

# Lifelogging in the Home: Evaluating a Family SenseCam Browser

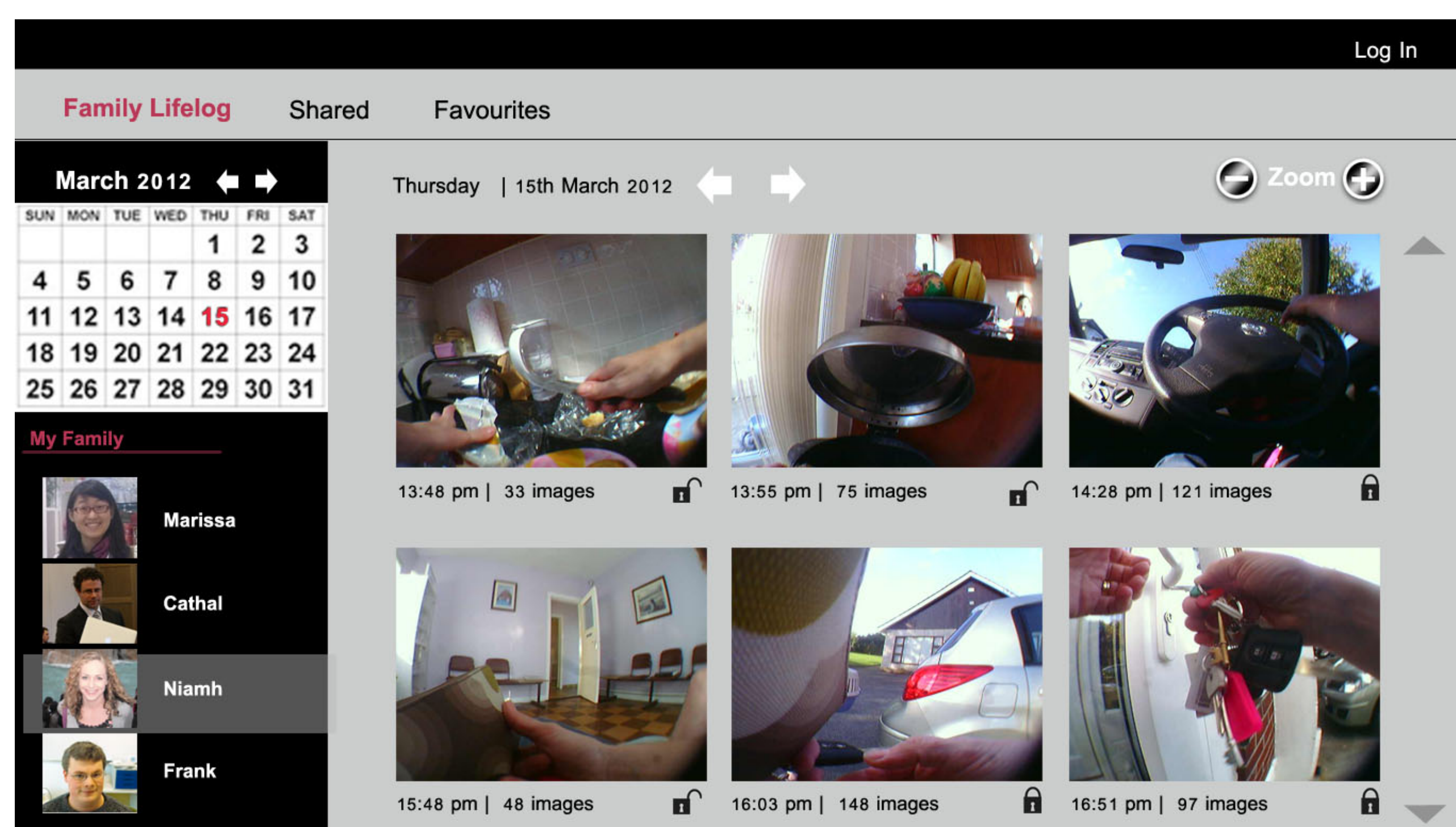
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## INTRODUCTION

Automatically capturing images through wearable devices, known as lifelogging, can allow us to create rich collections depicting our experiences.

These collections can be used to support story-telling and reminiscence, either of personal experiences or shared experiences.

