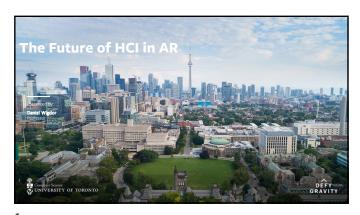
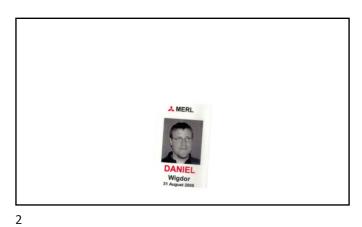
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The future of HCI in AR

10

12

Today's Agenda

- 1. Redefine the question
- 2. Prior attempts
- 3. My experimental hypothesis
- 4. HCI 101 & new hardware
- 5. An existence proof
- 6. What comes next?

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What is the HCI of AR?

What is AR?

13 14



What is the HCI of AR?

15 16

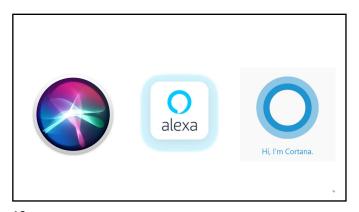
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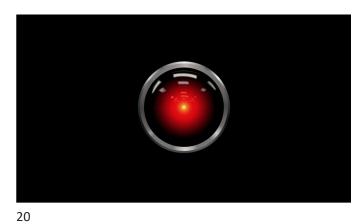
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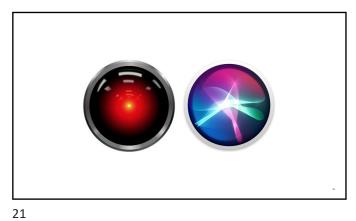


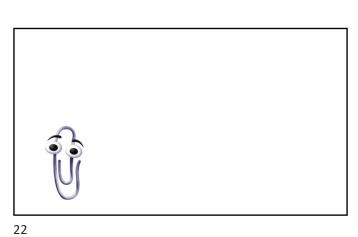
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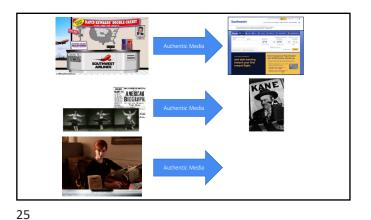












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HCI 101: Design for Context

Authentic Mobile

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Design for Context:
Remove functionality:

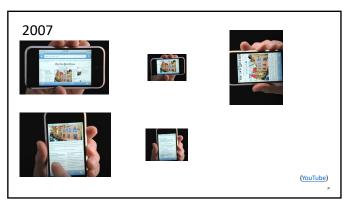
Text only
Shorter pages
Simplify input

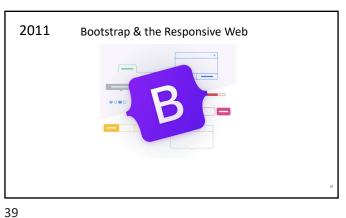
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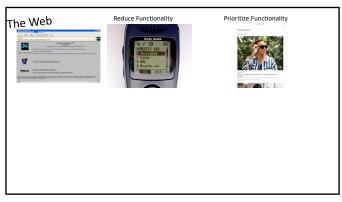


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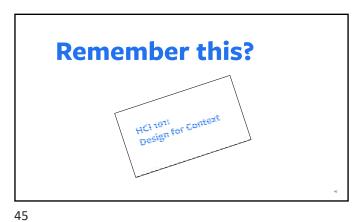
40 41

Another Example: Apps go mobile

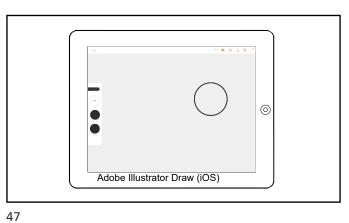
"Multitouch is so natural and intuitive"

42 43







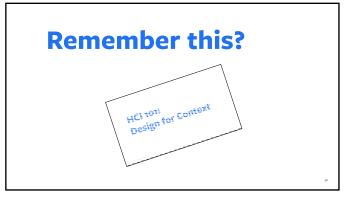


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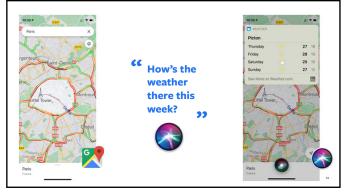






Activity Context: A Failure Case

52 53

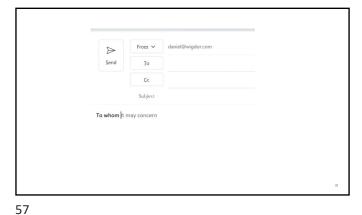


Designing for Activity Context: Adaptive UI

54 55

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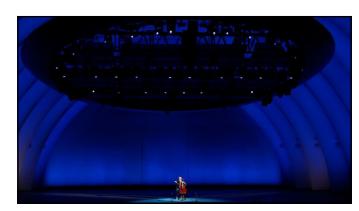
Is this a "good" user experience?

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How can ever-increasing abstraction through aggregation benefit creativity?





