



LUDWIG-
MAXIMILIANS-
UNIVERSITÄT
MÜNCHEN

FAKULTÄT FÜR MATHEMATIK, INFORMATIK UND STATISTIK
INSTITUT FÜR INFORMATIK
ARBEITSGRUPPEN MEDIENINFORMATIK UND
MENSCH-MASCHINE-INTERAKTION



Proseminar SS14

Dr. Julie Wagner
Prof. Hußmann



Previous Proseminar Procedure

- 2 research papers
- write overview on what they say
- discuss them
- present the work
- **Criticism:**
 - it does not prepare you for your Bachelor thesis



Question-based Review

- research question
- a paper that talks about this question
- keywords
- start literature review
 - at least 3 research papers in your paper



Papers can be interlinked...

- ‘cited by’, ‘references’

BiTouch and BiPad: designing bimanual interaction for hand-held tablets


Full Text:  [PDF](#)
see [source materials](#) below for [more options](#)

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Published in:

 · Proceeding
[CHI '12](#) Proceedings of the SIGCHI Conference on Human Factors in Computing Systems
Pages 2317-2326
[ACM](#) New York, NY, USA ©2012
[table of contents](#) ISBN: 978-1-4503-1015-4
doi > [10.1145/2207676.2208391](#)

 **2012 Article**
Bibliometrics
- Downloads (6 Weeks): 33
- Downloads (12 Months): 284
- Downloads (cumulative): 700
- Citation Count: 6

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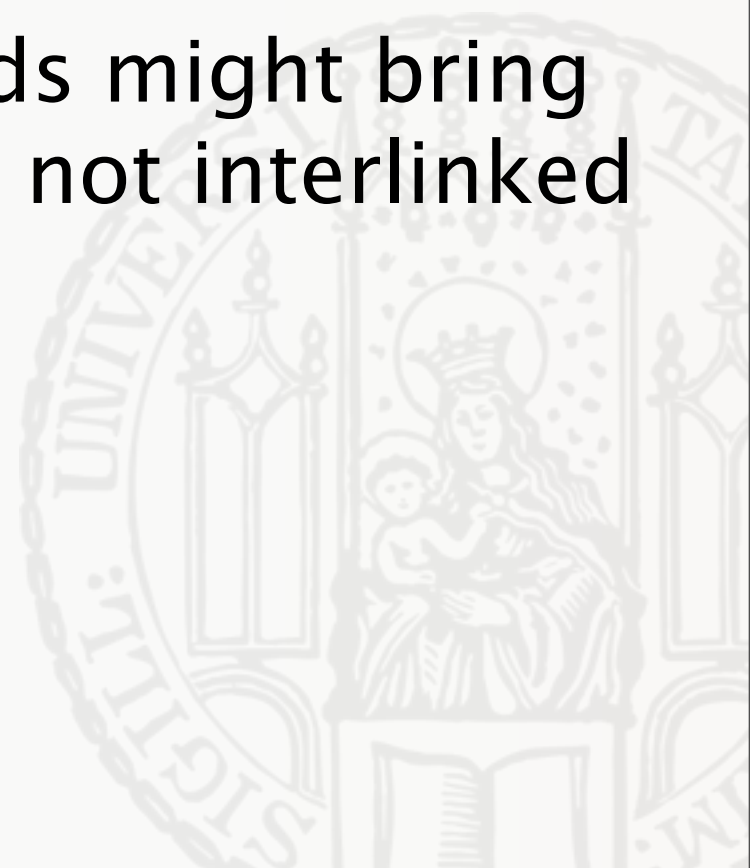
[Abstract](#) [Source Materials](#) [Authors](#) [References](#) [Cited By](#) [Index Terms](#) [Publication](#) [Reviews](#) [Comments](#) [Tab](#)

Despite the demonstrated benefits of bimanual interaction, most tablets use just one hand for interaction, to free
In a preliminary study, we identified five holds that permit simultaneous support and interaction, and noted that
change position to combat fatigue. We then designed the BiTouch design space, which introduces a support funct

