Human–Computer Interaction: 
as it was, as it is, and as it may be

The Great Escape

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after nearly 20 years
shackled to the office desk

image: Matt Oppenheim <matt.oppenheim@gmail.com>
... the computer now breaks free!

into the world
ubiquitous
tangible
kinetic
not just work
home
leisure
experience

onto the net
collaboration
information
service
from the people
web 2.0
photo sharing
social networking
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into the world
ubiquitous
tangible
kinetic

how many computers?
lash-up technology
games & art as labs
physical interaction
driving as cyborg experience
uncertainty & ambiguity
low intention & attention
=> mental models, architecture
location & context
=> mobile technology

www.equator.ac.uk
the new media of digital light

http://www.hcibook.com alan/projects/firefly/

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onto the net collaboration information service

just in time information ... or perpetual interruption
human web vs. semantic web
the internet of things
information vs. knowledge
trust, provenance
semiotics vs. substance
service vs. product
global vs. local
photolurking, freecycle
china & india internet=mobile

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not just work home leisure experience

how many computers?
fun & games
  serious stuff!
  e.g. crackers
sports, health, art
service & choice
  => user interface & experience
the long tail
  => design for optimal experience

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the socio-cyborg
memories for life, or maybe not

social emergence
experience and connectivity

user generated content
privacy & authority

technology
perpetual beta (+/-)
de-standardised interactins

mash-ups
democratisation of technology
... but usability .... DIY HCI