

Human–Computer Interaction: as it was, as it is, and as it may be

The Great Escape

Alan Dix

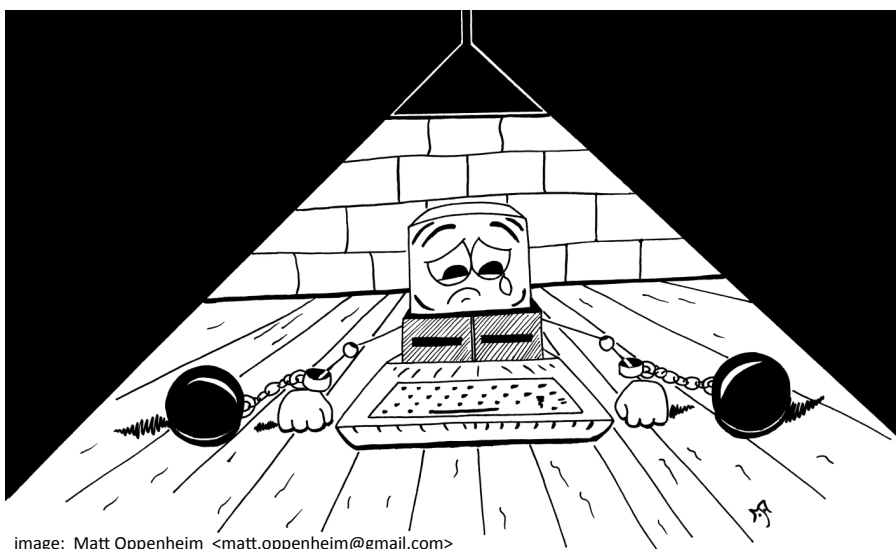
InfoLab21, Lancaster University, UK

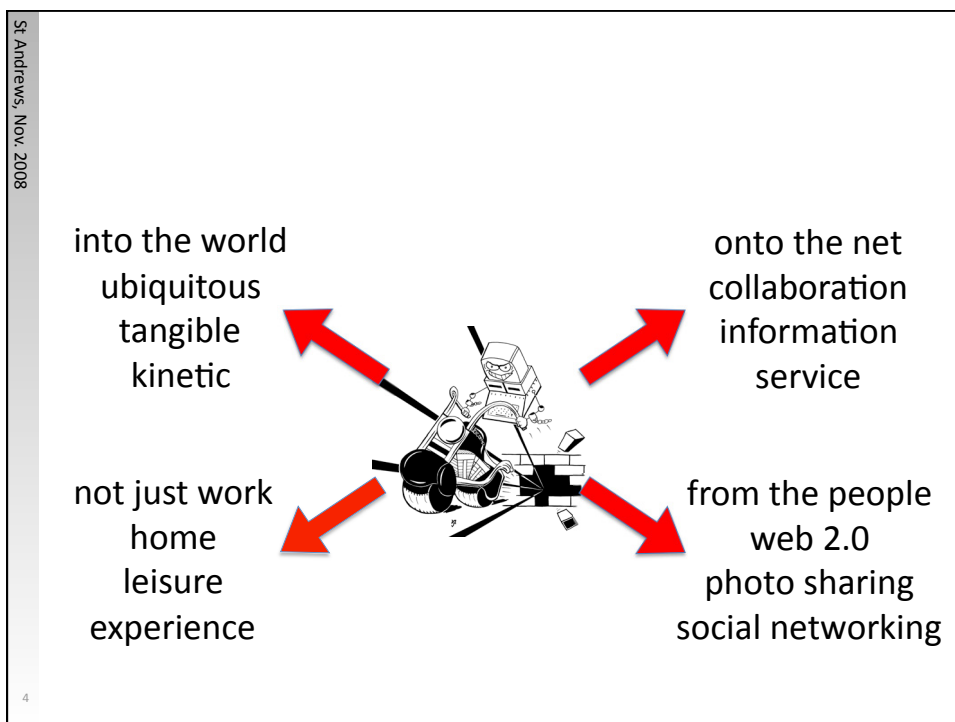
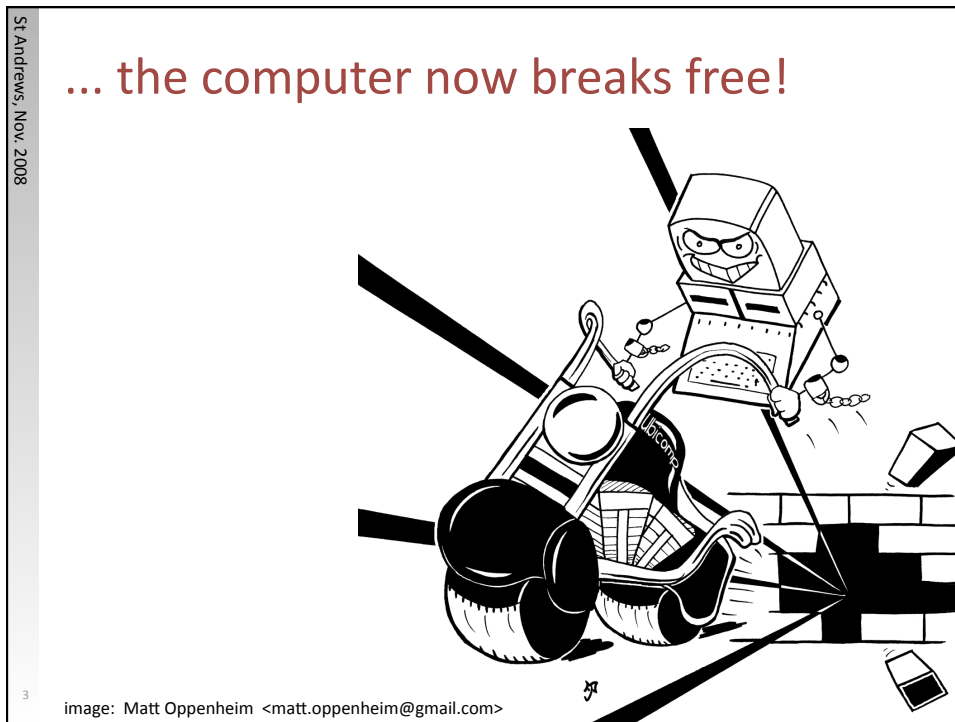
www.hcibook.com/alan

