

Proseminar SS15

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Prof. Alt, Prof. Butz



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



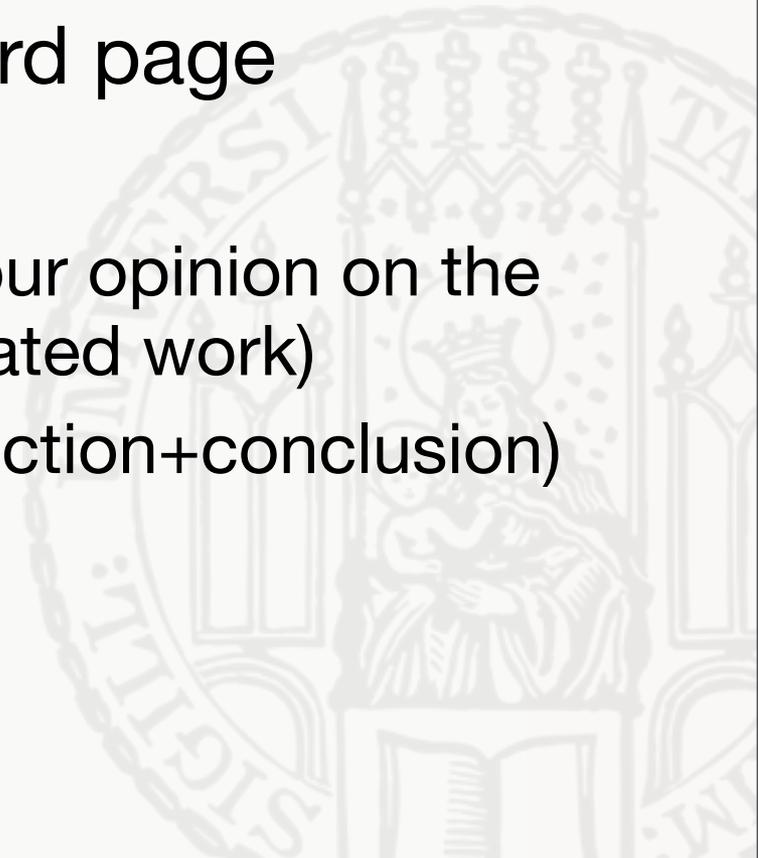
Question-based Review

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



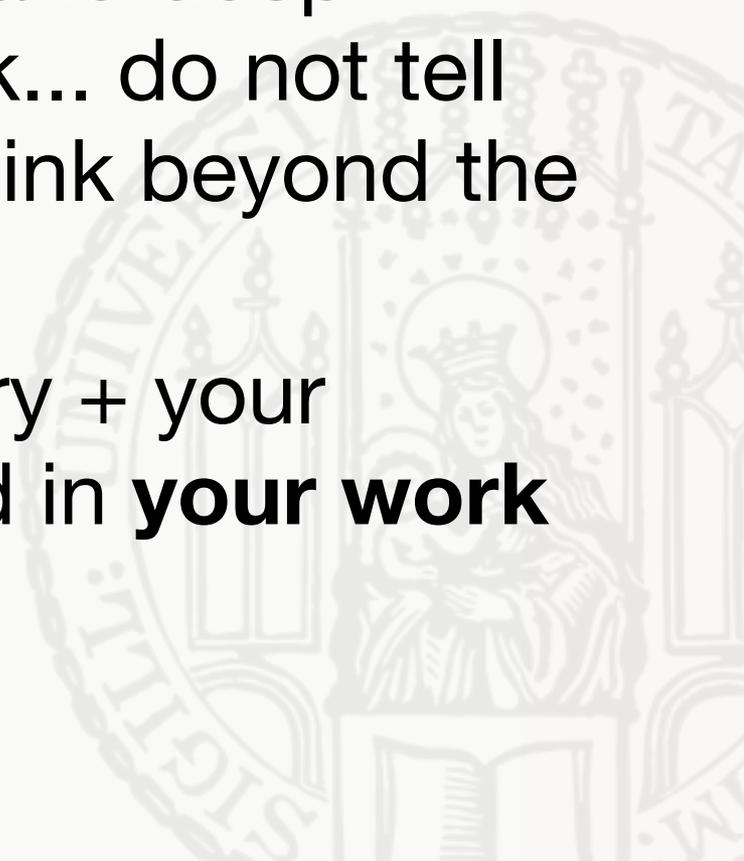
Result

- 2 page paper without references
- think about a title, do not use the research questions
- references should be on third page
- structure:
 - introduction + conclusion (your opinion on the topic, backed up through related work)
 - abstract (summary of introduction+conclusion)
 - title (summary of abstract)



More detailed structure

- introduction: what is the problem? why should I care reading?