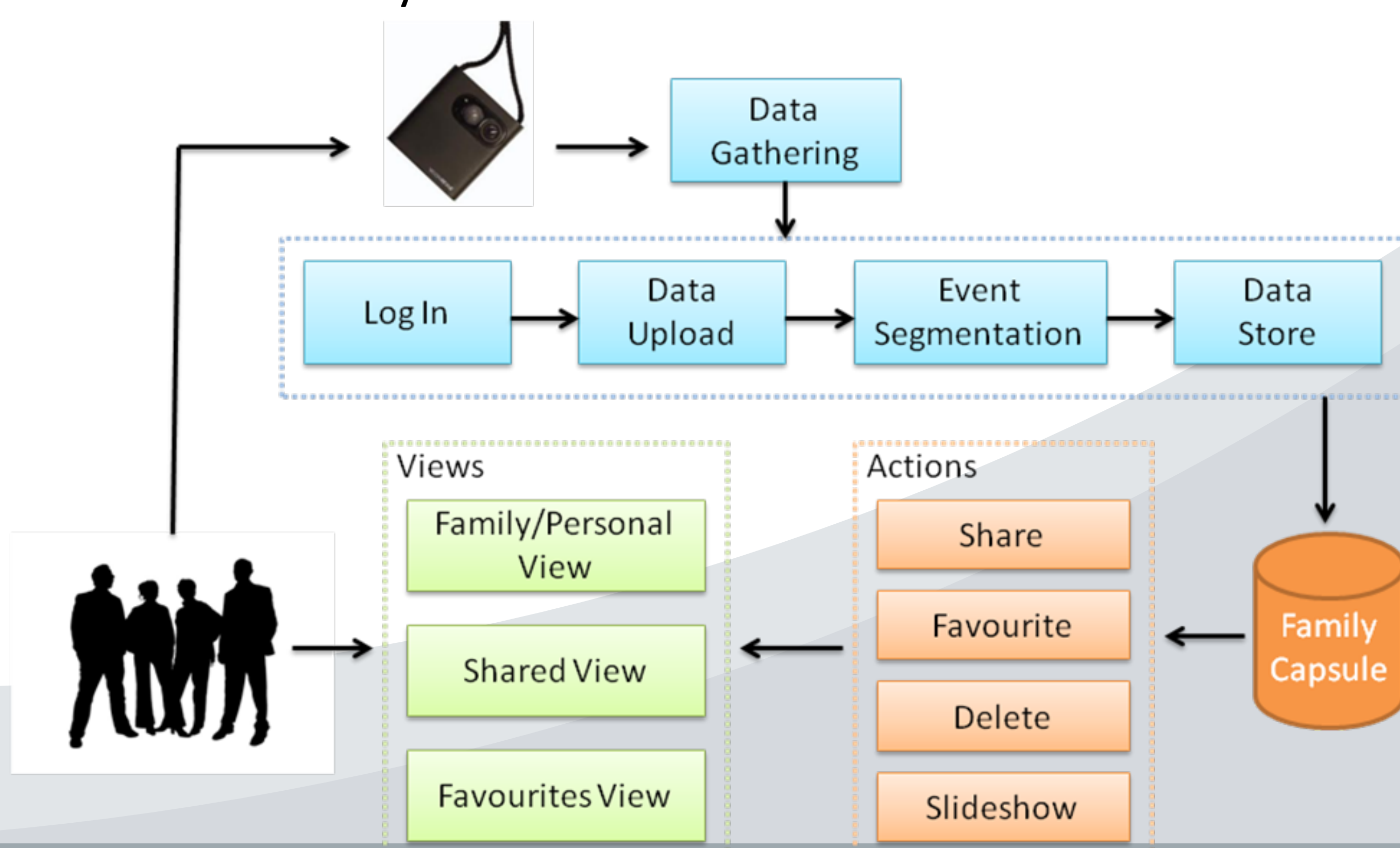
We propose that a family lifelog browser situated in the home would encourage family sharing. We developed a prototype of the system, which we evaluated for use and usability in a home environment with a family consisting of older and younger adults.



## THE SYSTEM PROTOTYPE

Images are captured by family members using a automated camera, the SenseCam. These images are uploaded to the browser, segmented into events and stored in a database.

Using a password protected log-in, users can add, share, favourite or delete their personal images. Without logging-in, the family can browse through and view images that have been shared by all users.



## FIELD EVALUATION

A **family of five** people, 2 older and 3 younger adults took part in the field evaluation.

