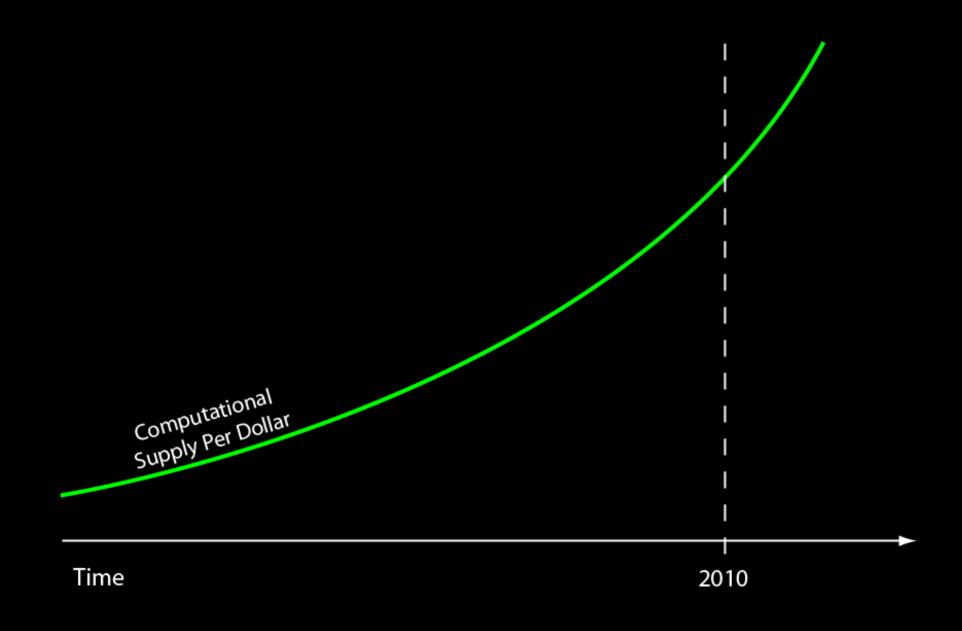
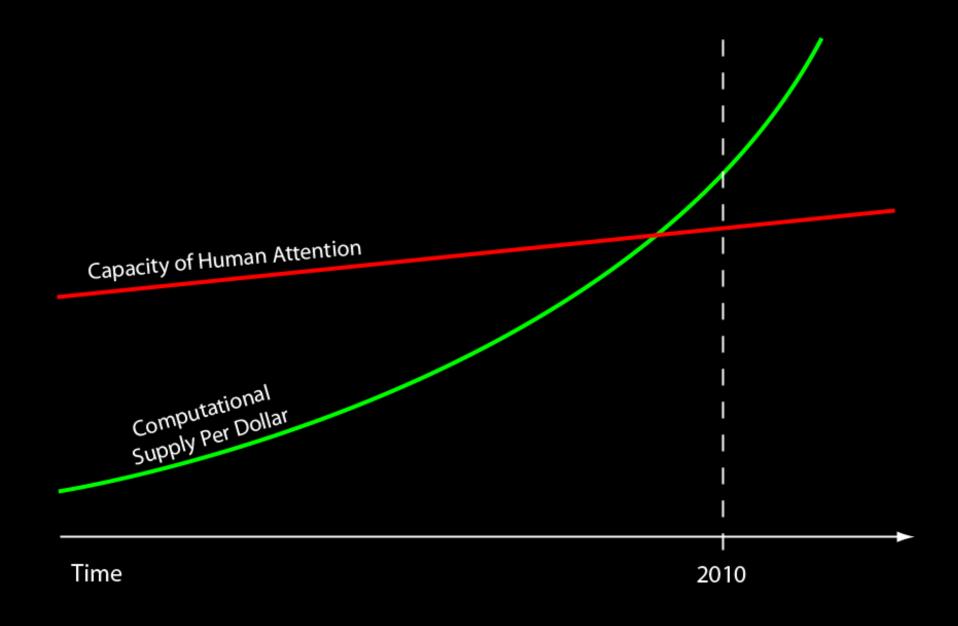
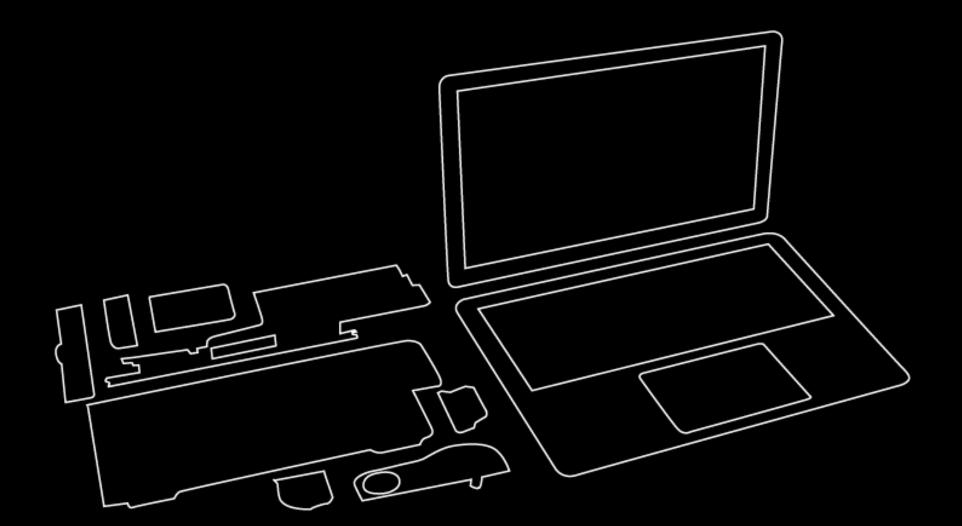
Faculty Summit2010

