

Mobile Interaction with Web Services through Associated Real World Objects

Demo @ MobileHCI, 2007, Singapore

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Motivation



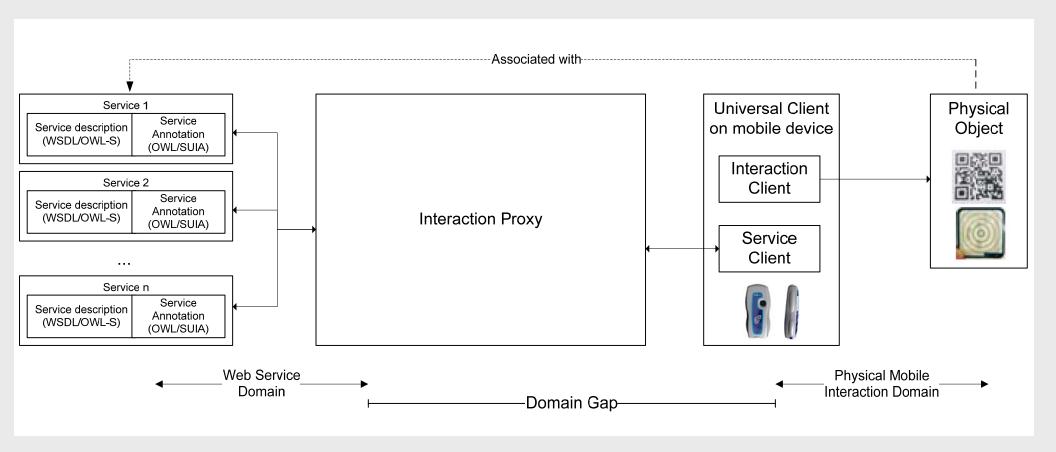
- Usage of mobile services is restricted by constraints of mobile devices (e.g. small screens, keys and joysticks)
- Leveraging mobile service interaction through the interaction with augmented objects that are associated with services
- Generic framework that combines Semantic Web Services and Physical Mobile Interaction
- Automatic generation of customizable interfaces from Semantic Web Service Descriptions and UI extensions
- Less constrained and more intuitive interaction with mobile services





The Perci Framework

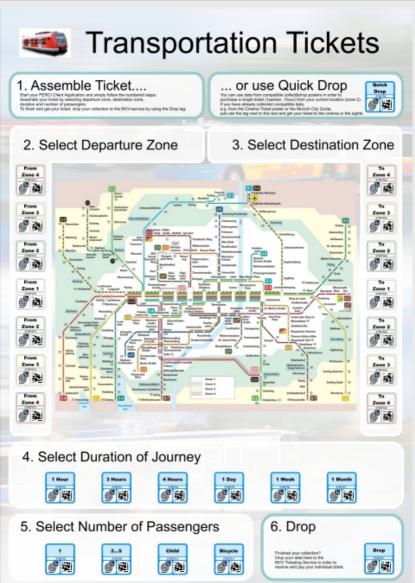






Physical Objects









Physical Mobile Interaction



- Objects from the physical world are associated with information
- Mobile devices can capture, process and use this information
- Touching: reading object descriptions from NFC-tags
- Pointing: recognition of visual codes through phone cameras
- Direct Input: typing of number identifiers (e.g. in a HTML-browser)



Touching



Pointing



Direct Input