The Future of HCI in AR

Presented by:
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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?

The future of HCI in AR
What is the HCI of AR?

What is AR?

What is the HCI of AR?

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State of the Art: Anthropomorphosis
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Our experiential hypothesis:

*put the perfect tool in the user’s hands*
HCl 101: Design for Context

Authentic Mobile

Web goes mobile

Wireless Application Protocol (WAP)

1999

Design for Context:
- Remove functionality:
  - Text only
  - Shorter pages
  - Simplify input

2007

“Not a watered-down version of the Internet... It’s just, the Internet. On your phone”

- iPhone ad, 2007

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Bootstrap & the Responsive Web

Responsive UI:
- simplify input;
- keep all functionality;
- serialize by priority.

Another Example: Apps go mobile

“Multitouch is so natural and intuitive”
Remember this?

Our experiential hypothesis:

*put the perfect tool in the user’s hands*
Remember this?

Authentic Media

Activity Context: A Failure Case

Designing for Activity Context: Adaptive UI
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Is this a “good” user experience?

What if?
How can ever-increasing abstraction through aggregation benefit creativity?
What is the HCI of AR?