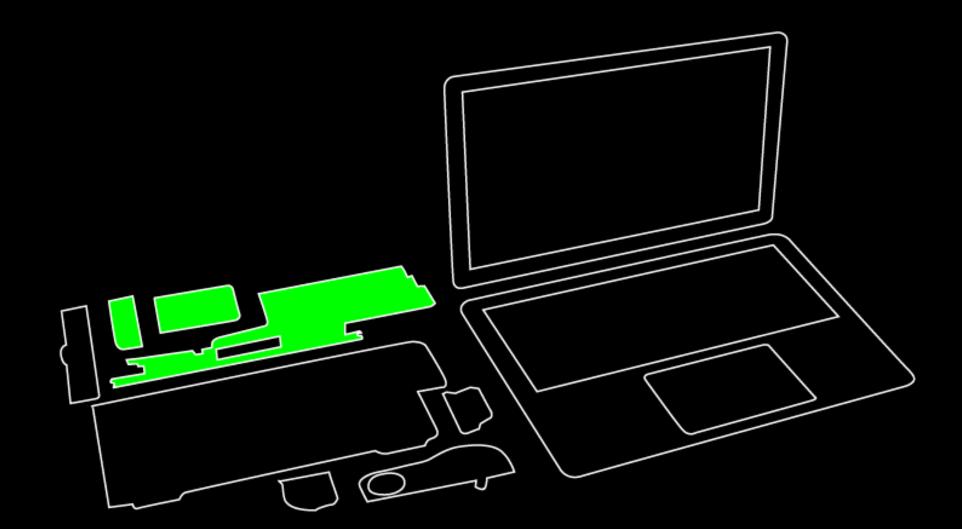
"Natural" is not in the technology

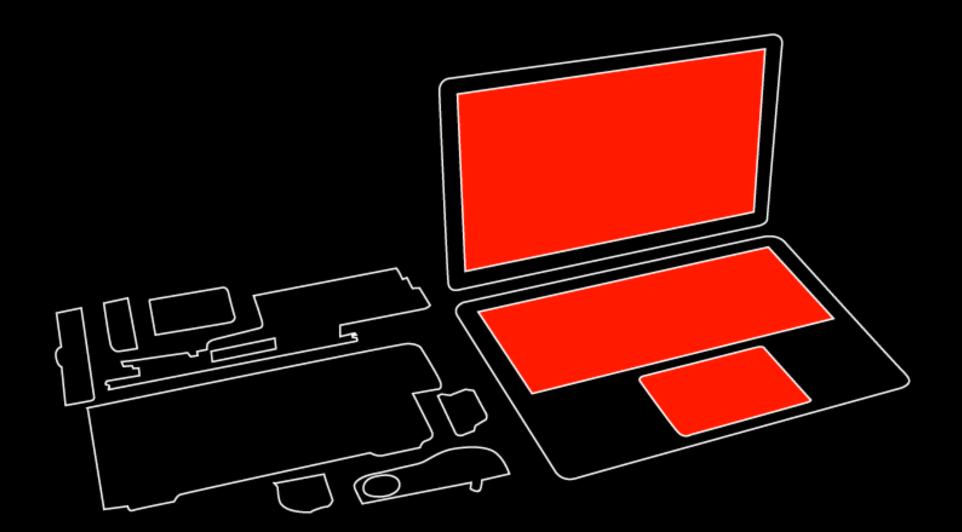
Johnny Chung Lee Researcher Microsoft – Applied Sciences Group Moore's Law

