Mitigating mobile-based avoidance behaviour in casual social events through embedded art

Clara Ducher David Marino Hyejin Lee

Photo from users observations : http://cim.mcgill.ca/~dmarino/hci/notebook/proposal/ , David Marino

The problem

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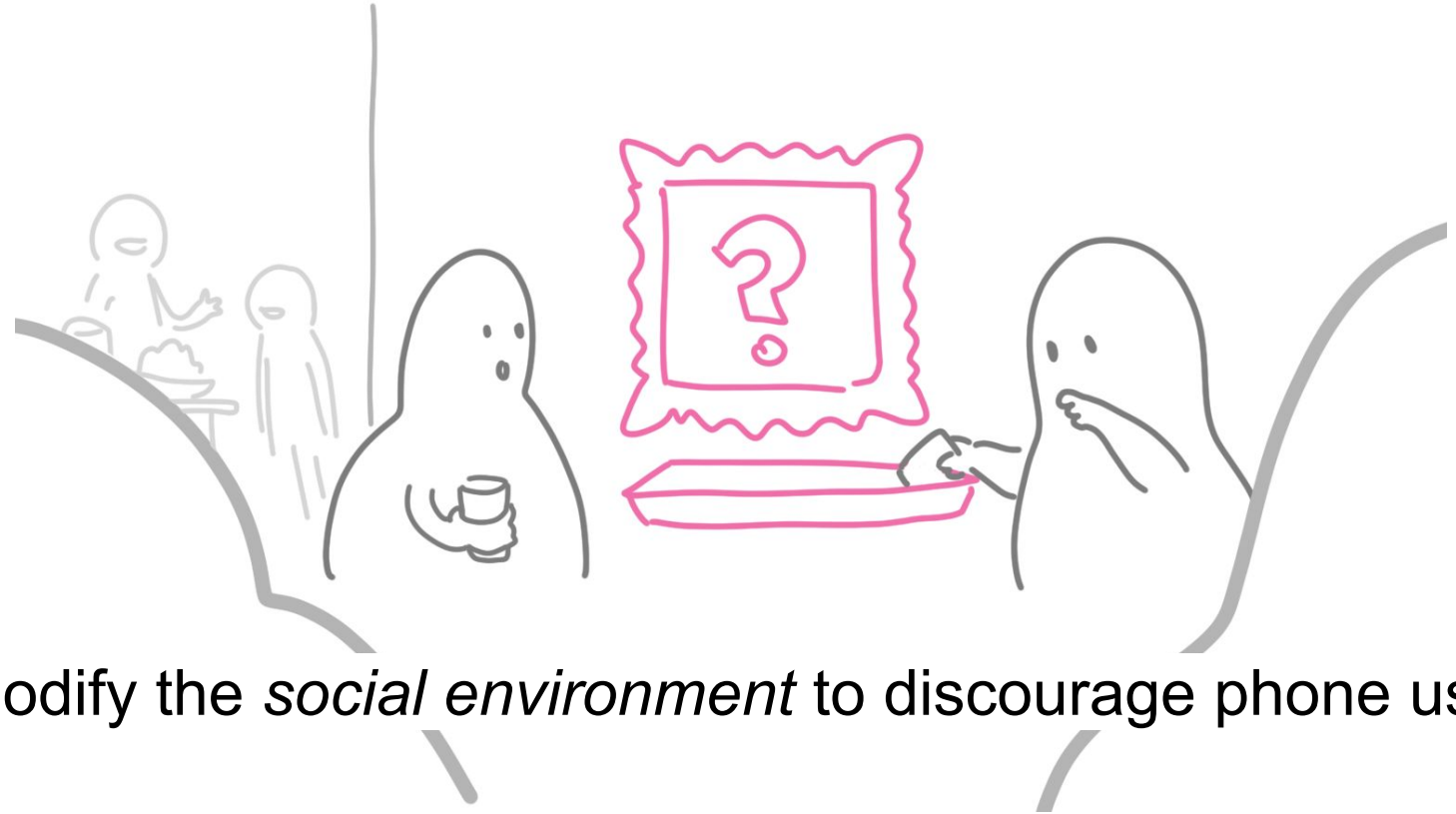
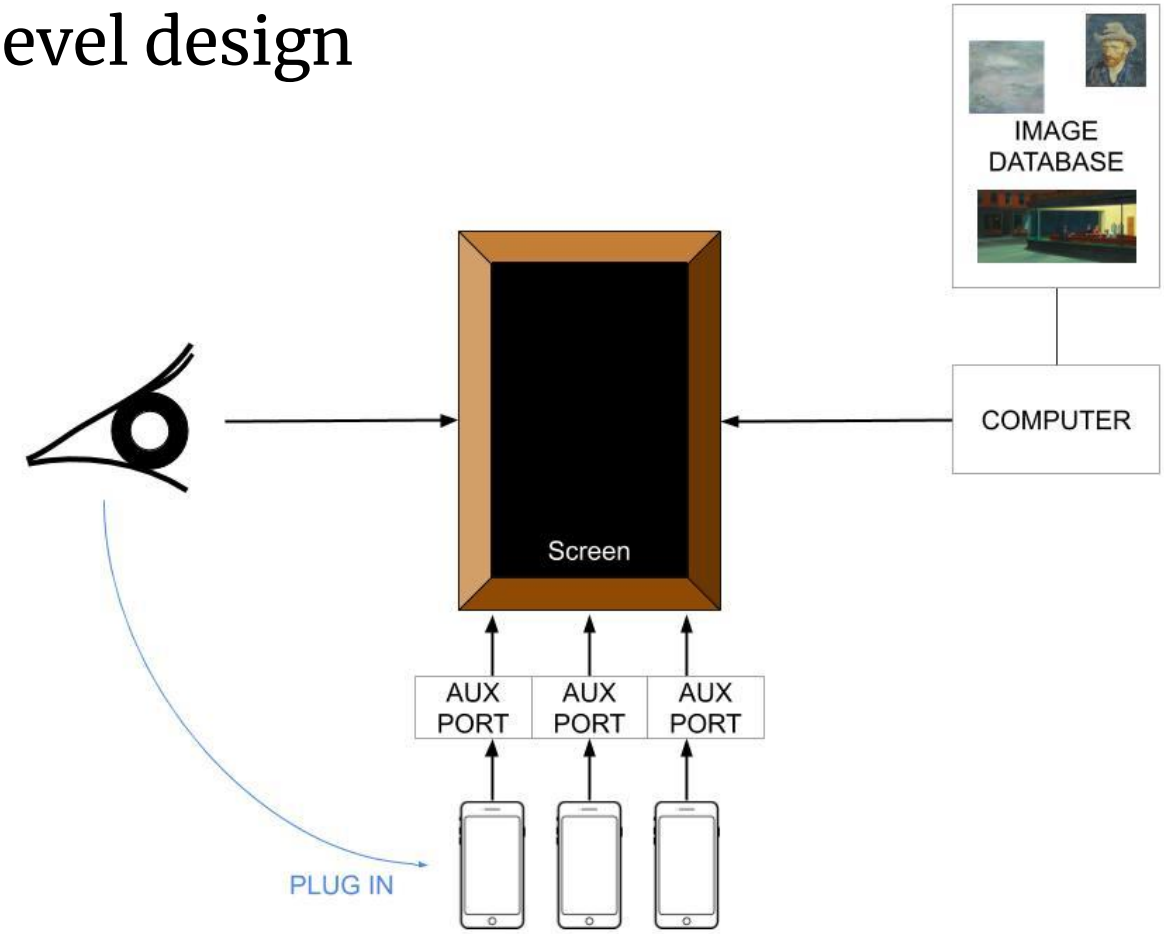
How can we facilitate an environment that will discourage mobile-based avoidance behaviours in semi-casual social events?