- Your work: design space and deep discussion of related work... do not tell me what's in the paper, think beyond the paper.
- conclusion: short summary + your opinion, which is reflected in **your work** section



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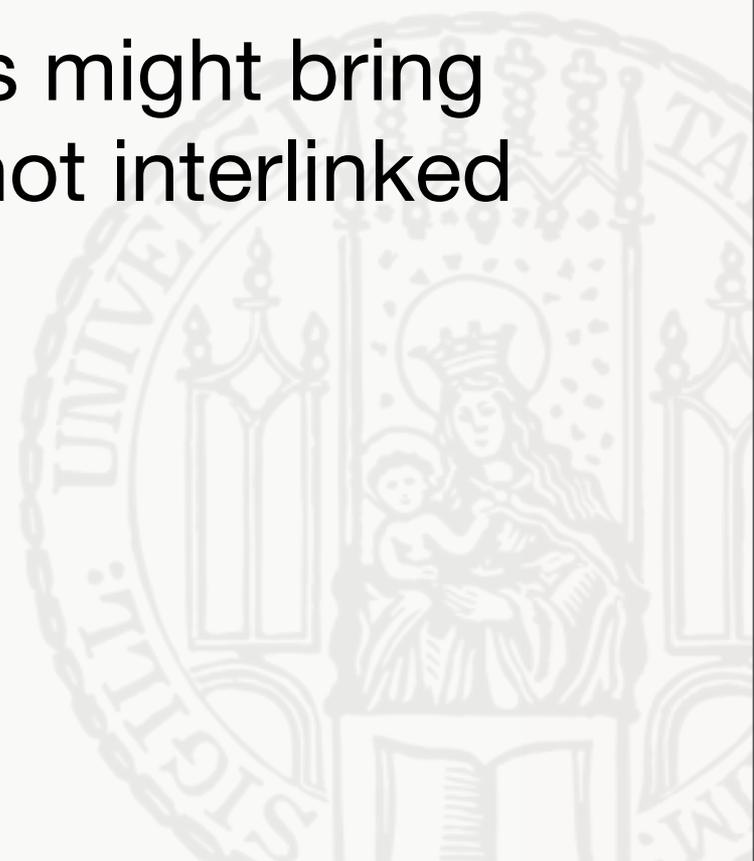
Despite the demonstrated benefits of bimanual interaction, most tablets use just one hand for interaction, to free In a preliminary study, we identified five holds that permit simultaneous support and interaction, and noted that change position to combat fatigue. We then designed the BiTouch design space,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

