


St Andrews, Nov. 2008

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

**The Great Escape**

Alan Dix  
InfoLab21, Lancaster University, UK  
www.hcibook.com/alan  
www.alandix.com/blog



St Andrews, Nov. 2008

after nearly 20 years  
shackled to the office desk



2  
image: Matt Oppenheim <matt.oppenheim@gmail.com>

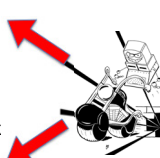
St Andrews, Nov. 2008

... the computer now breaks free!



3  
image: Matt Oppenheim <matt.oppenheim@gmail.com>

St Andrews, Nov. 2008



into the world  
ubiquitous  
tangible  
kinetic

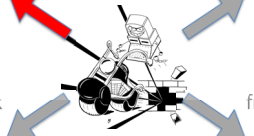
onto the net  
collaboration  
information  
service

not just work  
home  
leisure  
experience

from the people  
web 2.0  
photo sharing  
social networking

4

St Andrews, Nov. 2008



into the world  
ubiquitous  
tangible  
kinetic

onto the net  
collaboration  
information  
service

not just work  
home  
leisure  
experience


from the people  
web 2.0  
photo sharing  
social networking

5

St Andrews, Nov. 2008

into the world  
ubiquitous  
tangible  
kinetic

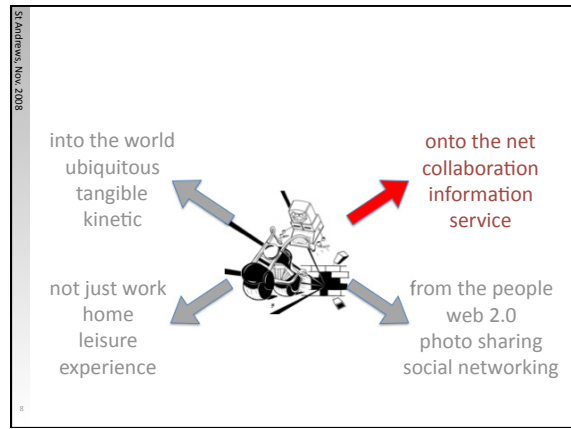
how many computers?  
lash-up technology  
games & art as labs  
physical interaction  
    driving as cyborg experience  
uncertainty & ambiguity  
low intention & attention  
    => mental models, architecture  
location & context  
    => mobile technology



6  
www.equator.ac.uk

the new media of digital light

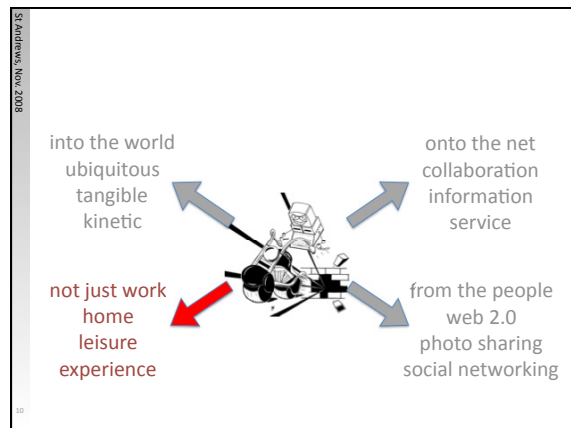
<http://www.hcibook.com/alan/projects/firefly/>



St Andrews, Nov 2008

onto the net collaboration information service

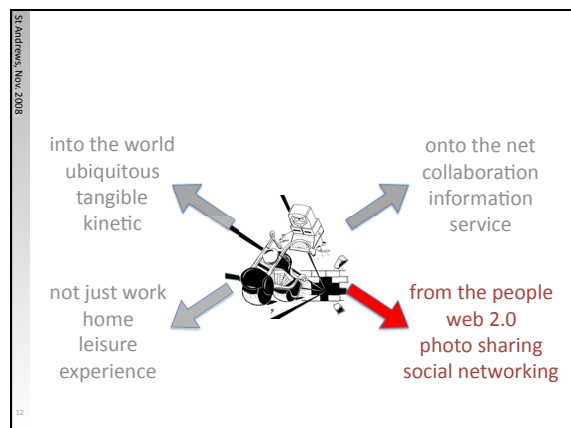
just in time information ... or perpetual interruption  
 human web vs. semantic web  
 the internet of things  
 information vs. knowledge  
 trust, provenance  
 semiotics vs. substance  
 service vs. product  
 global vs. local  
 photolurking, freecycle  
 china & india internet=mobile



St Andrews, Nov 2008

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



St Andrews, Nov. 2008

13

from the people  
web 2.0  
photo sharing  
social networking



- 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

St Andrews, Nov. 2008

14