Our solution



Modify the *social environment* to discourage phone use

High-level design

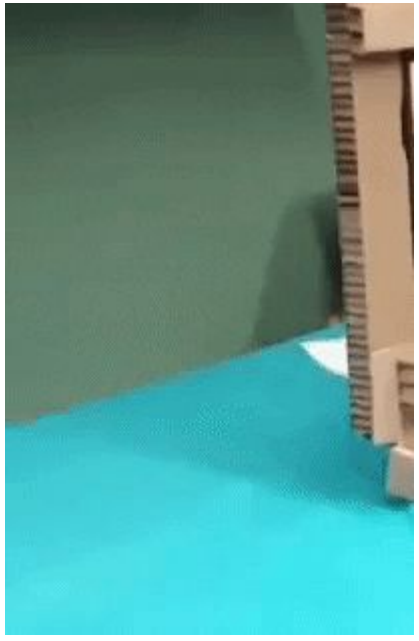


Scheme from project proposal : http://cim.mcgill.ca/~dmarino/hci/notebook/proposal/

Low fidelity prototypes

Main design decisions :

① Animation style

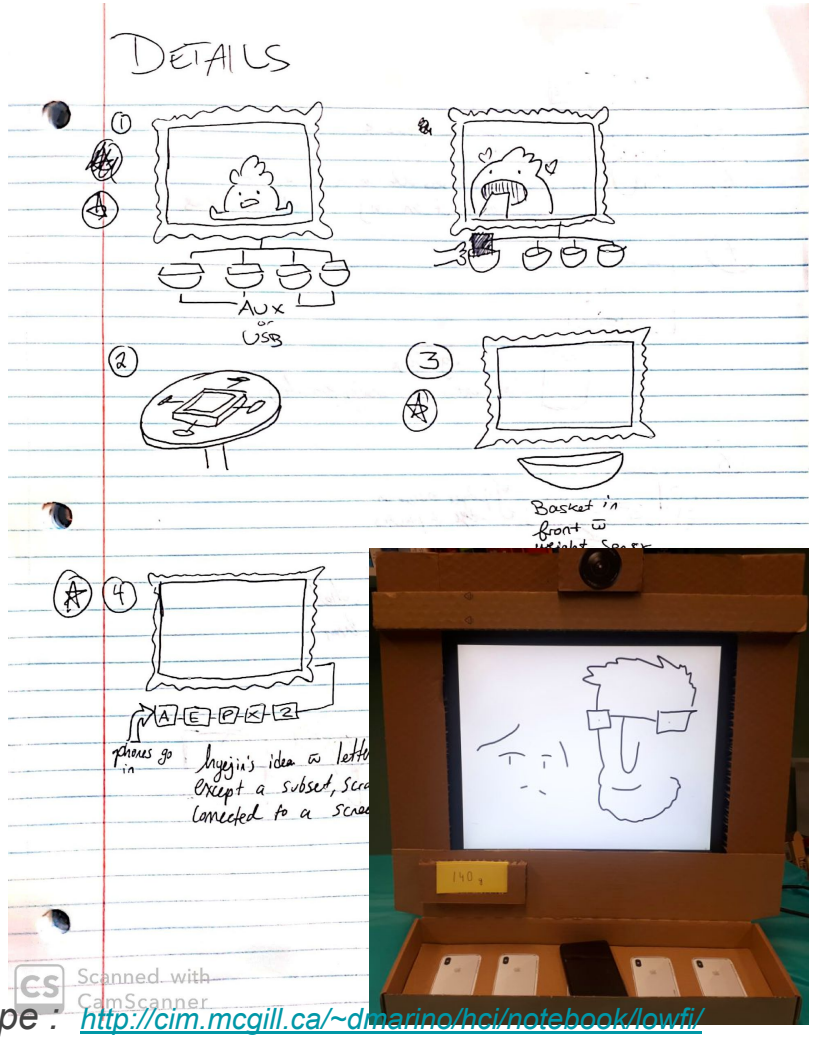


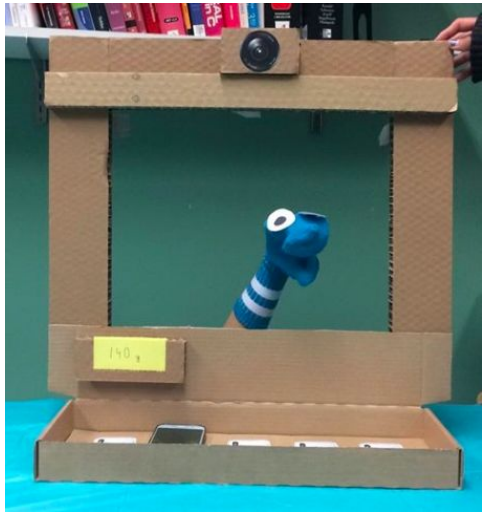
Photos from low-fidelity prototype : http://cim.mcgill.ca/~dmarino/hci/notebook/lowfi/

Low fidelity prototypes

Main design decisions :