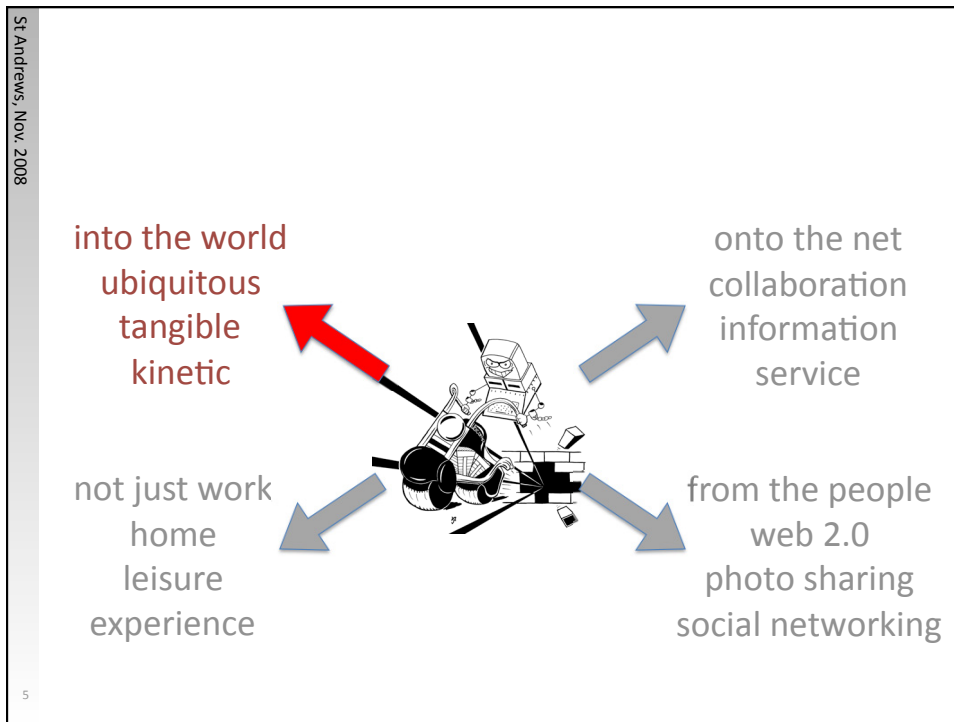
www.alandix.com/blog



after nearly 20 years
shackled to the office desk







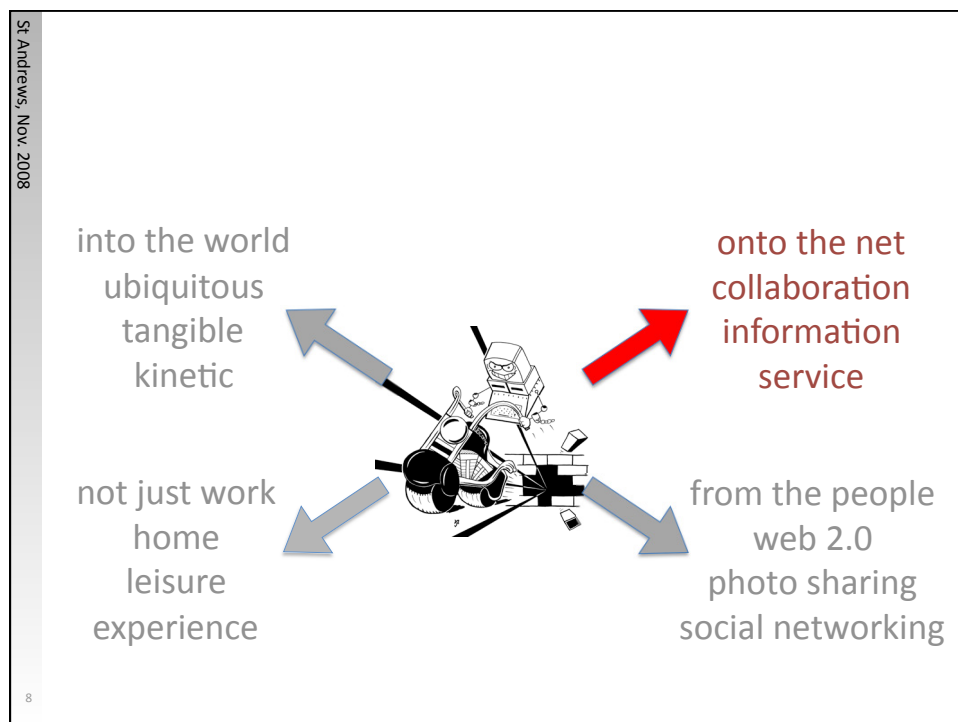
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www.equator.ac.uk

into the world
ubiquitous
tangible
kinetic

how many computers?
lash-up technology
games & art as labs
physical interaction
 driving as cyborg experience
uncertainty & ambiguity
low intention & attention
 => mental models, architecture
location & context
 => mobile technology



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onto the net collaboration information service



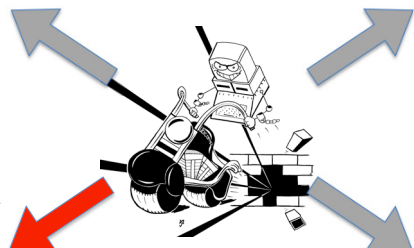
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just in time information ... or
perpetual interruption
human web vs. semantic web
the internet of things
information vs. knowledge
trust, provenance
semiotics vs. substance
service vs. product
global vs. local
photolurking, freecycle
china & india internet=mobile

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into the world
ubiquitous
tangible