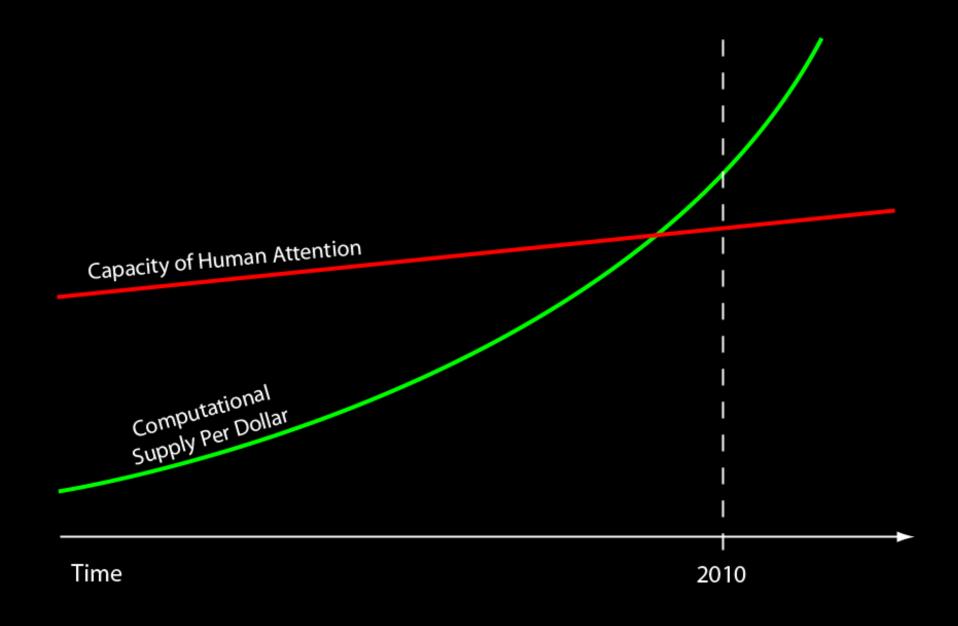


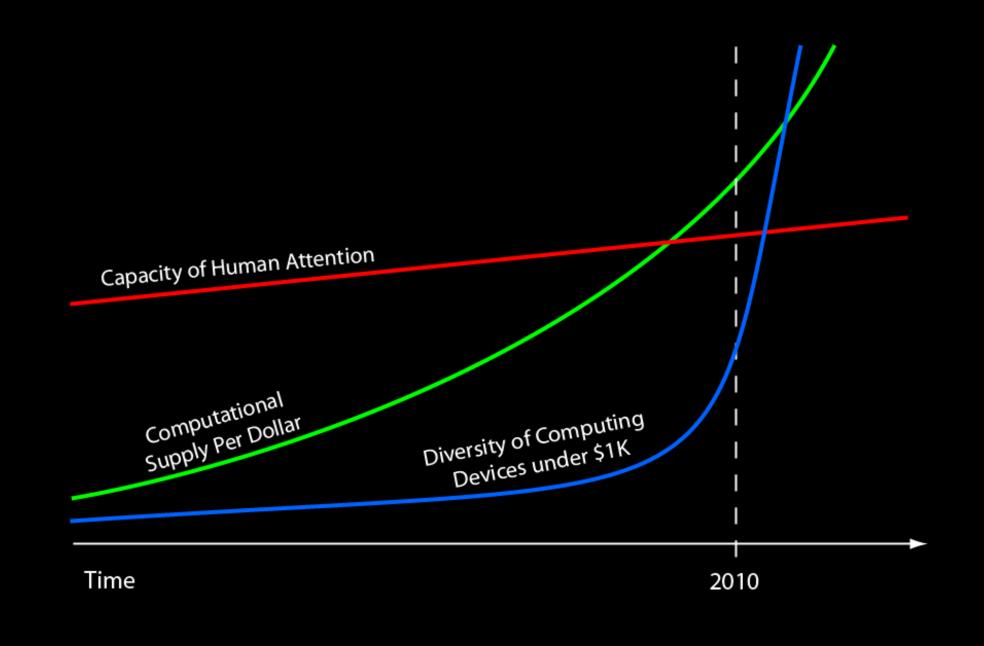


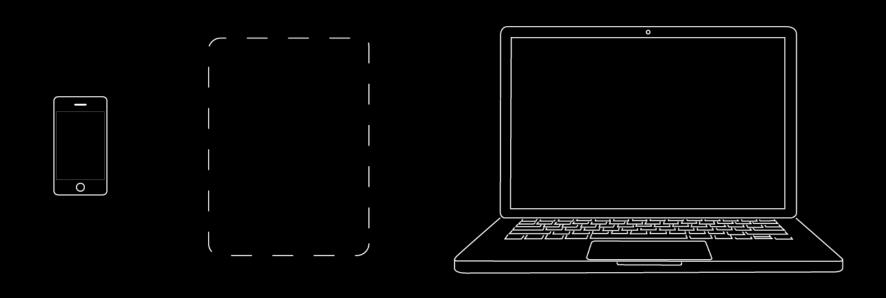


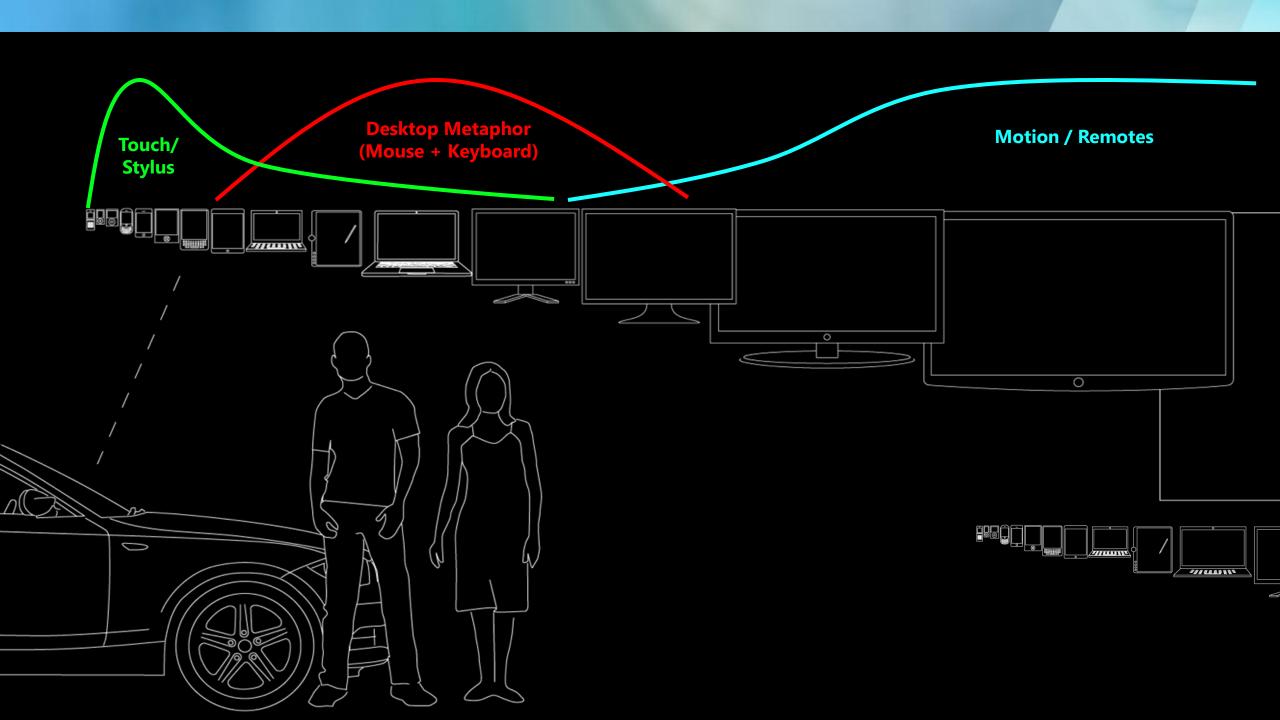








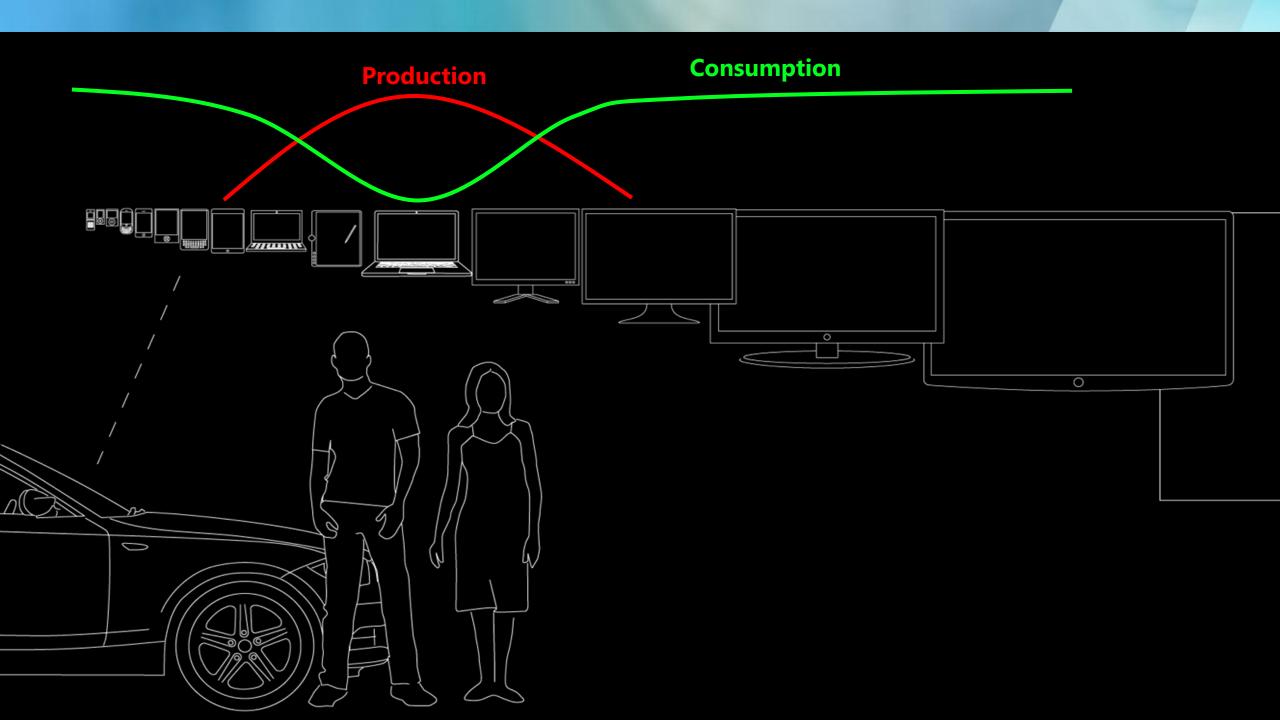


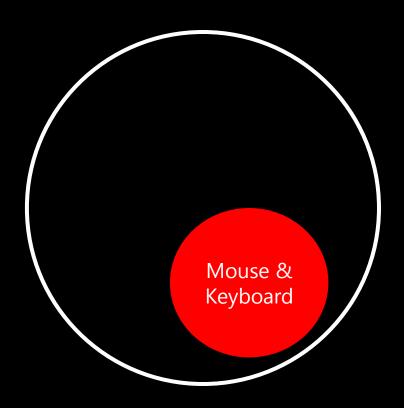


