Experiencing Interactivity in Public Spaces (EIPS)

Workshop in CHI 2013
Paris, France, April 28th, 2013

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Organisers

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Goals of the workshop

• Create understanding of user experiences of beyond-the-desktop systems used in public spaces
  – User experience + spectator experience
• Bring together the community of researchers, media artists and practitioners
• Take steps towards common understanding of what is important and specific in this research
• Have fun 😊

EIPS programme

09:00-09:30  Welcome, goals and introductions
09:30-11:00  Participant paper presentations (~3 minutes each)
11:00-11:15  Break
11:15-13:00  Group work 1: Creative concepting and the experience design space
13:00-14:30  Lunch
14:30-16:00  Group work 2: Discussions on topics related to EIPS research (coffee at 15-15.30)
16:00-17:00  Plenary session: Discussion, consolidation, action plan
20.00--      Dinner in Del Papa (optional)
Group work 2 topics

- How to organize user studies in public spaces? (Common pitfalls, stakeholder management, fire regulations, obtaining Permissions, ethical study design, anonymity etc.)
- What are the fruitful research approaches or How can we draw conclusions from data? (Formal field experiments in public spaces, quantitative data analysis, qualitative data analysis, grounded theory, ethnography etc.)
- How to write good papers on EIPS related topics? (How to form credible research questions? What are the most relevant related works from UX perspective? How to present the results/findings? Can we derive patterns or categories of papers for these topics? (What are successful examples of CHI experience papers? E.g. Designing from within: humanaquarium, Uncomfortable interactions)
- How can experience research make clear contributions to science? (What are possible contribution types? How can we achieve scientific rigour? How do we achieve validity and reproducability? How are these issues handled in different fields, e.g., field experiments in psychology, sociology, traffic research, economics etc.?)
- How can the media art installations be studied in a way that their experiences can be published in academic forums?
- What are the future research questions for experiencing interactivity in public spaces? (Research agenda for the next 1...7 years)

Accepted papers

- 52 submissions
- Blind review process
- Accepted 27 papers (52% acceptance rate)
- Six groups of papers:
  1. Public Displays and Community
  2. Playful and Performative
  3. Social Aspects
  4. Attending Exhibitions
  5. Perceptual Frameworks
  6. Different Modalities and Form Factors

Cassinelli and Wilde, 2011
Expected outcomes

• “Experience design space” for publicly used systems
• Summaries of reflections on central issues such as
  – How to organize user studies in public spaces?
  – What are fruitful research approaches for EIPS?
  – How to write good papers on EIPS related topics?
• A research agenda for experiences with interactive systems used in public spaces
• New contacts, future work together...

EIPS dinner

Del Papa.
Italian Food.
Not expensive.
135, avenue Malakoff.
+33145003673
http://delpapa.fr/menu.php

At 8 pm
(self-paid)