

New Methods to Support Table-Based Creation Processes

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ABSTRACT

In this workshop, we aim to explore new ways to interact with tables. We want to combine the latest research findings in the area of tabletops with the requirements and specific needs of creative people that love their work setting - paper and pen, sketching, and books. The goal is to identify common requirements and suggest a design space to foster future developments and interdisciplinary projects.

Author Keywords

Creativity, support tools, art and science, multidisciplinary.

ACM Classification Keywords

H5.2. Information Interfaces and Presentation: User Interfaces - *Input Devices and Strategies*

INTRODUCTION

The 2009 Creativity and Cognition theme of creativity in everyday life should be an inspiration to reflect on the way people are creative today, how they could be creative in the future, and especially how we can foster this process and incubate innovation. People from arts like musicians, architects, or painters are often considered as beacons of creativity and their ideas or methods inspire others to follow - supporting their creation processes and thus fostering their innovativeness should be beneficial for everyone.

Interestingly, the gap between their current processes and technological possibilities is widening. These people still rely heavily on table-based interactions: note taking, pen and paper, books, sketching, plans. Meanwhile, research is releasing technologies like bendable devices [3,5], multitouch tables [2], other tangible interfaces [1], and combinations of these [6,7]. There are some applications of these techniques like the ReacTable [4], but their focus is not on serious working. The goal of this workshop is to apply the aforementioned techniques to real scenarios. We want to show people from the arts how their table-based creation processes can be supported and want to find design changes that make sense.

Understanding their needs and finding existing problems is a prerequisite for the success of new table-based creation processes.

Based on our work at a project with philologists, we assume that there can be a lot of benefits when moving on from pen and paper. Exchanging physical books with a book visualization on a tabletop and exchanging their pen and paper with something like the livescribe system [8], should feel similar to their traditional way of working while giving them the advantages of digital media.

For that reason, we would like to get in contact with other people that rely on table-based interactions and see whether we can find useful tabletop-based applications from their domains.

IMMEDIATE AND LONG TERM WORKSHOP GOALS

Objectives

The primary goal of this workshop is to foster interdisciplinary communication and collaboration. We also want to connect arts practice and HCI research by bringing all to one table. The workshop will raise new challenges for the design of tabletops while introducing new methods for people from the arts. A design space of commonalities and differences in the way the different communities act during their table-based work will be created based on the interviews and observations during the workshop.

Schedule

The workshop will be held for one full day and will consist of three sessions with recreational breaks in between. We will regularly break-up in smaller groups to discuss matters specific to a discipline. Afterwards, the results will be merged and differences as well as commonalities identified.

Outcome

The desired outcome of the workshop is manifold. We want to enlighten our participants and create a design space of their work and show how tabletops can be applied to their domain. As a next step, we want to summarize our findings in an essay for the ACM Interactions journal.

We want to inspire our participants to rethink their established work habits and spawn new interdisciplinary

projects where we will actively pursue the initial designs of the workshop.

CRITERIA FOR PARTICIPANT SELECTION

Workshop participants will be selected based on a 2-4 page position paper in two-column SIGCHI paper format. The participants should describe what part of their daily work consists of table-based interactions and what impact an improvement of these work processes could have.

Diversity of disciplines is an important role for the workshop and thus the number of applications from the same discipline is limited. Disciplines include architects, linguists, theologians, artists, painters, composers, writers, and engineers.

Further Details

More information can be found at our website:

http://hci.rwth-aachen.de/CNC_2009

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