

the interaction museum

# the interaction museum

15 december 2005  
London

Convivio Steering Committee meeting

the interaction museum

## design brief

problem:  
lack of shared repository of interactive systems  
makes it difficult to:  
    explore history of interaction  
    teach students  
    compare designs and research results  
    transfer best practices to industry

solution:  
coherent, complete and easy-to-search collection of  
interaction techniques and systems

the interaction museum

## our vision

to provide an interactive source of historical  
and newly created interaction techniques ...

### the interaction museum

an on-line museum with both individual,  
searchable *entries* and curated *exhibits* that  
present and analyse groups of entries

the interaction museum

## audiences

research and academic settings:  
    HCI researchers  
    professors  
    students

design settings:  
    product developers  
    human factors  
    interaction designers  
    managers

the interaction museum

## strategy

- work with the HCI researchers and designers to collect historical entries, including text, images, video and interactive applets
- create an interactive website with :
  - entries - individual interaction techniques
  - exhibits - curated presentations
 with extensive search and browsing facilities
- create a process for systematically collecting new entries and exhibits

the interaction museum

## project members

project leaders:

- Michel Beaudouin-Lafon (U. Paris-Sud)
- Wendy Mackay (INRIA Futurs)

project team:

- Caroline Appert (Ph.D. student, U. Paris-Sud)
- Jean-René Courtois (Engineer, Convivio)
- Emmanuel Pietriga (INRIA researcher)
- Nicolas Taffin (Graphic design consultant, Convivio)

the interaction museum

## timeline

prototype I & Paris symposium feedback on early design	june 2005	
prototype II & Seattle symposium invited entries	october 2005	(UIST '05)
beta test & Montreal symposium: select external submissions recruit editorial board	april 2006	(CHI '06)
editorial board active	september 2006	
prototype I & Geneva symposium launch	september 2006	(UIST '06)
assessment & handoff	december 2006	(end convivio funding)

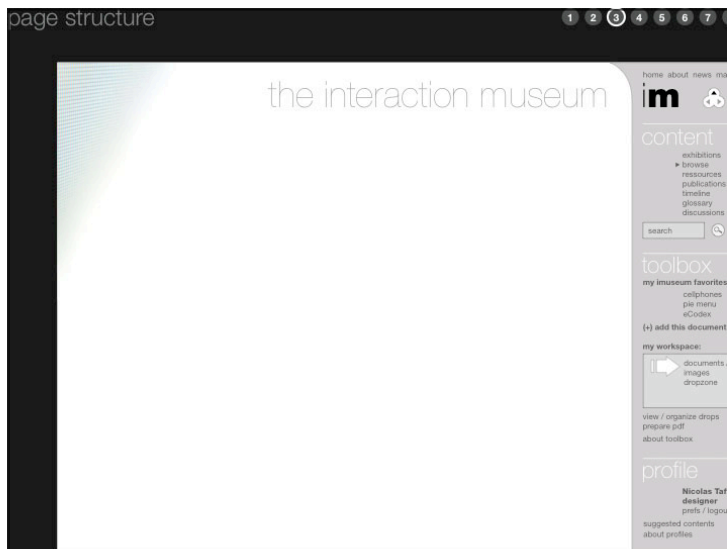
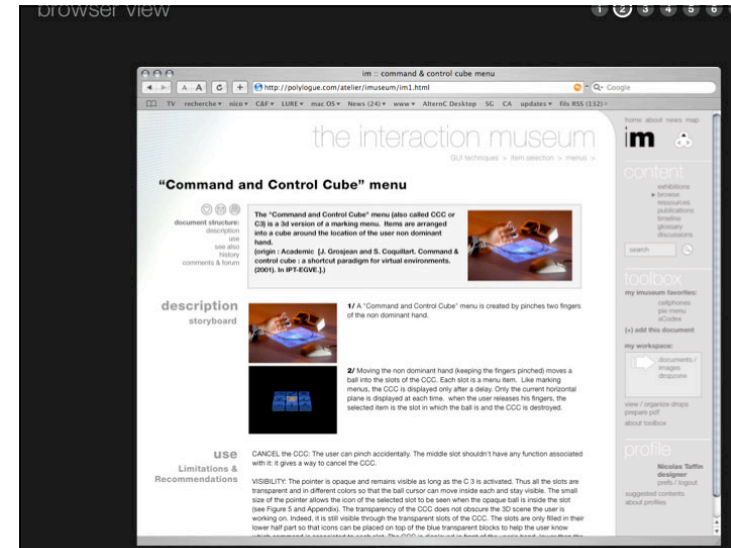
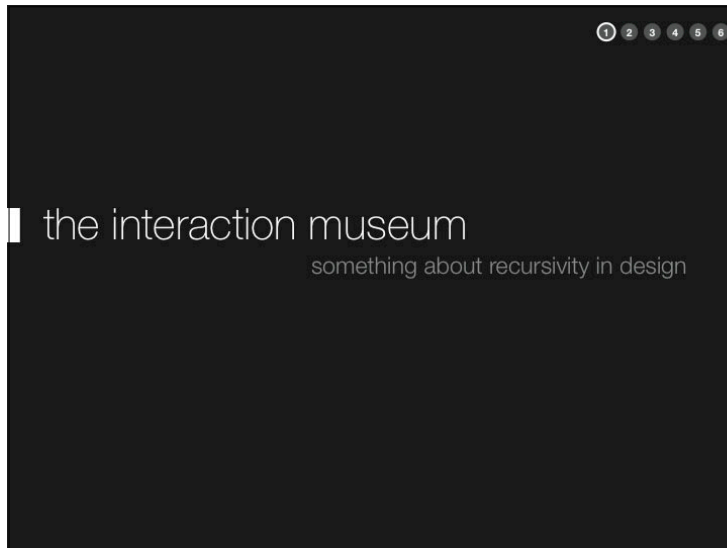
the interaction museum

