in the form of a large smartphone, is enabling bi-manual operations as well as thumb-based TV remote operations. ScreenPad2 was also shown to be useful for the laptop, enabling area-based gestures. ScreenPad3, with a long form factor and a longer hover-tracking range, is currently under development, aiming to replace the whole area below the laptop keyboard.

Project website: <http://hcil.kaist.ac.kr/project/197600>

Publication: Choi, S., Han, J., Lee, G., Lee, N., and Lee, W. RemoteTouch: Touch-screen-like interaction in the TV viewing environment. Proc. of CHI 2011. ACM, New York, 393-402.

Choi, S., Han, J., Kim, S., Heo, S., and Lee, G. ThickPad: A hover-tracking touchpad for a laptop. Proc. of UIST 2011 (demo). ACM, New York, 15-16.

Sangwon Choi, Jiseong Gu, Jaehyun Han, Seongkook Heo, Sunjun Kim, and Geehyuk Lee | KAIST | geehyuk@gmail.com



Heart_Bit Lamp

Aether & Hemera's Heart_Bit is an interactive lamp that provides not only an ambient white light but also an emotional red accent that triggers at the exact same rhythm as the user's pulse. When you touch the sensor your heartbeat is transformed into lighting effects. People can experience their heartbeats and see their pulses represented through "choreographic light" in an attempt to make visible something that is normally only audible—to make it more public and to share it. The aim is to provoke emotions and memories, elicit empathic connections, and uncover perceptions, embodying them in a different medium.

Project website:

<http://www.aether-hemera.com/Work/Detail/HeartBitLamp>
<http://vimeo.com/38769189>

Gloria Ronchi | Aether & Hemera | hemera@aether-hemera.com
 Claudio Benghi | Northumbria University | claudio.benghi@northumbria.ac.uk

DOI: 10.1145/2405716.2405719 © 2013 ACM 1072-5520/13/01 \$15.00