Exercise 8

Task 1:

In the lecture you heard about Tangible User Interfaces. Compare these to "traditional" graphical user interfaces. What are possible benefits as well as disadvantages? Which method would you rather choose in which context and why?

Task 2:

Describe three problems, which you have to keep in mind, when designing a TUI.

Task 3:

Which problems do you have to consider when designing shareable displays.

Task 4:

Which characteristics make a user interface ambient?

Submission

Submit your solution as PDF or TXT to UniWorx (http://www.pst.ifi.lmu.de/uniworx).
Deadline: 18.07.2011 10:00am