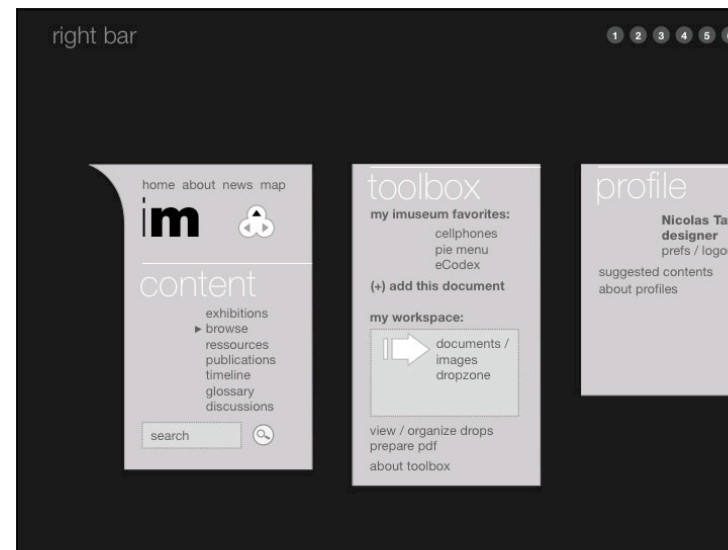
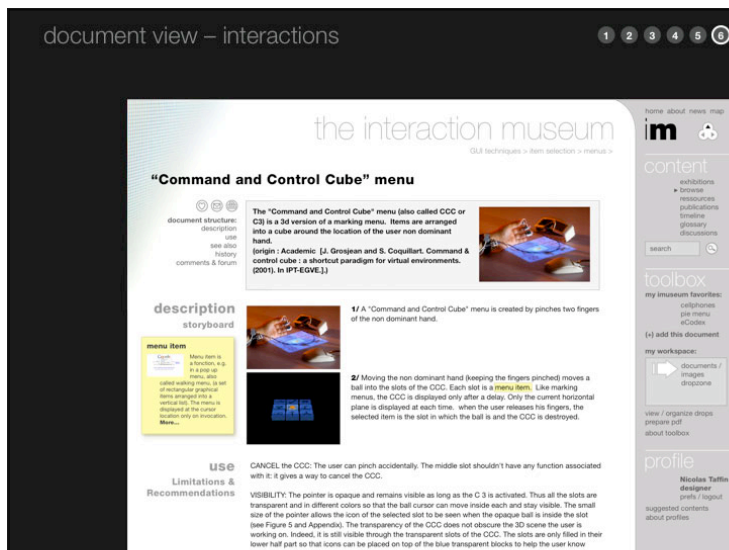
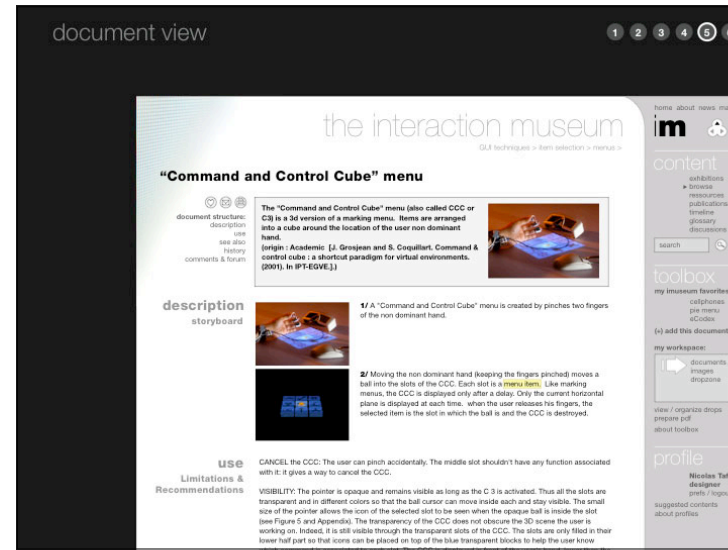
## visual design proposal