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

Thursday 23 April 15

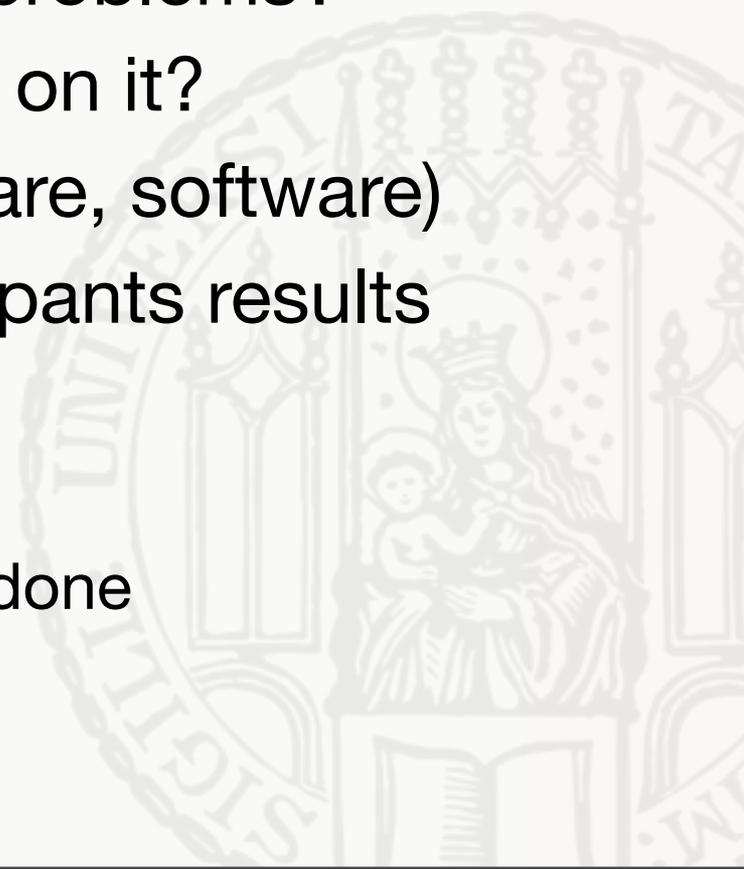
Keywords: Learn the language...

