May 4, Sensing and User Models – Ubiquitous User Interfaces

Name

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__________ / 7 points __________ %

1) We discussed language based versus action based interaction. Imagine you have a graphical display with a turtle.

a) What would be an example of an action-based interaction to move the turtle across the screen? (1 point)

**Touch the turtle (with mouse or finger depending on display) and drag it across the screen.**
**Or: move it around with gestures if the UI is gesture-based.**

b) What would be an example of a language-based interaction to move the turtle across the screen? (1 point)

**Type in something like: move straight ahead, turn right, turn left.**
**Or: say it loud (if you have voice-command)**
2) Name three communication channels that we discussed (3 points)

All four:
1. Visual
2. Acoustic
3. Chemical
4. Tactile

3) Ubiquitous computing systems often aim to provide multi-modal interaction, and implicit/invisible interaction. What is difficult about this? We discussed four key challenges – name one and explain (1 sentence approx.) (2 points)

All four:
1) Novel interfaces: Outside known “interface language” (metaphors, icons, terminology…)
2) Disappearing interfaces: How to interact with an invisible system?
3) Technology Driven Design: Beyond being cool, what existing problem is solved?
4) Costs: How expensive will a widespread use of the system be?