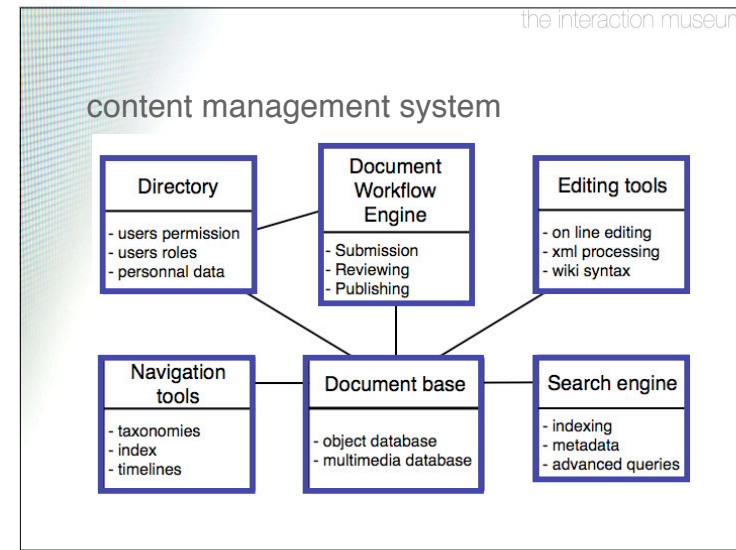
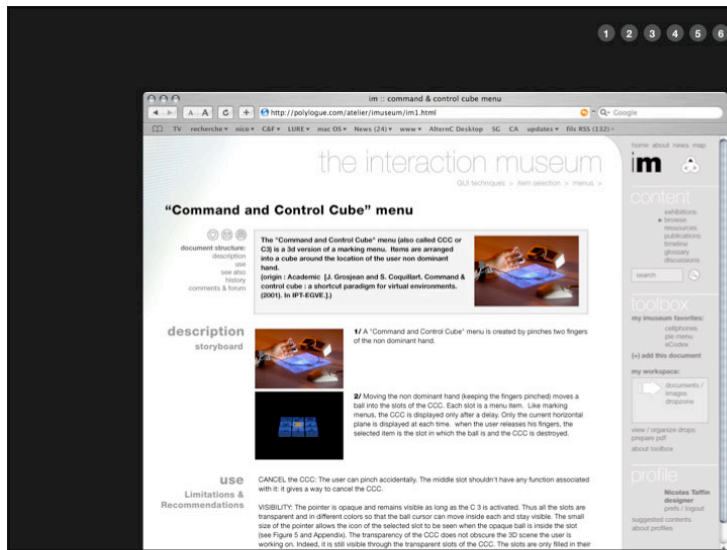
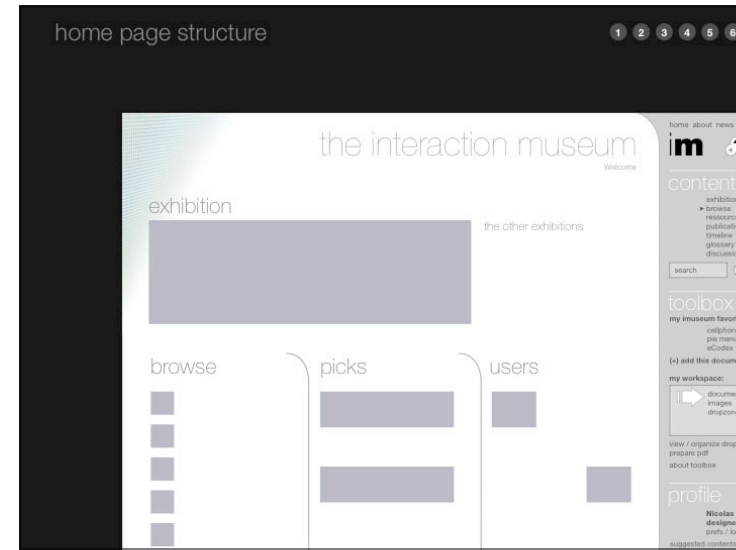
preliminary proposal (pre-contract)

