Situated Projected Interaction

Design Brief

for hci bootcamp 2014
Situated Projected Interaction
Ubiquitous Projectors

Any surface

Interactive
Mysterious Country
Remote interactions with loved ones

Busy during working hours

At home dislike using usual tech, rely on projections
What kind of things do they do?
What else could they do?
Visualize data

Talk

Play games

Video Call

Share status

Check messages

Send messages

Play music
Not.
Why projected interaction?
EVERY STORY TOLD TOWARDS EVERY SIDE ARE EIGHT HEARTH
Design  Prototyping
You know too much.
You know too much.
(and that’s great!)
Where the magic happens

your comfort zone
WiiMote

Play games

Share status

iPad as a lens

WiiMote

Play music

Check messages

Send messages

Phone App

Watch Movie

Talk

Video Call

Visualize data
New
New

Design principles

Design techniques

Design evaluation