kinetic

not just work
home
leisure
experience



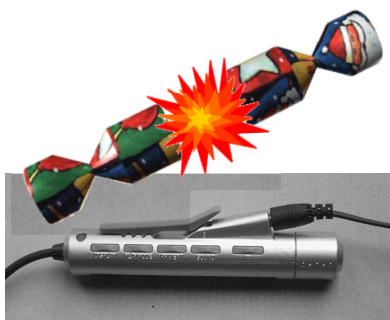
onto the net
collaboration
information
service

from the people
web 2.0
photo sharing
social networking

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not just work
home
leisure
experience



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how many computers?

fun & games

serious stuff!

e.g. crackers

sports, health, art

service & choice

=> user interface & experience

the long tail

=> design for optimal experience

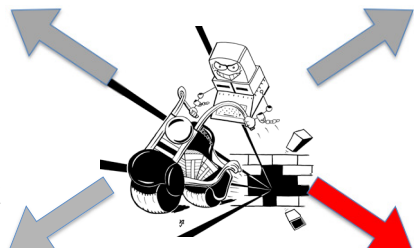
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from the people
web 2.0
photo sharing
social networking



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the socio-cyborg

memories for life, or maybe not

social emergence

experience and connectivity

user generated content

privacy & authority

technology

perpetual beta (+/-)

de-standardised interactins

mash-ups

democratisation of technology

... but usability DIY HCI

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