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



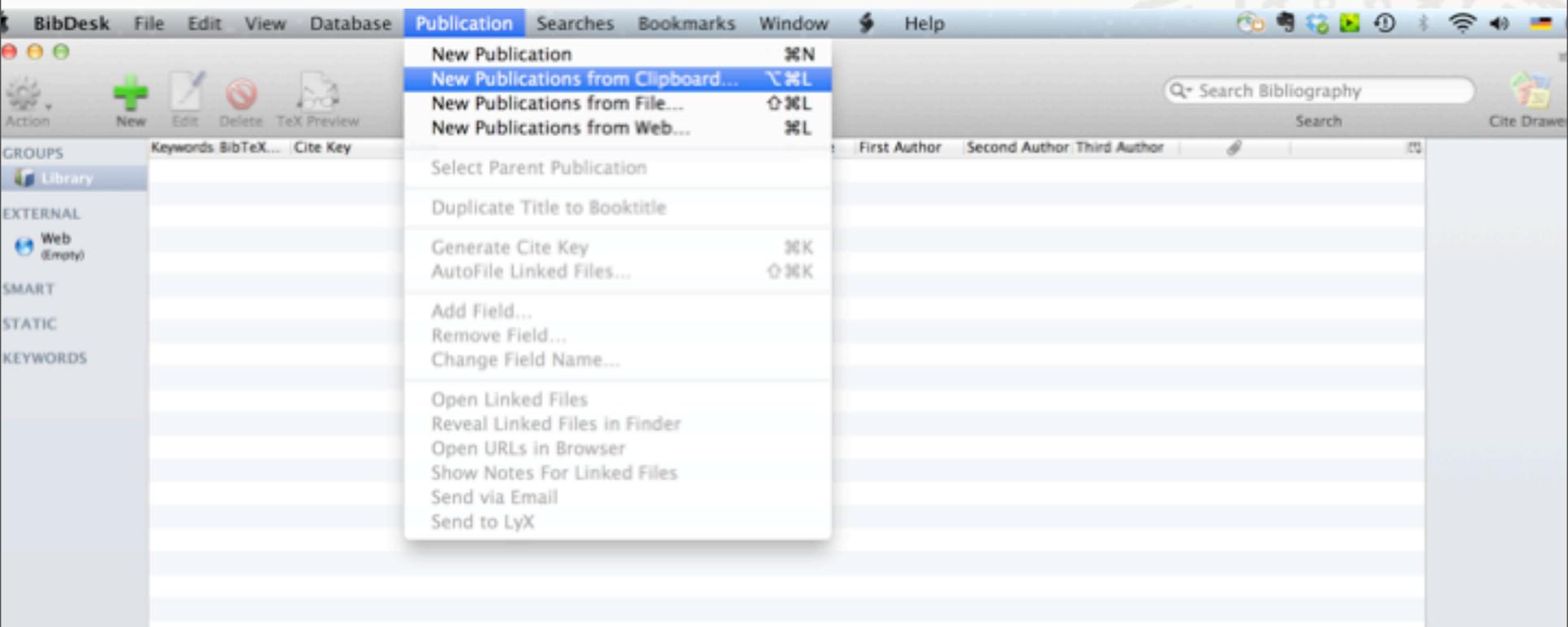
how to read papers

- 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

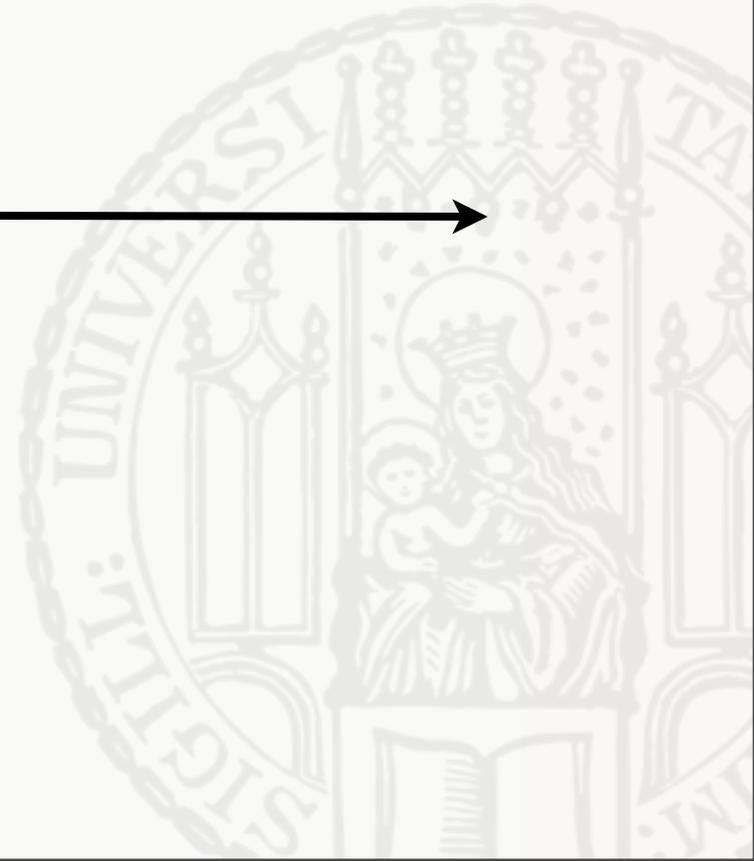
| | Direct input | SMS | Bluetooth | E-mail | Web | Social networks | Mobile Application |
|-------------------------------|--------------|-----|-----------|--------|-----|-----------------|--------------------|
| Covert interaction | × | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Many possibilities | ✓ | × | × | × |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