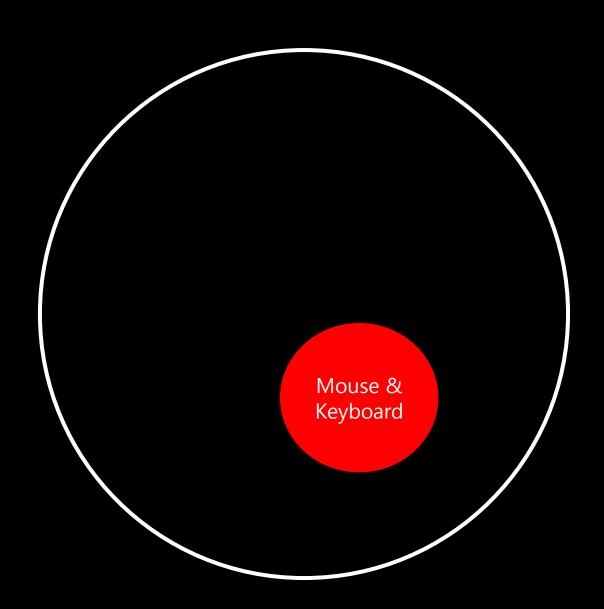










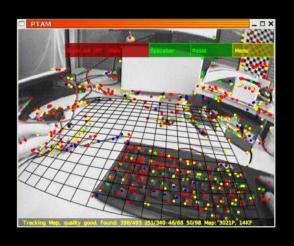








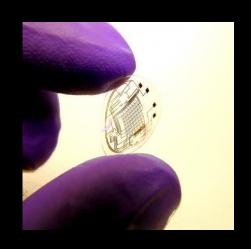


















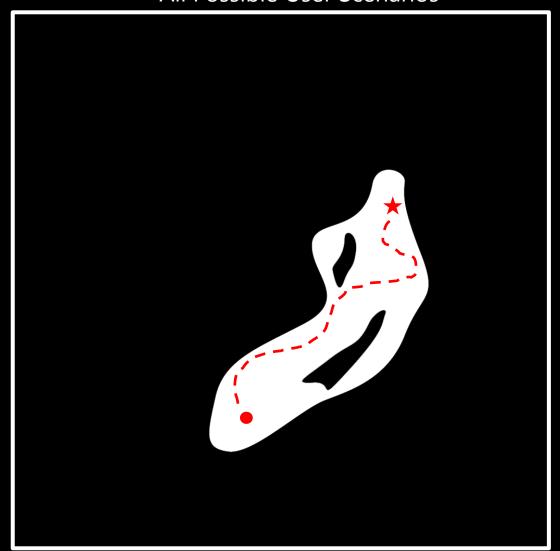


capture intent

does not come for free

 $UX = P_{Success}*Benefit - P_{Failure}*Cost$