Screenshot of:
<http://dl.acm.org/citation.cfm?id=2208391>

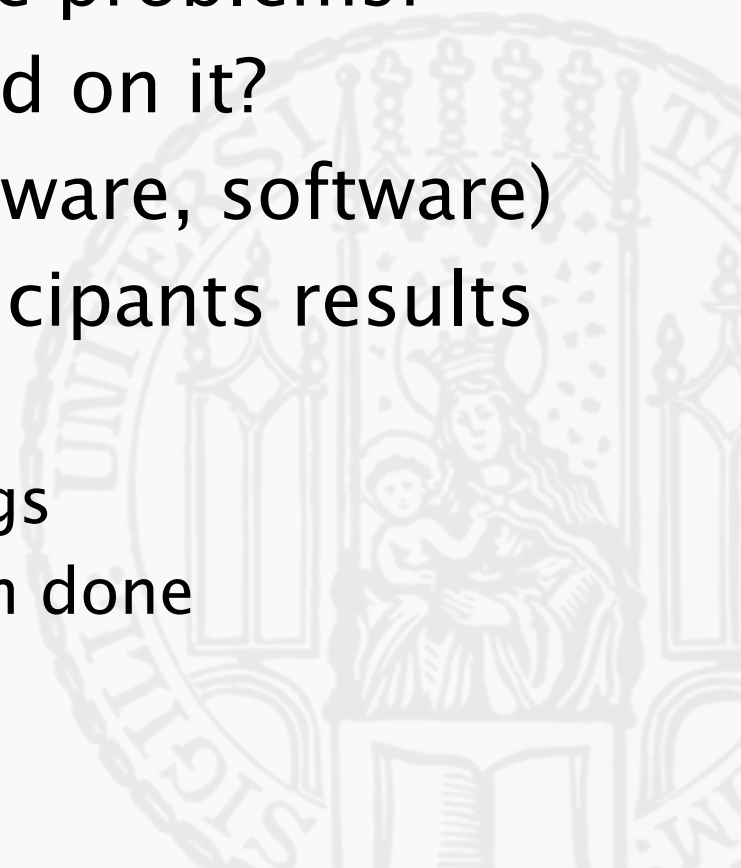
Keywords: Learn the language...

- research communities use specific keywords to refer to phenomena or problems
- search by those keywords might bring you to papers which are not interlinked



