Tangible User-Interfaces
Souvenirs & Memories
Presentation overview

Passive systems

• Media retriever
  - How it works
  - Why it's good
  - Why it's bad

• WebSticker / Semapedia
  - How it works
  - Why it's good
  - Why it's bad

• BuyMore

Active systems

• Pin & Play
  - How it works
  - Why it's good
  - Why it's bad
Media retriever
Media-Storage
Do you remember...

...what was ...

...where is ...

... the SOUVENIR
Uups...

...broken
Souvenir to Memory

Cyprus 2000
England 2000
Greece 2001
France 2001
Germany 2001

! Greece 2002

Egypt 2002
Turkey 2003
Cyprus 2000
England 2000
Greece 2001
France 2001
Germany 2001

! Greece 2002

Egypt 2002
Turkey 2003

? Greek statue
? Shark tooth
? Buddha statue
? Book
? Postcard (lost)
? Coin
? Papyrus
? Greek citation book
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Web-Sticker
Topology-change
Transfer of real data
Physical maintenance problem
Semapedia... The other Web Sticker
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BuyMore...
...lifts shopping to higher dimensions
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PIN & PLAY

Friday 12.10.2006
13:25

Dentist
Appointment change:
Tuesday 09.10.2006 13:25
Today
Friday 12.10.2006 08:00
Has a major draw back

**Three** systems have to be kept synchronized!

- Real notices
- Computer notices
- Pins

**Examples**
- Real notice does not match the computer notice
- The pin is not pinned to the correct notice
Tangible User-Interfaces
Souvenirs & Memories
A technique searching for its application.
Conclusion

The technique is strong!
but the brain is weak!