② Interaction type between users' phone and the frame





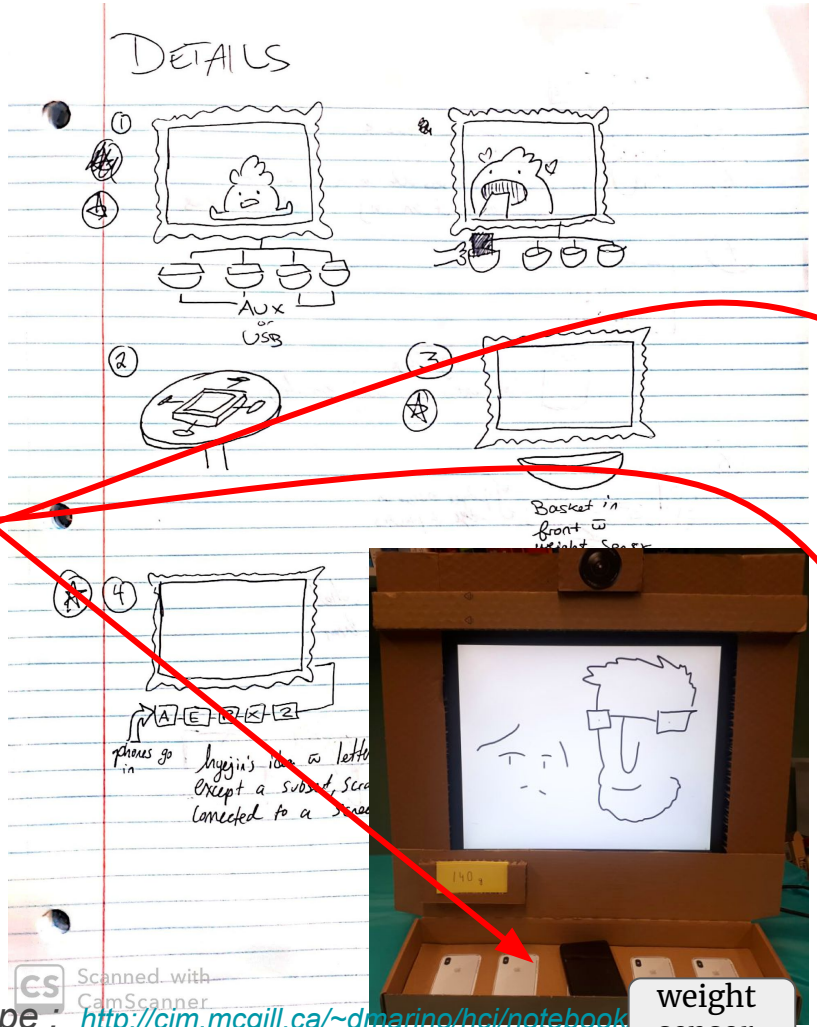
Photos from low-fidelity prototype : http://cim.mcgill.ca/~dmarino/hci/notebook/lowfi/

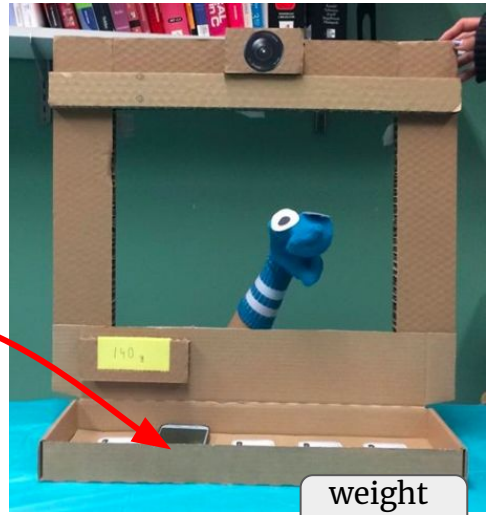
Low fidelity prototypes

Main design decisions :

② Interaction type between users' phone and the frame

AUX Port or Weight sensor?





weight sensor

weight sensor

AUX

Photos from low-fidelity prototype : http://cim.mcgill.ca/~dmarino/hci/notebook

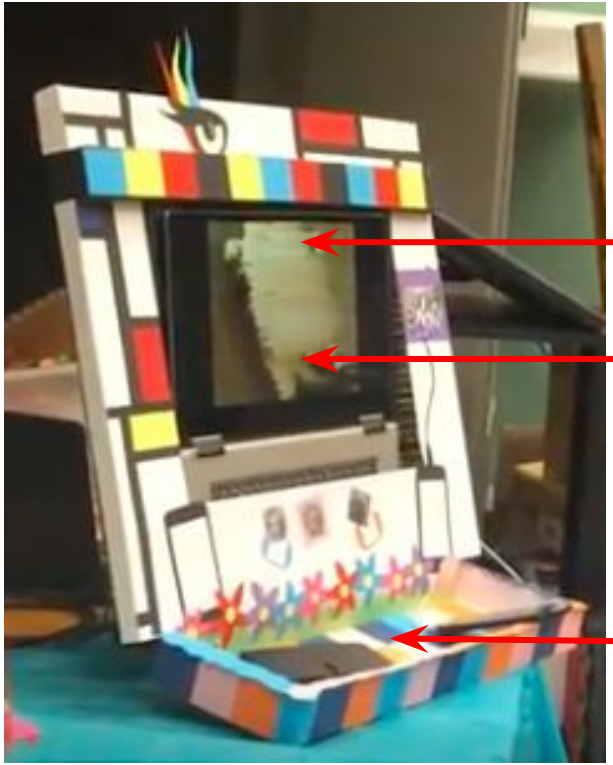
Computer prototype, implementation of the actual interaction

Video from computer prototype : http://cim.mcgill.ca/~dmarino/hci/notebook/compproto/

Iteration after formative feedback, alpha and beta version

Photos from alpha / beta versions : http://cim.mcgill.ca/~dmarino/hci/notebook/alpha/

Beta version



Show progress to complete image

Enlargement of the database to contain artworks (e.g. remove images with heavy skintones)

Enhance trust by adding signs to indicate the system does not use phones data

Demonstration


Q&A