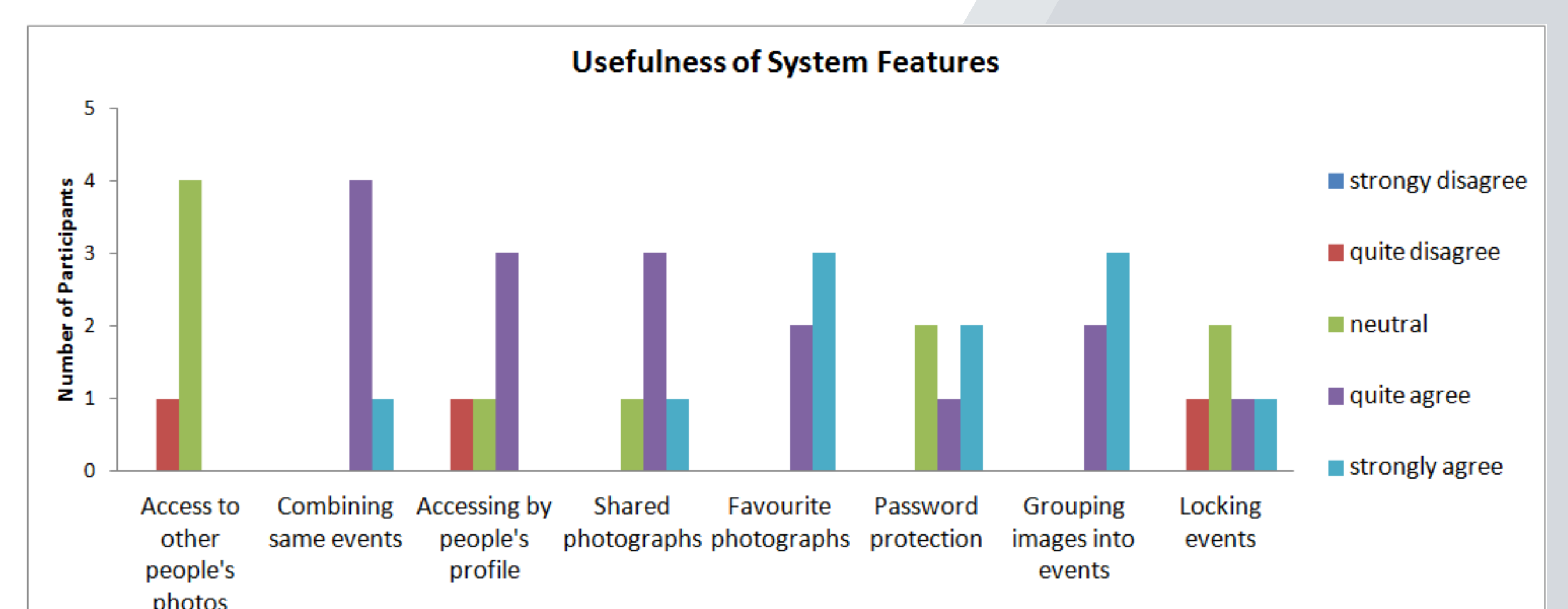
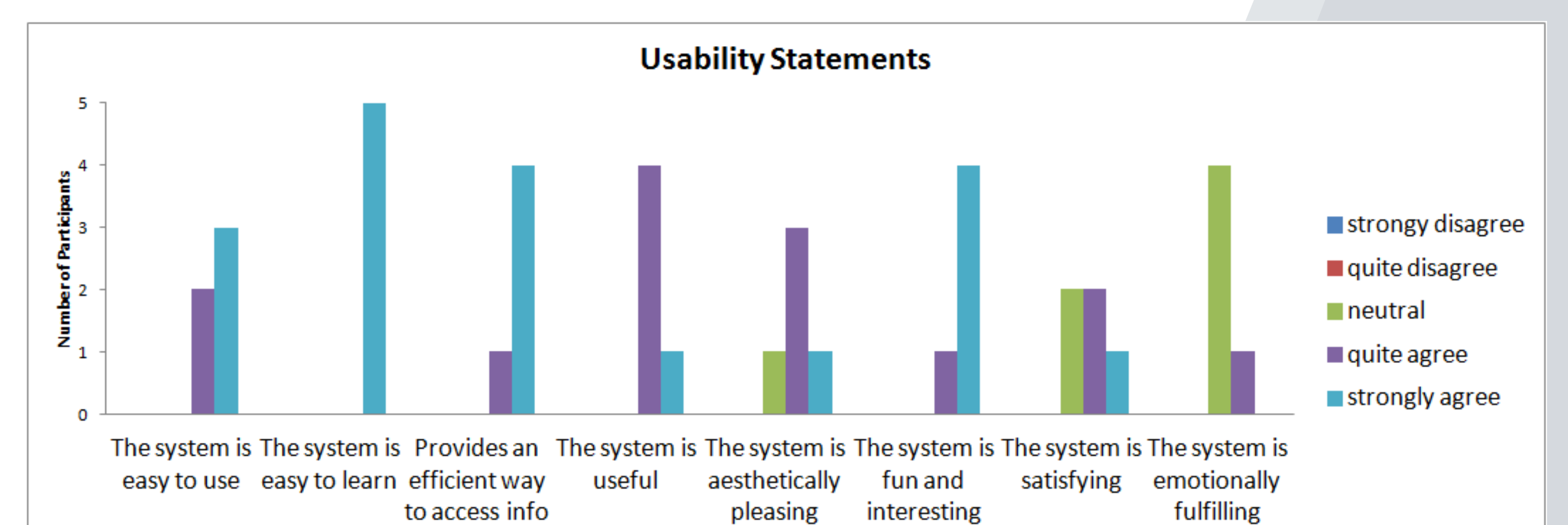
Images captured **1 year previous** were uploaded to the system for the participants to review – **22, 935 images**.

The system was placed in the home for **1 week**.

A usability questionnaire and post evaluation interview were conducted.

## FINDINGS

### Usability and Use of System



### Family Experience

Overall the participants said that they felt the lifelog system fitted in well with their normal family activities. Each person took control of the browser to share their own collection.

Looking at the SenseCam images together was an important part of the viewing experience for the family.

For this particular family, the system supported intergenerational use; *"I think it's a good family activity. I think it fits in well with family life"* (FK, age 56).

## CONCLUSION

This study highlighted the importance of firstly designing for the individual user, and their needs, and secondly designing for the family group. This study contributes to an initial understanding of family lifelogging and sharing.