



me, learning pecha kucha



first things first: greetings



INTERAKTIVE VIELFALT

Interdisziplinäre Fachtagung
8.-11. September 2013
Bremen

Mensch & Computer Usability Professionals DeLFI

Deutschland England

Themenswerpunkt
Anmeldung & Gebühren
Program
Keynote
Full Papers
Short Papers
Interaktion (Demos)
Workshops
Tutorials
Konferenzort
Anreise
Conference Hotels
Sponsoren
Sponsor werden
Komitees
Termine
Beitragsformen
Call for Papers
Call for Student Volunteers
Kontakt
Konferenzmanagementsystem

Mensch & Computer

The variety of forms of interaction with computer technologies, of the context of use and of methods of human-computer interaction has increased in recent years. Manifold systems and applications support in work and learning processes, accompany and entertain at leisure activities, enable communication and coordination. Some applications are integrated into devices virtually invisible others expect deliberate interaction with a wide range of in- and output technologies.

The expert conference "Mensch & Computer 2013" in Bremen takes these technological developments as an opportunity to present and discuss new expert developments in the domain of human-computer interaction under the slogan "Interaktive Vielfalt" (interactive diversity).

In the scope of lectures, workshops, tutorials, exhibitions and demonstrations a variety of opportunities exist to present the current state of the art in research and to discuss with colleagues from research and practice. The department of "human-computer interaction" and the "e-learning" group of the Gesellschaft für Informatik together with the German UPA e.V. invite to the conference.

Contribute to the intellectual exchange and future trends of our agile and multilateral community!

The submission deadline for the "Interaktion - Interaktive Demos" is May 20th.

The submission has to be done electronically via the conference management system. Please register a new account or use your existing one.



Be-greifbare Interaktion

Workshop auf der Mensch & Computer 2013

Programm

Session 1: 11:00 - 12:30 Uhr

11:00-11:10 Begrüßung
11:10-11:30 Ziegler und Urbas: *Begreifbare Interaktion mit Distributed Wearable User Interfaces*
11:30-11:50 Israel und Belalifa: *TUI-Framework zur Integration be-greifbarer Objekte in interaktive Systeme*
11:50-12:10 Winkler, Scharf und Herczeg: *SpeiLit - Tangible Cross-Device-Interaction beim Erlernen von Lesen und Schreiben*
12:10-12:30 Schleche und Bensch: *„Talking Objects“: Hilfen für Menschen mit Demenz, Demonstration*

Mittagspause: 12:30 - 14:00 Uhr

Session 2: 14:00 - 16:00 Uhr

14:00-14:20 Brade, Müller, Walther und Groh: *NUBSL - A Freely Placeable, Low-cost Notification Utility*
14:20-14:40 Eschrich, Knöfel, Gründer, Keck und Groh: *A Shape-Oriented Approach for Creating Novel Tangible Interfaces*
14:40-15:30 Diskussion aller Beiträge

Pause: 15:30 - 16:00 Uhr

Session 3: 16:00 - 17:15 Uhr

Gastvortrag:
16:00-17:00 Prof. Dr. Eva Hornecker: *All that Talk about Physical Affordances to be Considered Harmful*
17:00-17:15 Resümee und Verabschiedung

Inhalt

Thema
Programm
Call for Papers
Deadlines
Programmkomitee
Organisation
Kontakt

digital fabrication software

► Cube 3D Printer

We believe in creativity for all ages. A fantastic creative companion for ages 8 to 80, the Cube 3D printer turns imagination into reality. Super easy and simple to use. It works by building up plastic material in three dimensions to create a real object. It's ideal for the home, classroom and office and creates prototypes, models, toys... the list is endless! Includes easy to use software that preps your files for printing (Mac or Windows), 25 3D design files and one cartridge of neon green plastic medium. Printer is available in Silver, Magenta, Green, Blue or White. Measures 10"H x 10"W x 13"D and can make objects 5.5"H x 5.5"W x 5.5"D. Additional color cartridges in 16 varieties are available at SkyMall.com