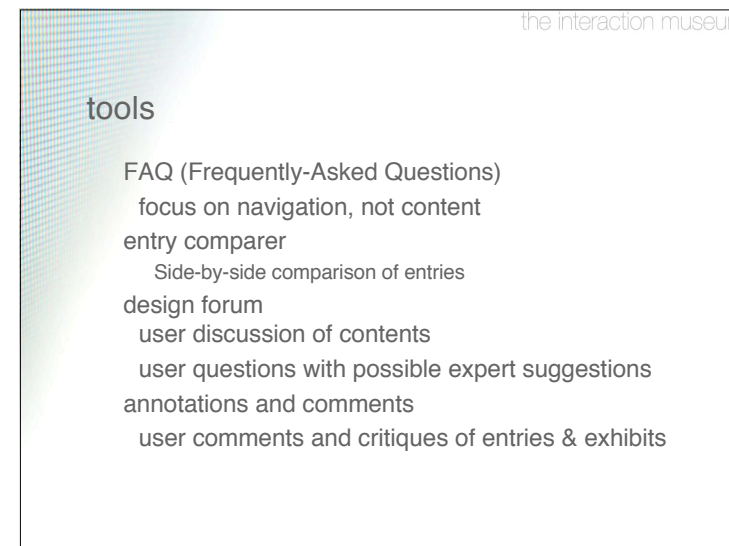
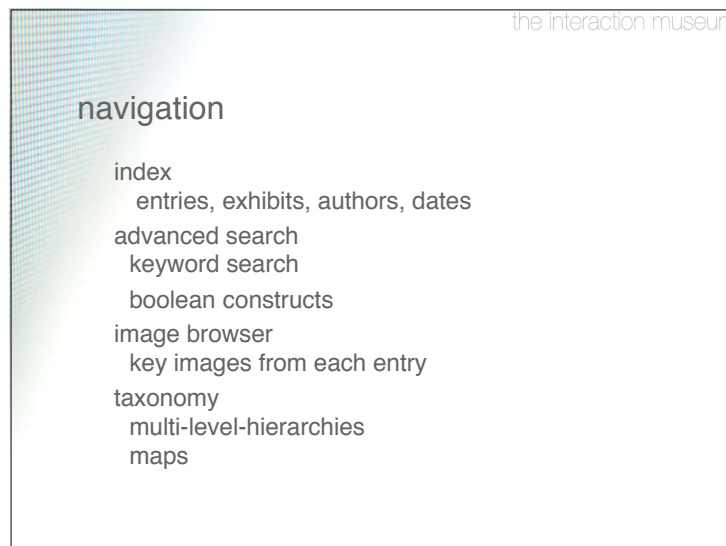
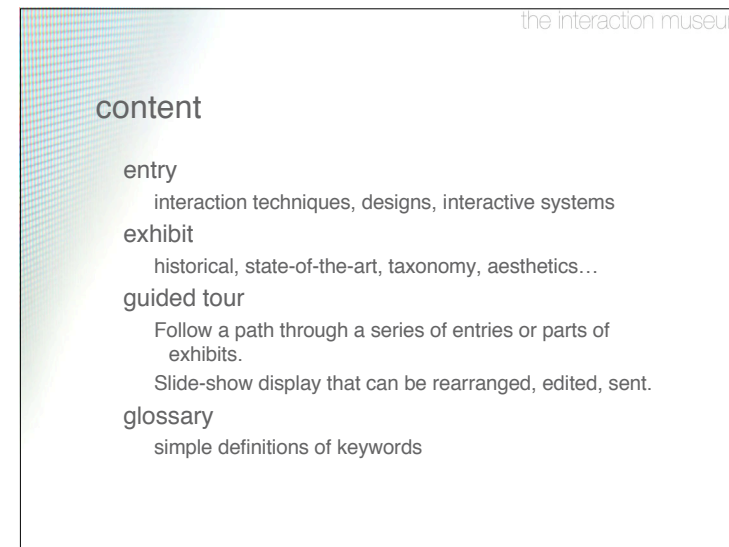
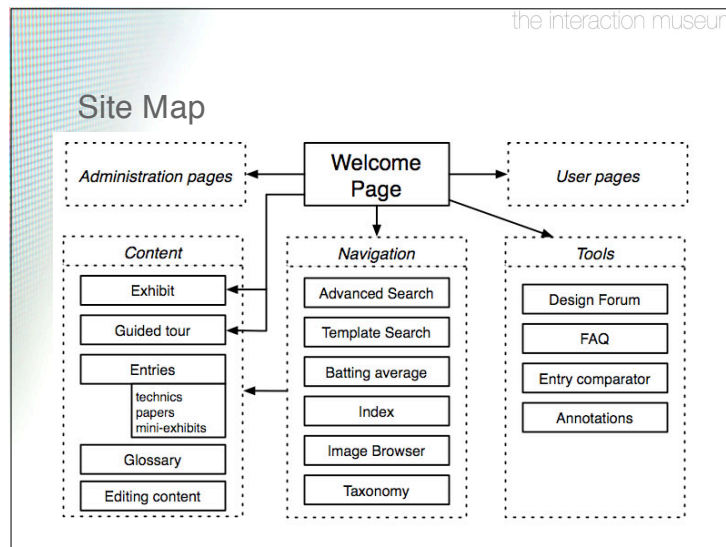
planned:

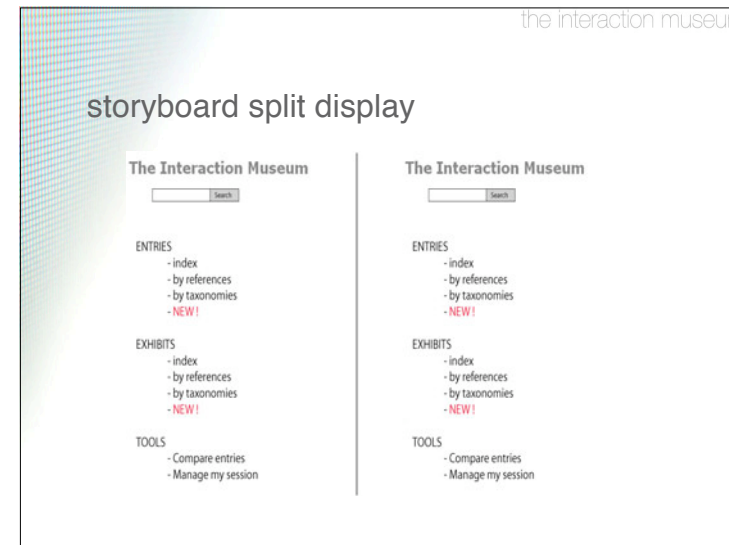
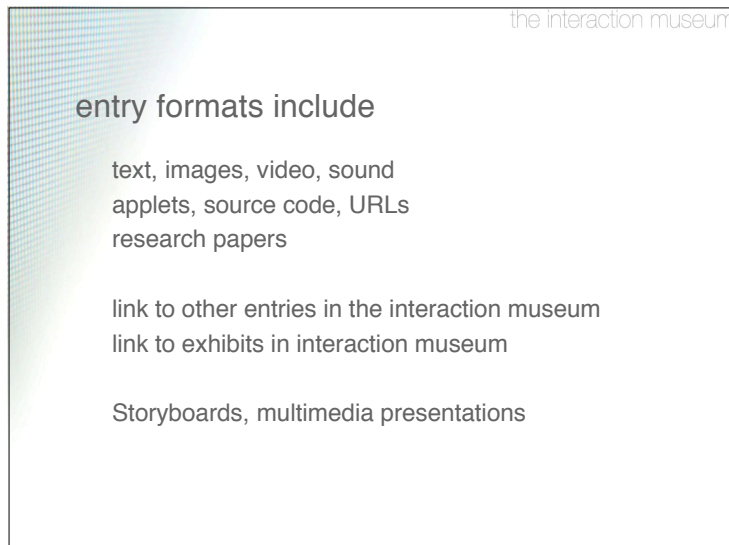
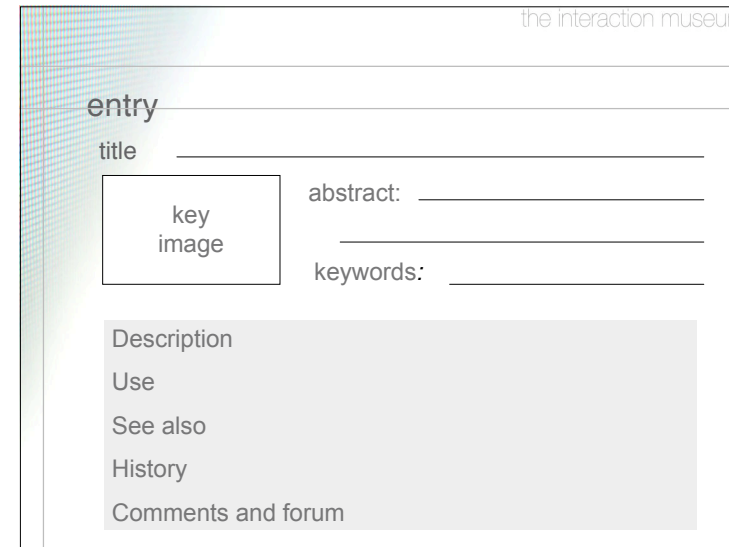
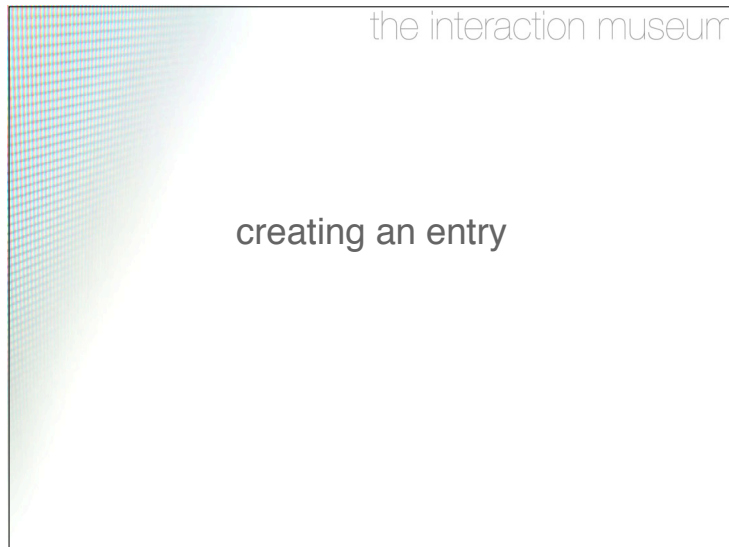
- visual and interaction design in February  
(now that the Convivio contract is signed)

