

Experience Communication in Mobile Environments



Case Study 1

Experience as Memory View

Case study 2

Location-aware Multimedia Messaging (LMM) [1]

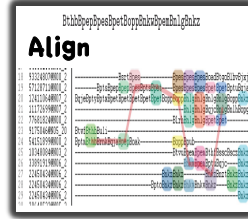


QUESTION
What contextual factors are involved in LMM production?

METHODS
1. Prototype for annotating locations with multimedia messages (drawings, text, photographs) [left]
2. Multimodal diary study

FINDINGS
1. Predominant message categories:
- Aesthetics
- Entertainment
- Appreciation
- Activity Reporting
2. Capturing experiences versus the experience of capture

Place & Path Recommender (PPR)



QUESTION
How to find, personalize, and present place and path when exploring a city?

METHODS
1. Sequence alignment [2]. Photo-taking activities used as filter for human movement patterns
2. Collaborative filtering for personalization using Flickr tags

RESULTS
Algorithm that generates popular paths using sequence alignment on Flickr photos [left]

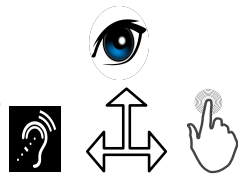
Experience as Interaction View

Future Work

Crossmodal Feedback

QUESTION
1. How can crossmodal [3] feedback (visual, auditory, tactile) reduce cognitive effort in using mobile touch screens for different applications?

METHODS
1. Psychophysical Experiments
2. Interface Design & Evaluation



Crossmodal Place & Path Recommender (CPPR)

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REFERENCES
[1] El Ali, A., Nack, F. & Hardman, L. (2010). Understanding contextual factors in location-aware multimedia messaging. ICM'10, Beijing, China.
[2] Shoval, N., and M. Isaacson (2007a). "Sequence Alignment as a Method for Human Activity Analysis." Annals of the Association of American Geographers, 97 (2): 282-97.
[3] Hoggan, E. and Brewster, S.A. (2007). Designing Audio and Tactile Crossmodal Icons for Mobile Devices". ICM'07, Nagoya, Japan.

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