

Designing Novel Applications for Multimedia

Connecting Emerging Multimedia Techniques to Usable Application Scenarios

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Hyowon Lee

CLARITY: Centre for Sensor Web Technologies

Dublin City University

UNIVERSITY COLLEGE DUBLIN • DUBLIN CITY UNIVERSITY • TYNDALL NATIONAL INSTITUTE

Example 1: Interactive TV for Multimedia

Multimedia Techniques

- · Shot Boundary Detection
- · Scene Detection and Classification
- · News Story Segmentation
- · Sports Summarisation
- · Content-based Searching
- Meta-data augmentation by crawling the Web
- · Video Recommendation
 - + Network and Storage on the TV set



Characteristics of TV Interaction

- Lean-back (as opposed to Lean-forward)
- Multiple levels of viewer attention
- Use of remote control (as opposed to Mouse/Keyboard)
- Divided attention between playback and interactive elements

=> Design Implications!

Solution - Combination of:

- Overlay & semi-transparency
 - Supporting passive & active viewing
- Multiple levels of interface sophistication
 - Simple interaction while supporting sophisticated features
- Colour buttons for flat (shallow) menu access
 - No deep navigation with remote
- Genre-dependent presentation
 - One button action resulting in variety of presentation depending on the context of watching
- Query without text input
 - Shift interaction burden from the viewer to the system



Example 2: LifeLogging with SenseCam

SenseCam: What is it?

- •Wearable digital camera with sensors:
 - Light sensor
 - Passive infra-red sensor
 - Accelerometer (X-Y-Z axes)
 - Ambient thermometer
- Sensor status triggers automatic photo capture: "Passive Capture"



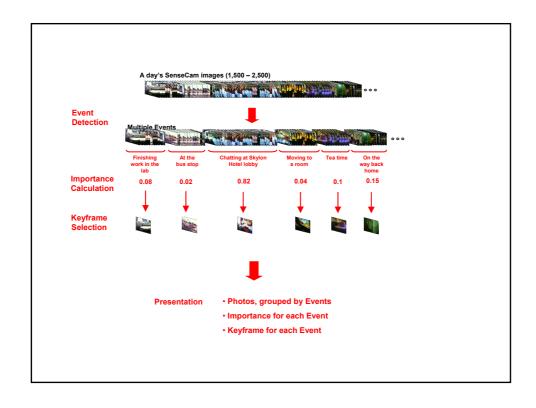


What does it generate?

 About 1,500 - 2,500 photos on an average day

=> Example: review of my day...

• To structure images automatically, using content-based Multimedia techniques...





Interaction Design for Multimedia: Challenge

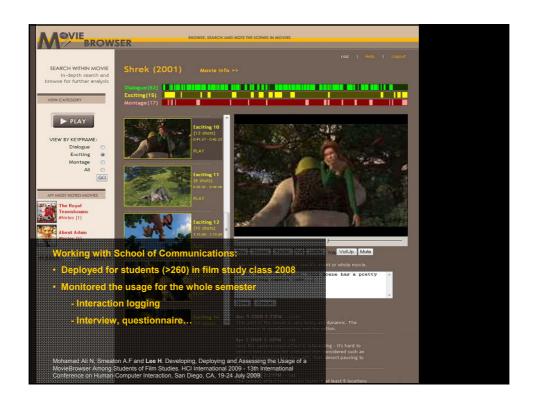
- Often no "typical users" available: new breed of automatic multimedia indexing systems not yet currently in use
 - Establishing user requirements & needs problematic
 - User testing problematic
 - => So I tend to depend heavily on general principles & minimal/assumed usage











Conclusion

- HCI activity in Multimedia group
 - Come up with novel application scenarios
 - Design interaction strategies
- Design consultancy within the group...
- "Educating" our members on HCI and usability
- Help our group envisage the future usage of the developing technologies

Thank you