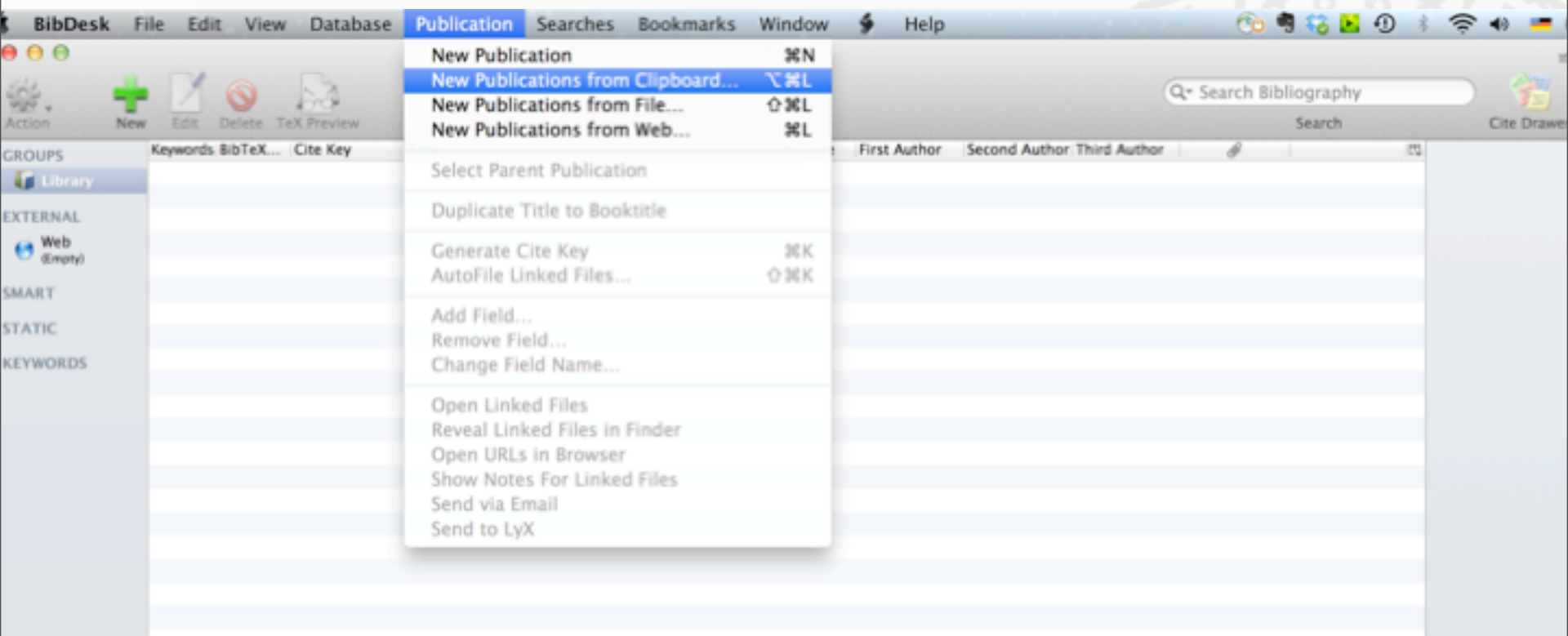
how to read papers

- never from beginning to end
- structure
 - Introduction: what are the problems?
 - Related work: who worked on it?
 - optional: prototype (hardware, software)
 - Experiment: design, participants results
 - Conclusion:
 - meta description of findings
 - summary of what had been done



how to reference papers

- I recommend using the BibDesk tool
- either export bibtex files or copy the bibtex information and create new publication in BibDesk



how to reference papers

5 `\subsection{Increase Input Expressivity}`

6 Knowing which user is interacting where on the surface offers a powerful means to design personalized interfaces and incorporate social protocols in interface dialogs. Some `\cite{richter_bootstrapper_2012,schmidt_handsdown_2010,wang_detecting_2009}` or additional hardware, e.g. cameras `\cite{ramakers_carpus_2012}` or proximity sensors touch-position. However, to increase expressiveness of a single user, we are also interested in techniques to provide information beyond simple touch.

7
8 Previous work proposes a number of techniques to make touch more distinctive; Finger-count `\cite{bailly_finger-count_2010}` uses the number of touches; MicroRolls `\cite{rou}` users perform small roll motions with their fingers; and SimPress `\cite{benko_precise_2006}` analyses the finger's contact area. Wang et al. `\cite{wang_detecting_2009}` used the same hand. However, none of these approaches addresses `\emph{touch-to-finger}` ownership.

9
10 One simple approach is the `\emph{Lift-and-Stroke}` technique `\cite{jepinski_design_2010}`; users place all five fingers of their hand on the surface and then lift the ones not required. Holding others down is difficult to perform `\cite{jepinski_design_2010}`. Similarly, Au et al. `\cite{au_multitouch_2010}` proposed a technique that requires the registration of all fingers of the whole hand and then select items from the appearing on-screen menu. However, their approach requires visual attention and might be impractical in cases where the attention

- use `\cite{self_defined_keyword}`
 - to backup claims in the text
 - to report on various approaches



