



Prototyping Physical User Interfaces

Short Course @



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Brief Course Outline

- Breaking Interface Conventions?
- Exercise – creating a cooperative multi user game
- Nature and Value of Physical Prototyping
- Break
- Smart-its basics
- Smart-its enhanced light
- Lunch break
- Students project (afternoon) Smart-its enhanced light
- Smart-its enhanced light – results
- Building Smart-its hardware
- Break
- Developing Smart-its Software
- Smart-its Examples
- Wrap-Up

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Making Things Smart

Context & Interaction is anchored in Artefacts

- Modelling and acquiring context on entity level
 - More general properties
 - Flexible and simple model
 - Open and extensible
 - Exploiting domain knowledge
- Augmenting artefacts with
 - Sensing
 - Processing
 - Communication
- Context – on artefact level – is related to interaction with the artefact
- Combining context on a higher level

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A Bottom-up Approach useful contexts for...

sofa

door

briefcase

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A Bottom-up Approach Examples

sofa

- free
- occupied with one person
- occupied with two people
- occupied with three people

door

- open
- closed
- degree of openness
- interaction

briefcase

- empty
- loaded
- open
- closed
- interaction

sofa (over the top)

- free
- occupied with one person
- occupied with two people
- occupied with three people
- jumping on the sofa
- motion of people on the sofa
- temperature on the sofa
- pouring orange juice on the sofa
- pouring wine on the sofa
- pouring milk on the sofa
- cleaning the sofa
- moving the sofa
- sofa placed on the stairs
- sofa upright
- upside down
- sofa flying in midair
- ...

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A Bottom-up Approach Combining Information

Sofa → "occupied with one person"

Door → "interaction is going on"

Briefcase → "is open"

Table → "empty"

Mirror → "someone is there"

Cupboard → "door is open"

Curtain → "closed"

Agent/
Middleware/
Application

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Smart-Its enhanced light

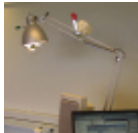
- **Task**

Write a software that accesses the sensors attached to the lamp and transforms them into a higher level representation (textual or graphical).

State 1



State 2



State 3



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Web access to sensor values

- Use a web browser to access the server that provides the sensor data
- Look at the file format
- Record values for a particular context

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Sample Data

Sensor Readings

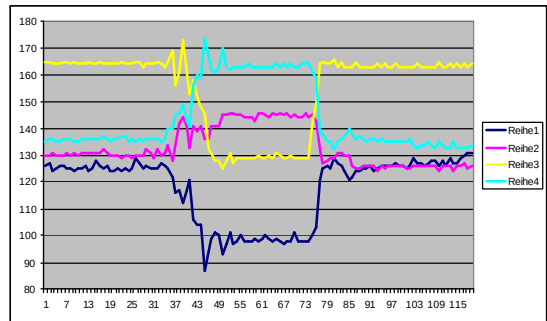
ID: A
Counter: 184
Touch Sensor: 0
PIR Sensor: 0
Light Sensor 1: 193
Light Sensor 2: 192
Acceleration X: 101
Acceleration Y: 114
Acceleration Z: 140
Acceleration U: 160
Temperature: 24

ID: B
Counter: 223
Touch Sensor: 0
PIR Sensor: 0
Light Sensor 1: 169
Light Sensor 2: 169
Acceleration X: 132
Acceleration Y: 157
Acceleration Z: 152
Acceleration U: 120
Temperature: 23

```
<HTML><HEAD><TITLE>Smart Its Web Gateway</TITLE>  
<META http-equiv=Content-Type content=text/html, charset=windows-1252>  
<META content=MSHTML 6.00.2800.1226 name=GENERATOR>  
</HEAD>  
<BODY>  
<H1>Sensor Readings</H1><B>ID: <ID></ID></B><BR>  
<B>Counter: <COUNT>184</COUNT></B><BR>  
<B>Touch Sensor: <TOUCH>0</TOUCH></B><BR>  
<B>PIR Sensor: <PIR>0</PIR></B><BR>  
<B>Light Sensor 1: <LIGHT1>193</LIGHT1></B><BR>  
<B>Light Sensor 2: <LIGHT2>192</LIGHT2></B><BR>  
<B>Acceleration X: <ACCX>101</ACCX></B><BR>  
<B>Acceleration Y: <ACCY>114</ACCY></B><BR>  
<B>Acceleration Z: <ACCZ>140</ACCZ></B><BR>  
<B>Acceleration U: <ACCU>160</ACCU></B><BR>  
<B>Temperature: <TEMP>24</TEMP></B><BR></B>  
<B>ID: <ID>B</ID></B><BR>  
<B>Counter: <COUNT>223</COUNT></B><BR>  
<B>Touch Sensor: <TOUCH>0</TOUCH></B><BR>  
<B>PIR Sensor: <PIR>0</PIR></B><BR>  
<B>Light Sensor 1: <LIGHT1>169</LIGHT1></B><BR>  
<B>Light Sensor 2: <LIGHT2>169</LIGHT2></B><BR>  
<B>Acceleration X: <ACCX>132</ACCX></B><BR>  
<B>Acceleration Y: <ACCY>157</ACCY></B><BR>  
<B>Acceleration Z: <ACCZ>152</ACCZ></B><BR>  
<B>Acceleration U: <ACCU>120</ACCU></B><BR>  
<B>Temperature: <TEMP>23</TEMP></B><BR></B>  
</BODY></HTML>
```

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Example Data (acceleration)



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Happy Hacking!

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