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GASTVORTRAG

Embedded Interactive Systems

The graphical user interface, commonplace on our desktops and mobile computers, has been criticized as being isolated (and isolating) from the overall situation in which people use computers. Under headings such as ubiquitous, invisible and ambient computing, alternative approaches are investigated that give primacy to the physical world. A consequence of this paradigm shift is that everyday objects and architectural spaces become the interfaces to an otherwise invisible computational system. Such physically embedded interfaces mediate between the physical and digital world; they promise to facilitate interaction with information away from the desktop and as part of everyday activities. Embedded interfaces radically differ from standard user interfaces for desktop and mobile computers: they make use of non-traditional interface technologies (e.g. sensors, perception); they require new interaction models and conceptual frameworks (e.g. tangible interfaces, situated interaction); and they require new architectural models for the realization of embedded interface systems. This talk will discuss system prototypes that we have implemented to explore novel types of embedded interface, as well as tools and methods emerging from this research.

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Information: <http://www.soft.uni-linz.ac.at>

Hans Gellersen is Professor for Interactive Systems in the Computing Department at Lancaster University. His research interest is in technologies and methods that enable novel interactions between people, their physical environment, and computational systems. He is a principal investigator in major initiatives on emerging technologies for human-computer interaction, including the Disappearing Computer programme of the European Commission and the Equator research collaboration in the United Kingdom. Hans Gellersen holds an MSc and a PhD in Computer Science, both from University of Karlsruhe, Germany.