Example

- presentation of what you have read shows how deep you read into the topic

Example taken from a Bachelor Thesis

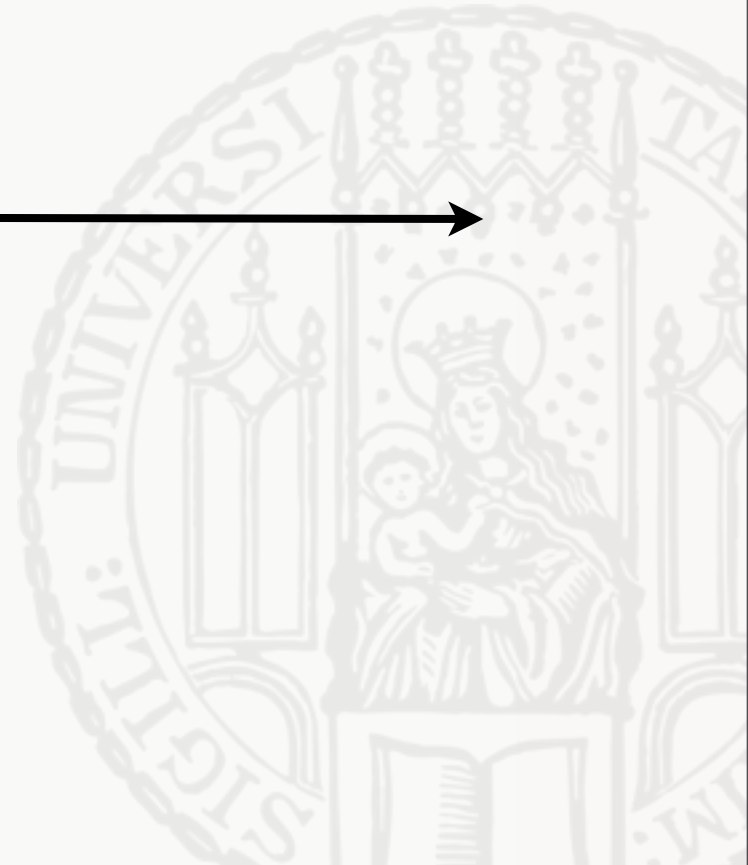
	Direct input	SMS	Bluetooth	E-mail	Web	Social networks	Mobile Application
Covert interaction	×	✓	✓	✓	✓	✓	✓
Many possibilities	✓	×	×	×	×	×	✓
Low level of effort for users	✓	×	×	×	×	×	✓
Anonymity	✓	×	✓	×	✓	×	✓
No costs for users	✓	×	✓	×	×	×	×