All Possible User Scenarios



good experience design

limitations marriage application

broad reaching new interface technology is a myth

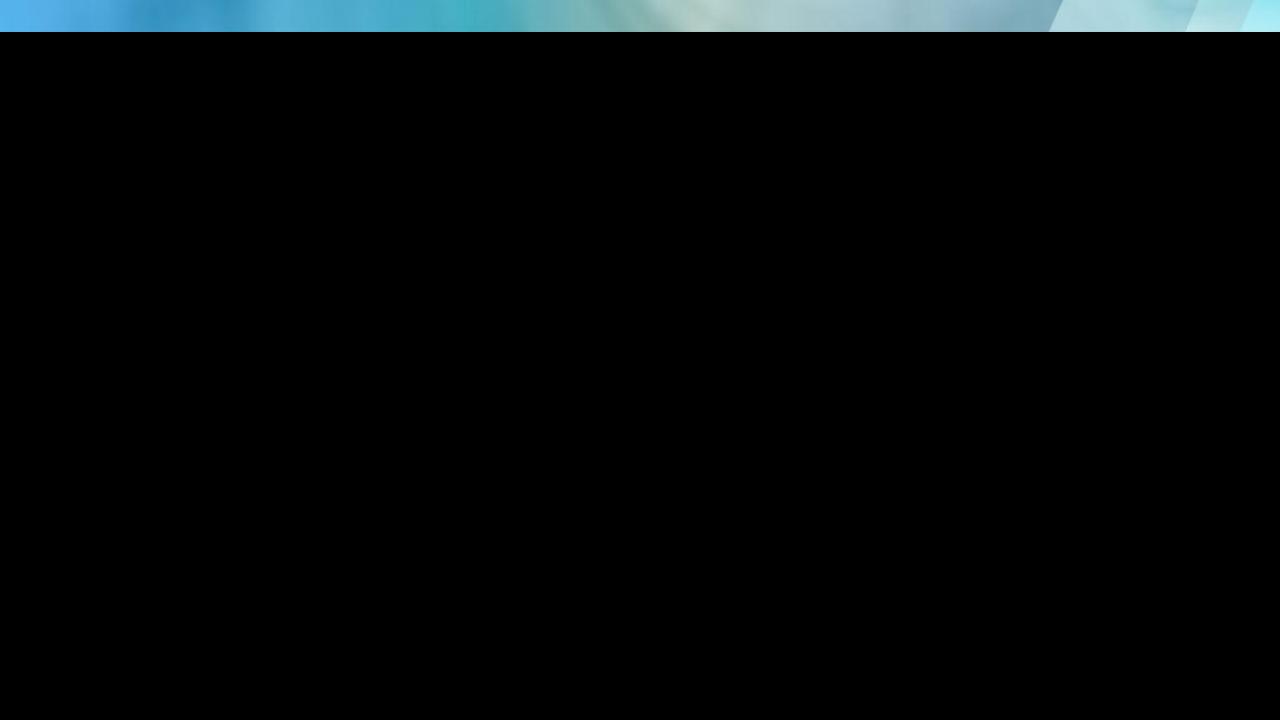


- < 1% of mobile phones
- < 0.1% of computing devices

era of specialization

era of diversification

good hw/sw/ux design



what does this mean for HCI academic research?

number of academics working with new UI technology

number of non-academics working with new UI technology

100's

>10,000's

academics adding a few drops to the bucket of massive parallel exploration is not very valuable

well-funded research should focus problems that enthusiasts cannot:

new algorithmic capabilities new sensor designs new emitter designs new optical designs new materials



Faculty Summit2010