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“Designing Novel Applications for Multimedia”

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Abstract

Current R&D in Multimedia technology is advancing in a fierce rate and will sure to become part of our important regular items in a 'conventional' technology inventory in near future. While the R&D nature of this technology means its accuracy, reliability and robustness are not sufficient enough to be used in real world yet, we want to envision NOW the near-future where this technology will have matured and used in real applications in order to explore and start shaping many possible new ways this novel technology could be utilised. In this talk, some of this effort in designing novel applications that incorporate Multimedia technology as their backend will be presented. Looking at possible future applications of the outcomes of the Multimedia research will be useful for us in re-visiting our own initial ideas and visions when such technologies were first conceived. In addition, with some representative examples of such novel applications the problems and issues will be raised in interaction design research for novel applications and how somewhat different Human-Computer Interaction approach is required in practice.