✓ = rather fulfilled, × = rather not fulfilled

Figure 2.5: Overview of input services

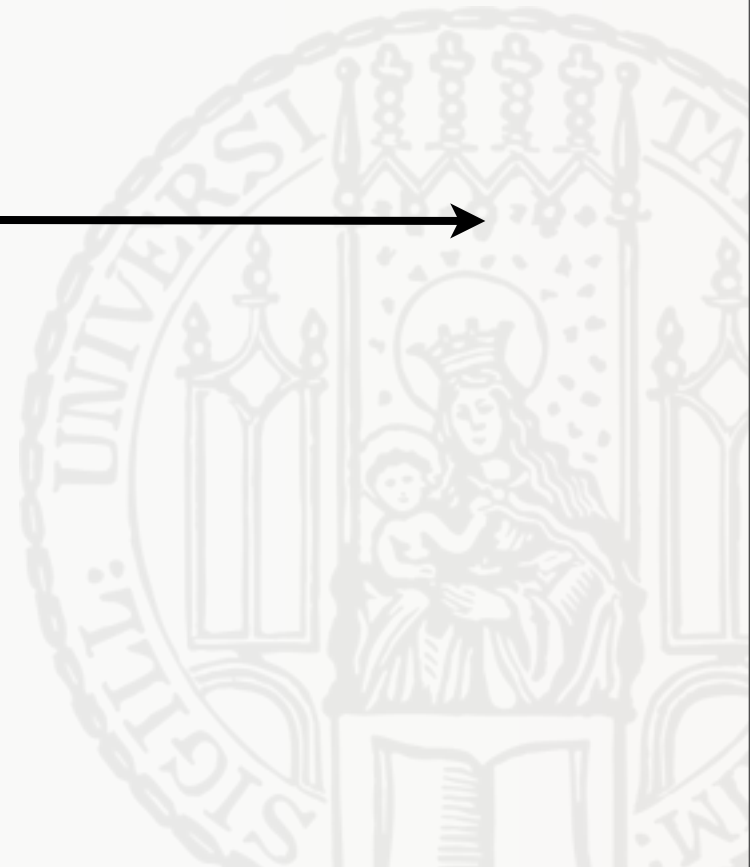
Process

Today:
topic assignment



Process

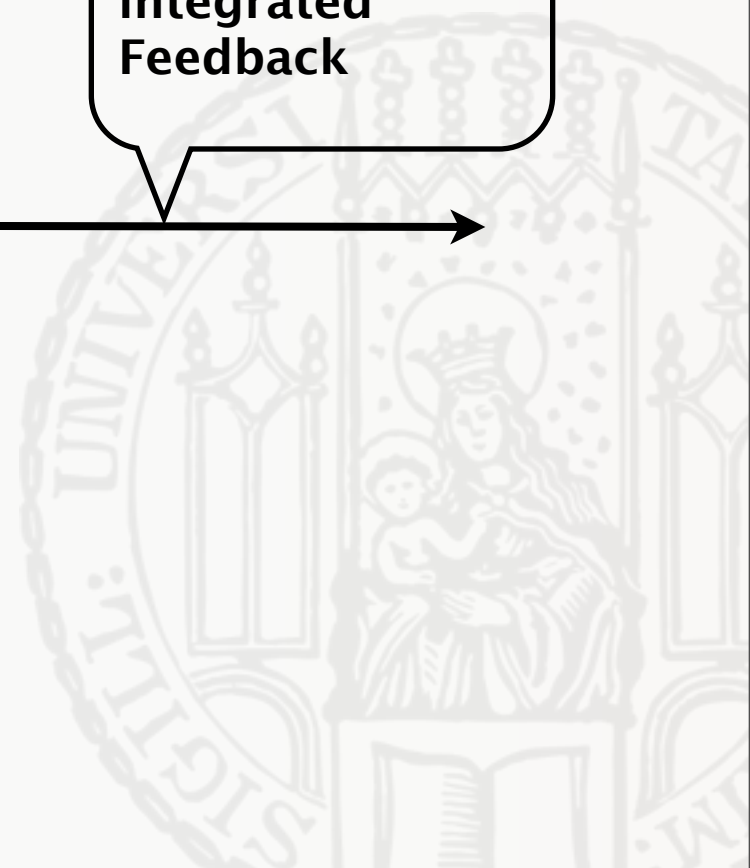
5.6. – 10.7.
Presentations
**you receive
feedback**



Process



**24.7
submission with
integrated
Feedback**



Evaluation

Thema:	
Student:	
Seminar:	Proseminar Sommersemester 2014
Betreuer:	Dr. Julie Wagner

	Aspekt	Gewicht	Note
Schriftliche Ausarbeitung			
1	Formale Kriterien	12	0.0
1.1	Angemessenheit des Umfangs	2	
1.2	Gliederung und Aufbau	3	
1.3	Korrekte Zitierweise	2	
1.4	Gestaltung / Verwendung von Anschauungsmaterialien	1	
1.5	Diskussionsfähigkeit	3	
1.6	Sprache	1	
2	Inhaltliche Kriterien	12	0.0
2.1	Beschreibung der Problemstellung / Zielsetzung	2	
2.2	Bibliographie / Berücksichtigung des Forschungsstandes	4	
2.3	Logische inhaltliche Konsistenz / Roter Faden	4	
2.4	Innovation / Einbringen eigener Gedanken	2	
Gesamtnote der schriftlichen Ausarbeitung		24	0.0

	Aspekt	Gewicht	Note
Präsentation			
1	Folien	4	0.0
1.1	Aufbau	2	
1.2	Bildmaterial	2	
2	Vortrag	4	0.0
2.1	Sprachlicher Ausdruck	3	
2.2	Einhaltung der zeitlichen Vorgaben	1	
Gesamtnote der Präsentation		8	0.0

Plagiarism

- tools to compare your text to text in the WWW.
- if I detect plagiarism, you fail the course.