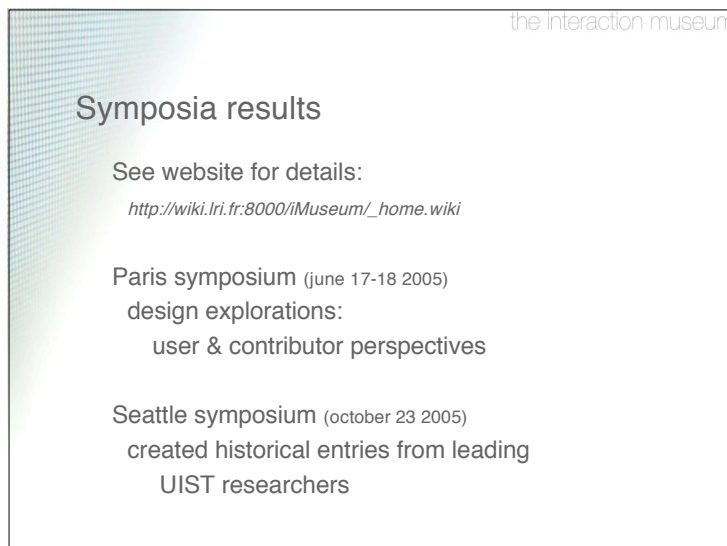
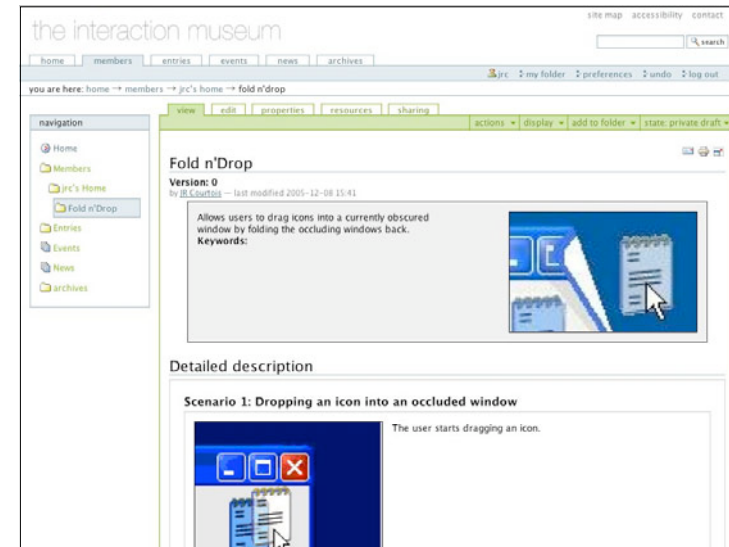
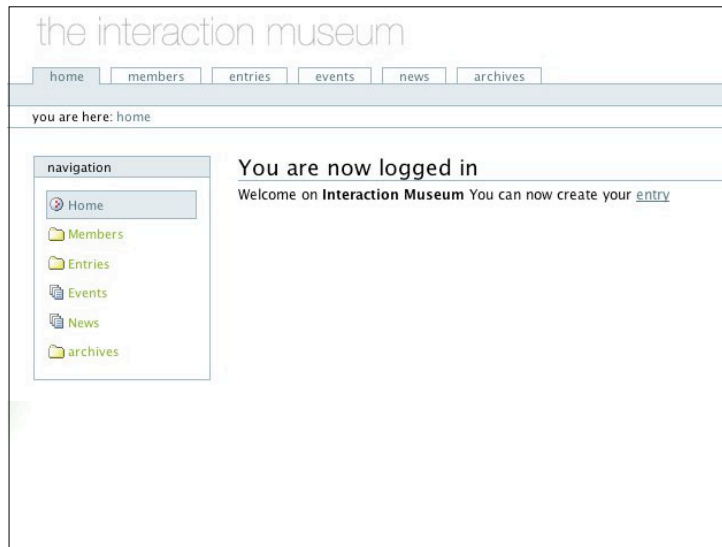