✓ = rather fulfilled, × = rather not fulfilled

Figure 2.5: Overview of input services

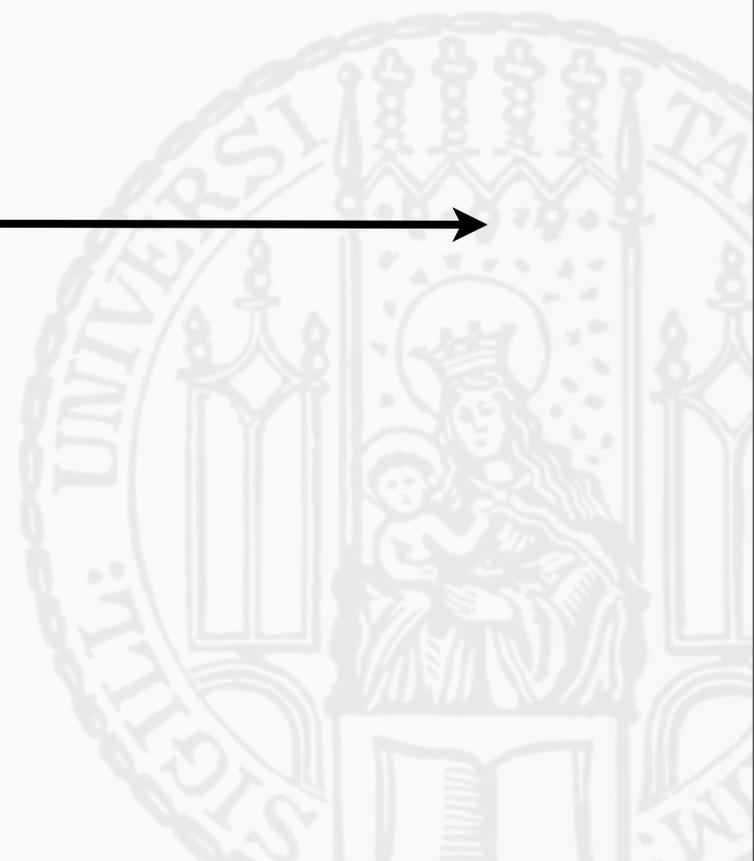
Process

Today:
topic assignment



Process

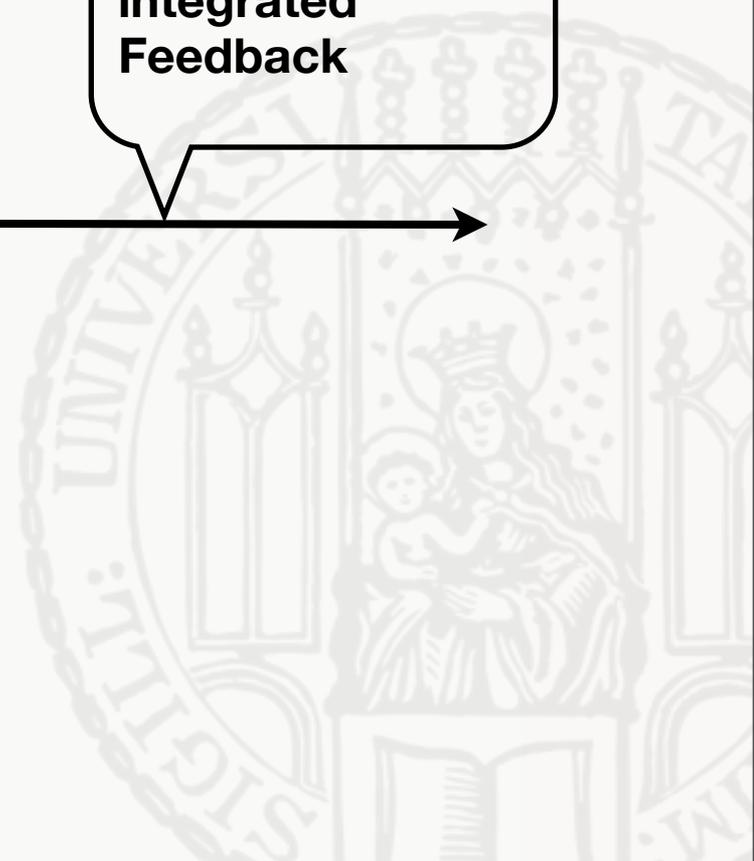
18.6. - 16.7.
Presentations
**you receive
feedback**



Process



23.7
**submission with
integrated
Feedback**



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 20 items in your list. Here they are in random order:

1. Ngoc P.
2. Oliver D.
3. Julian S.
4. Julia S.
5. Lena H.
6. Sarah M.
7. Rebecca L.
8. Paul H.
9. Julian B.
10. Florian B.
11. Nadja M.
12. Duc L.
13. Edgar G.
14. Elisaveta K.
15. Susanne F.
16. Sinksar G.
17. Rosalie K.
18. Martin K.
19. Sebastian G.
20. Christina K.

Look for the number of your research question