Research Questions

- document with all research questions is online

How can we design displays that foster a sense of presence and awareness, enhance a sense of community and supports people to connect? The first prototypes that explored these questions were called media spaces, which connect several physical locations and the people working in those environments.

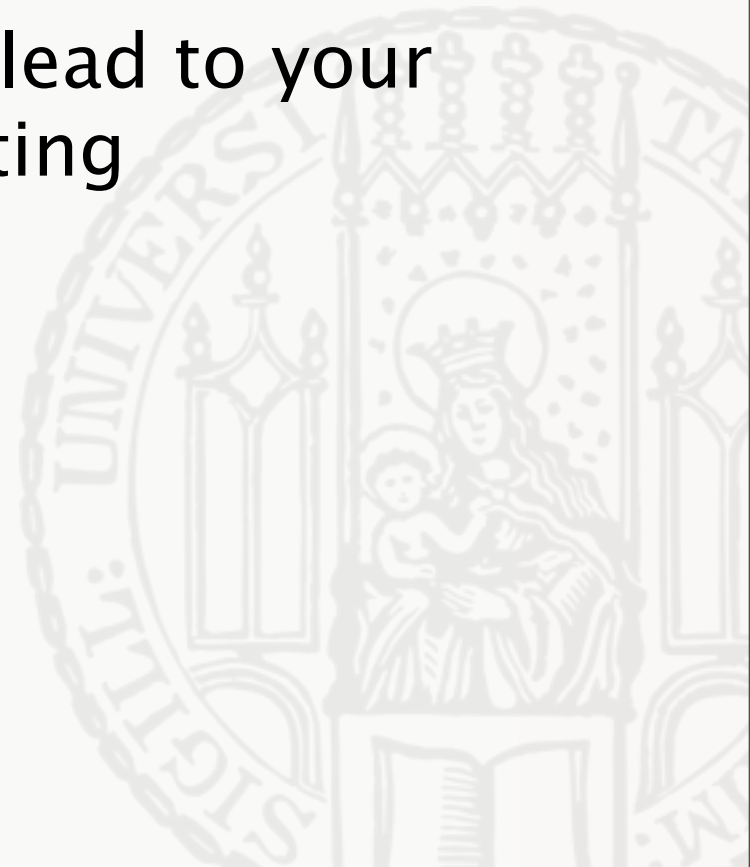
1st research question: What types of media spaces were explored to enhance 'sense of community' among a group of people?

Keywords: awareness, togetherness, connectedness, presence

Starting point: **Ishii, H. et al. ambientROOM: Integrating Ambient Media with Architectural Space (CHI'98)**

Adaptation of Question

- you can decide on adapting your question
 - contact me first
 - present the reasons that lead to your decision in the next meeting
- Office hours
 - Thursdays 13–14



Topic Assignment

List Randomizer

There were 18 items in your list. Here they are in random order:

1. Philipp Wiesner
2. Cenk Canpolat
3. Manuel Demmler
4. Christian Mall
5. Maximilian Frainzl
6. Sebastian Michael Cleve
7. Andrea Attwenger
8. Johannes Groschopp
9. Felix Bachmann
10. Katrin Schauer
11. Nicolo Stanciu
12. Johannes Meier
13. Christian Valenta
14. Maximilian Häfner
15. Larissa Gerling
16. Florian Fuchs
17. Veronika Fuchsberger
18. Marc Philipp Burgdorf

Look for the number of your research question