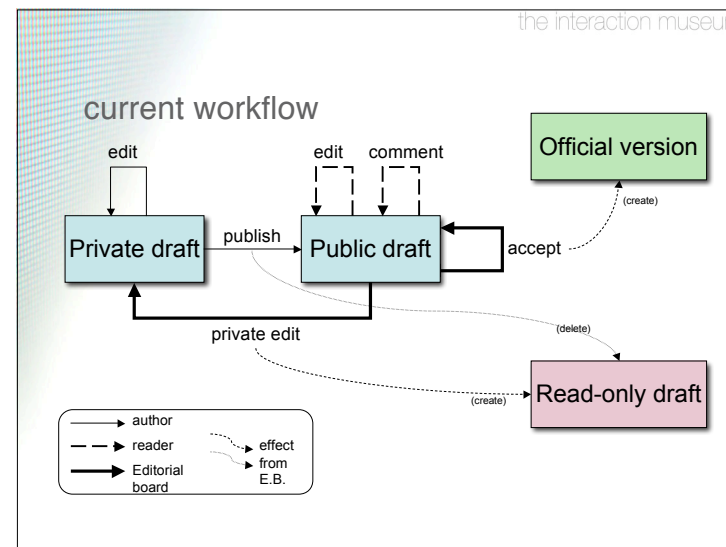
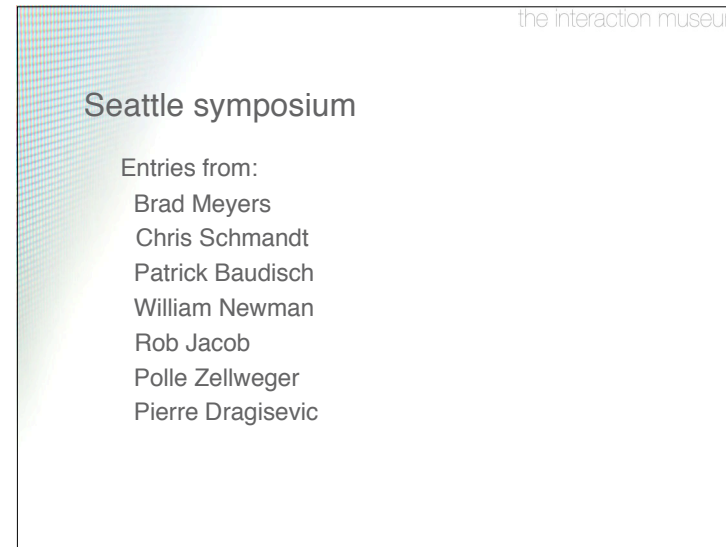












the interaction museum

### post-convivio options

ACM digital library  
pro: prestige, safe storage, maintenance  
con: non-European, access limited (maybe)

INRIA repository  
pro: European, open-access  
con: limited financial support

ACM-INRIA collaboration?

the interaction museum

### how can you participate?

join the mailing list: [mb1@lri.fr](mailto:mb1@lri.fr)  
visit the website: [http://wiki.lri.fr:8000/iMuseum/\\_home.wiki](http://wiki.lri.fr:8000/iMuseum/_home.wiki)

contribute:  
identify/gather material  
propose user scenarios  
propose entries  
propose exhibit topics  
join the editorial board