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digital media and education



underlying algorithms and models,
empowerment, media literacy



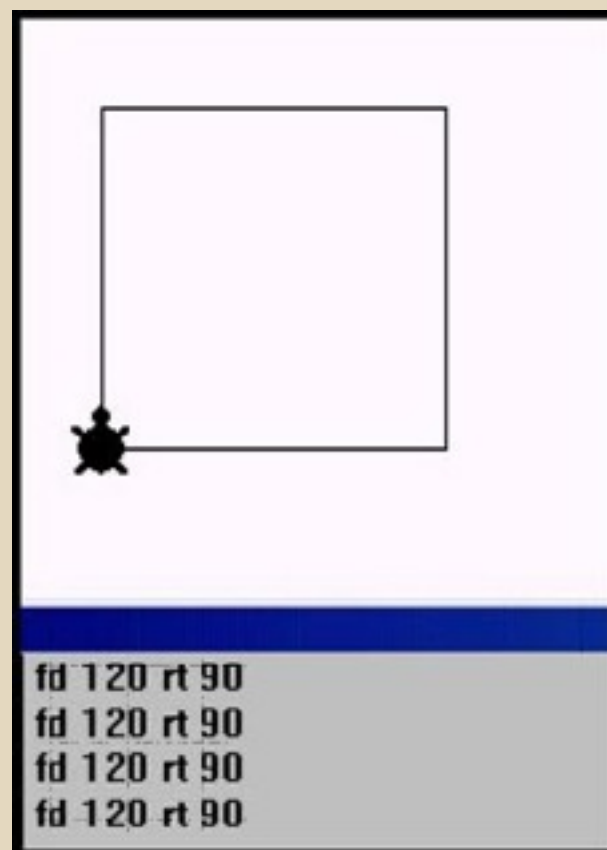
constructionist learning theory



Seymour Papert

constructionism means
“learning-by-making”

constructionism

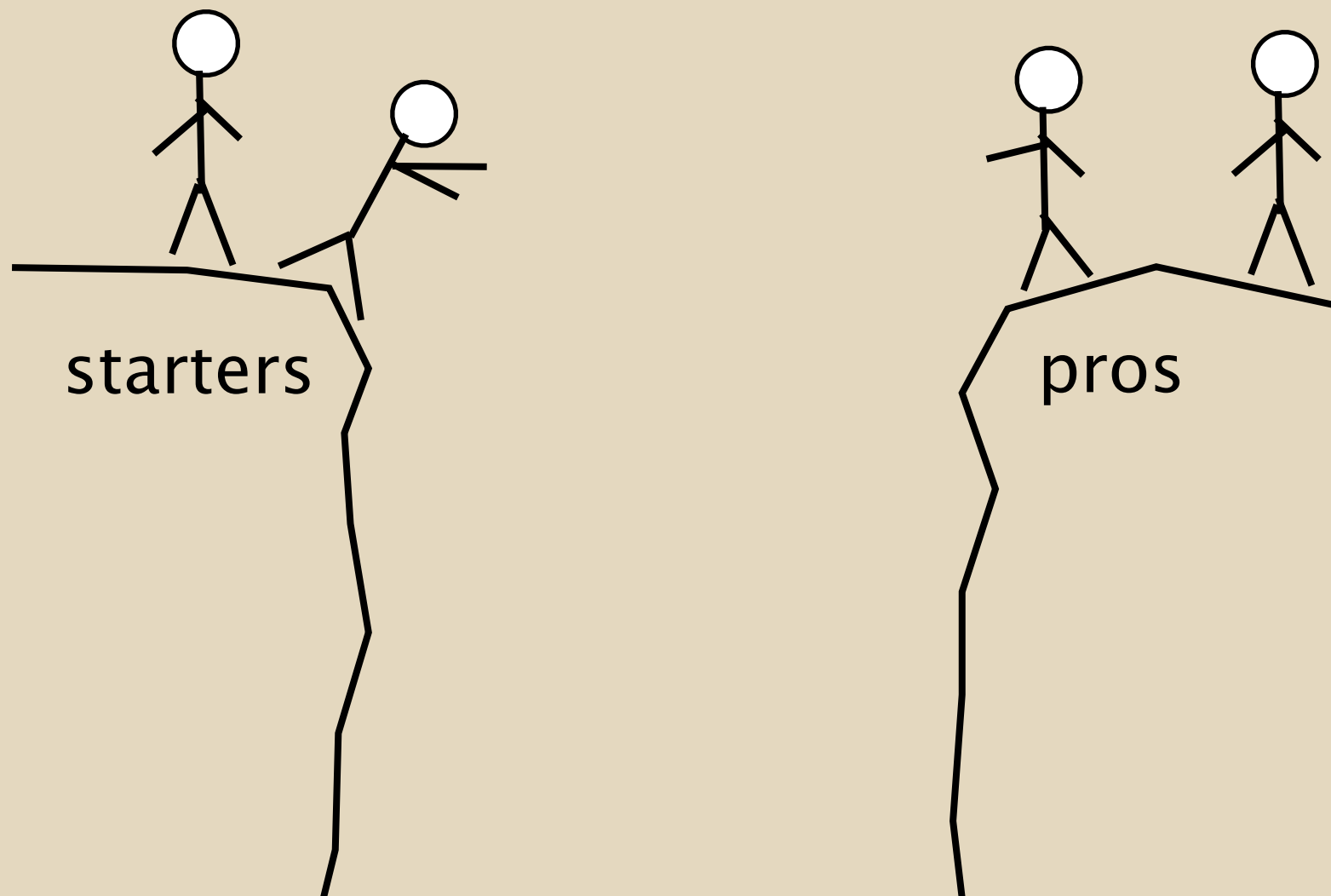


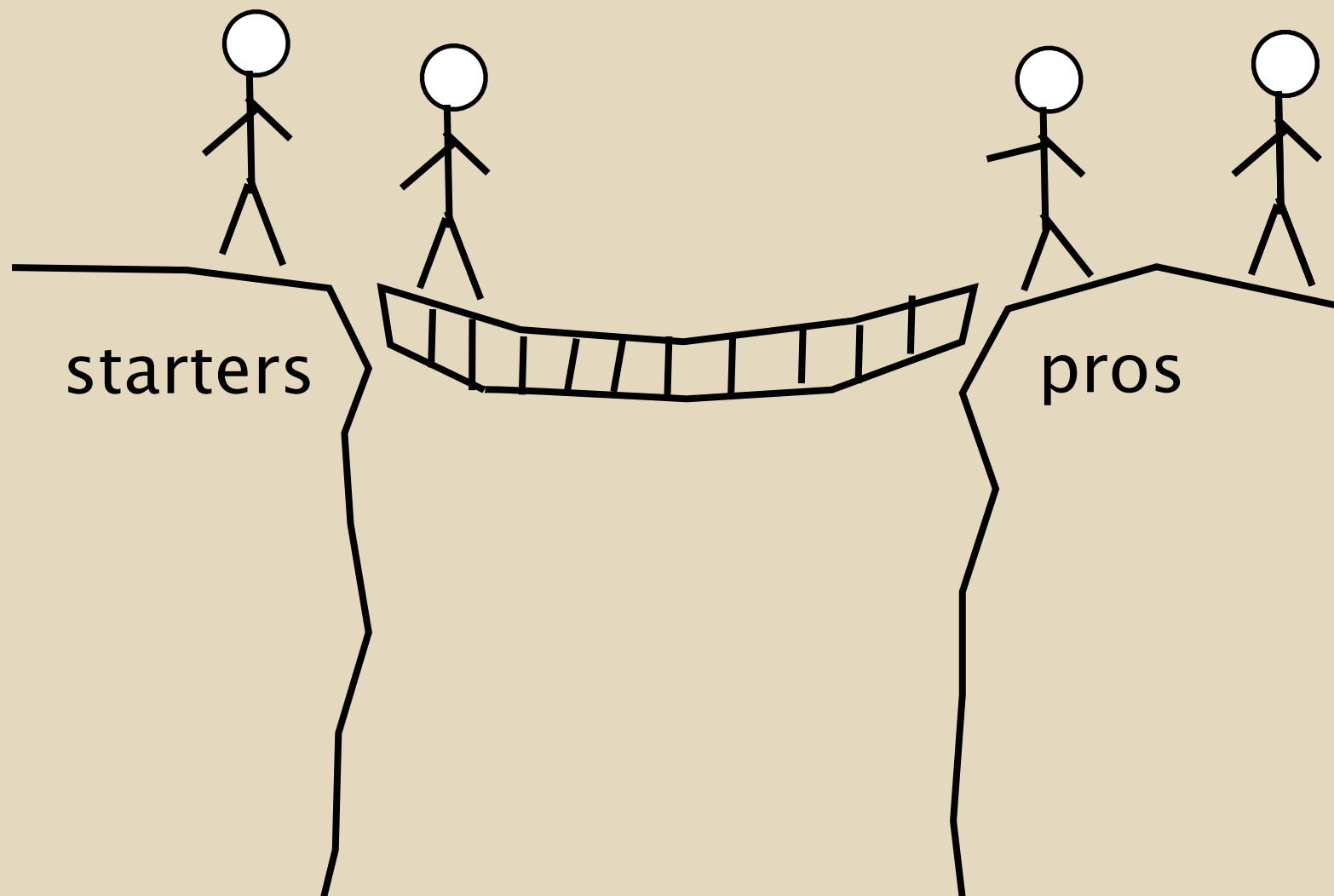
learning abstract concepts

me, learning by doing

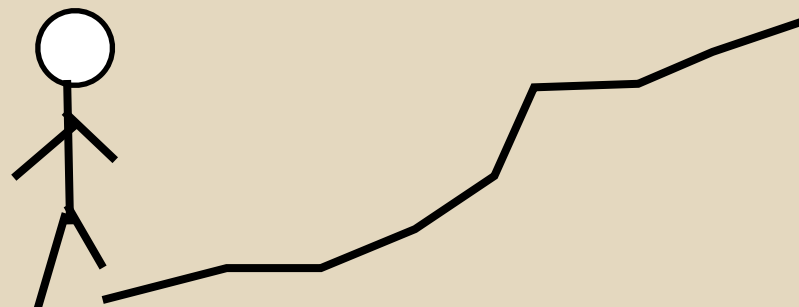


crafting tools



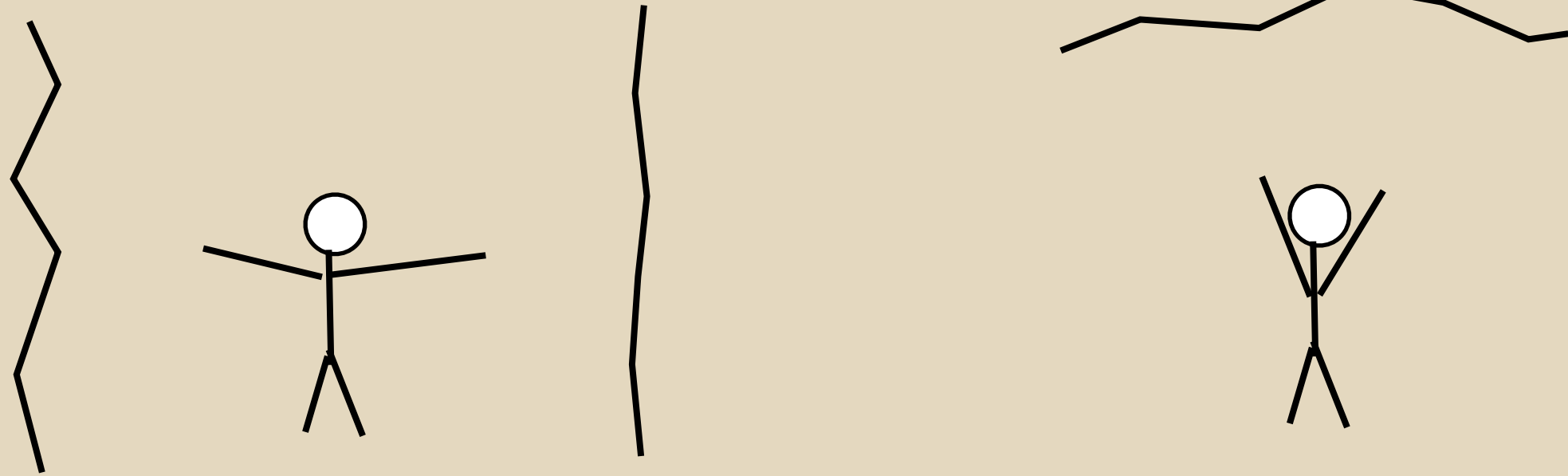


low threshold, wide walls and
high ceilings

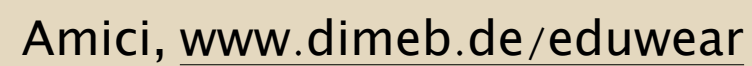


Resnick and Silverman

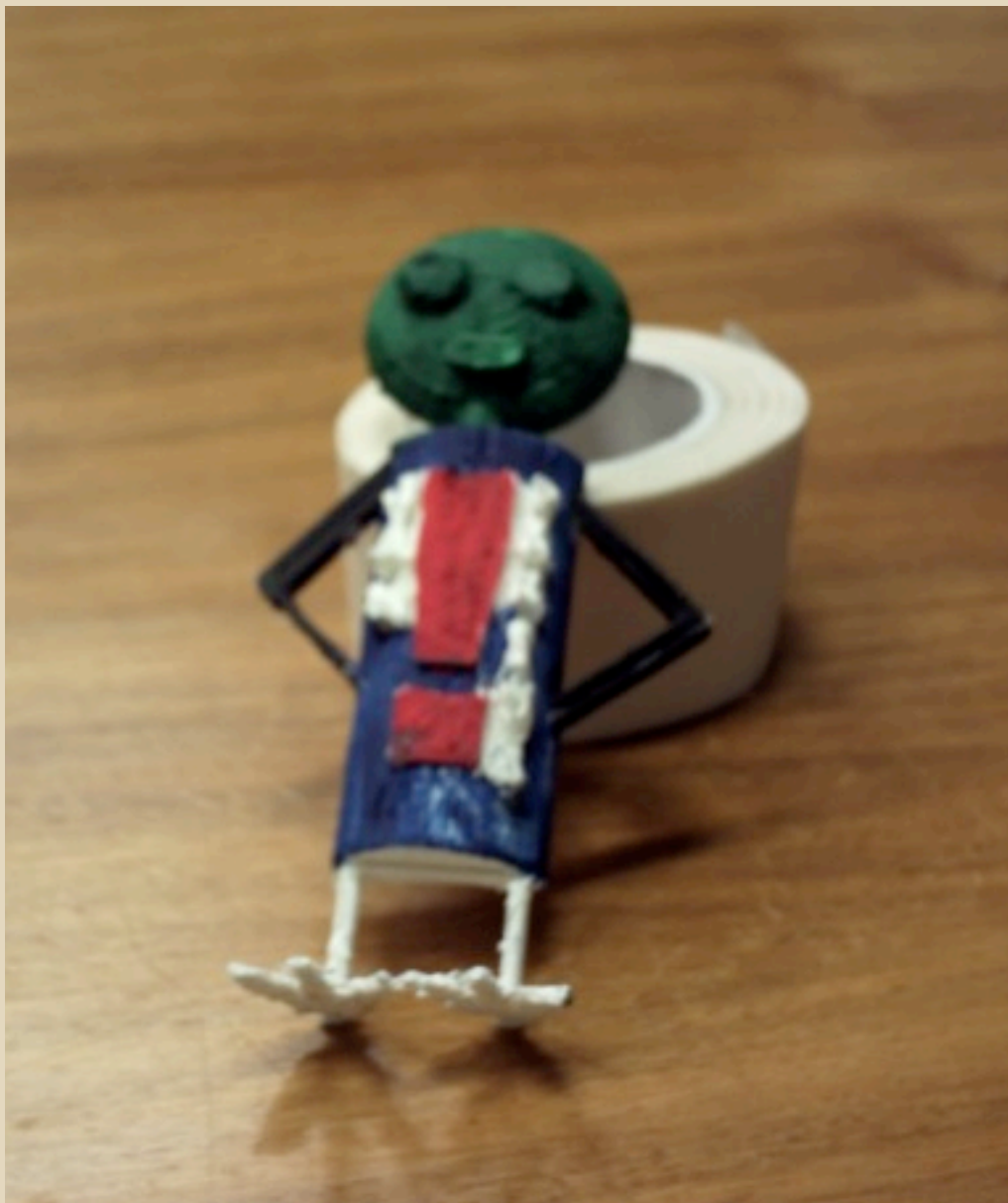
low threshold, wide walls and
high ceilings



Resnick and Silverman



workshop with teenagers



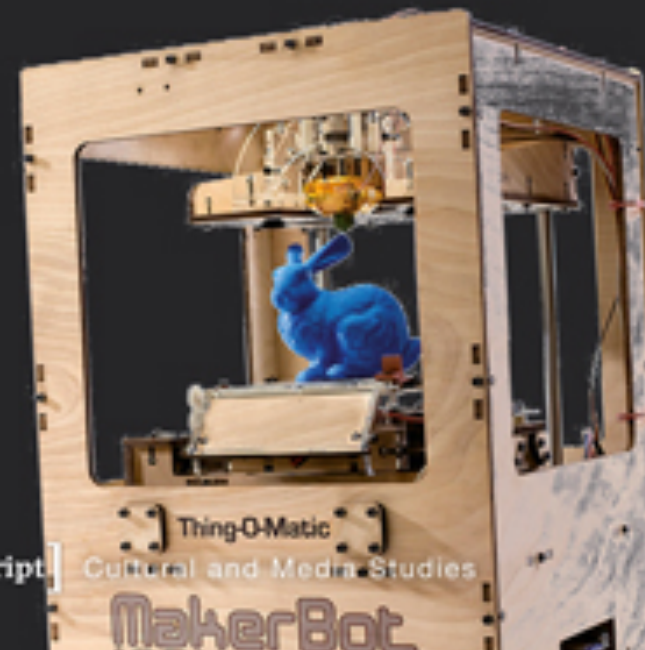
design for reflection



JULIA WALTER-HERRMANN,
CORINNE BÜCHING (EDS.)

FabLab

OF MACHINES, MAKERS
AND INVENTORS



[transcript]

Cultural and Media Studies

MakerBot

Anja Zeising, Eva-Sophie Katterfeldt and Heidi Schelhowe
{zeising, evak, schelhowe}@tzi.de

University of Bremen
dimeb – Digital Media in Education



Universität Bremen*
* EXZELLENT.

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