

# Augmenting Desktop Workstation with Actuated Devices

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## Living Desktop



# Motivations & Myths

Is the Desktop workstation dead?



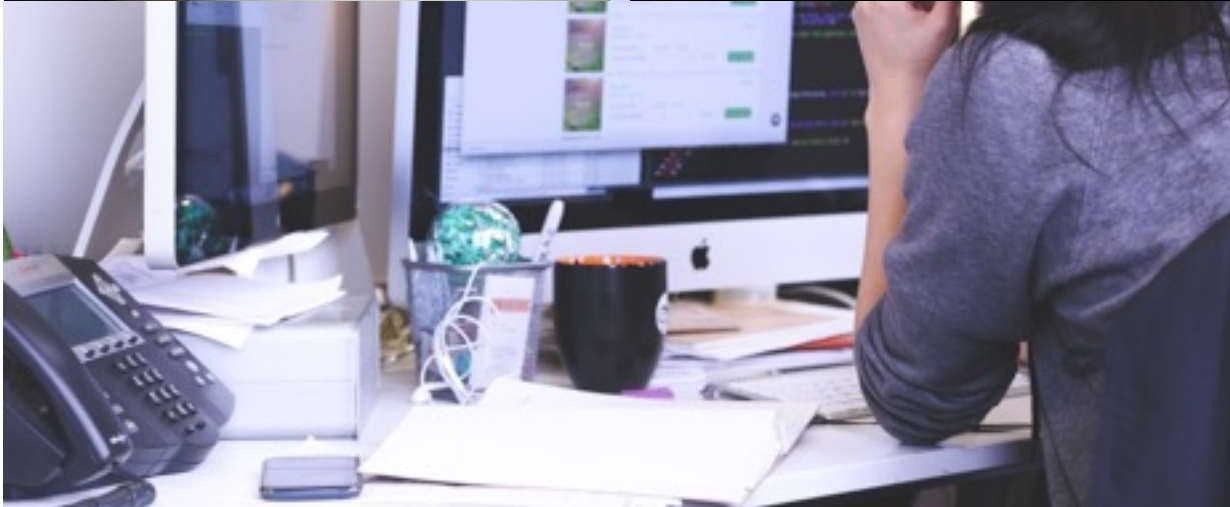


Who wrote his paper with  
only these technologies?

“Everything is the best for something  
and the worst for something else”

–Bill Buxton



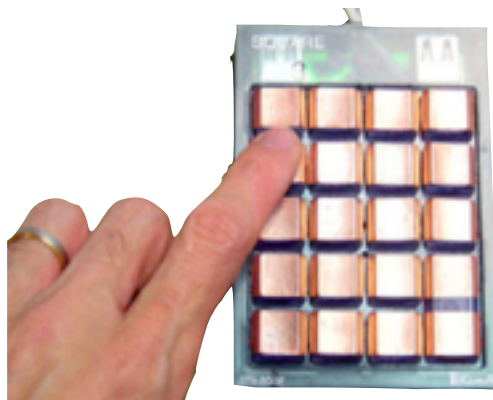


The desktop computer is not dead.

Can we still improve it?









SketchPad  
[Sutherland 1963]



The Demo  
[Englebart 1968]



Digital Desk  
[1993]



Curve  
[Wimmer 2010]



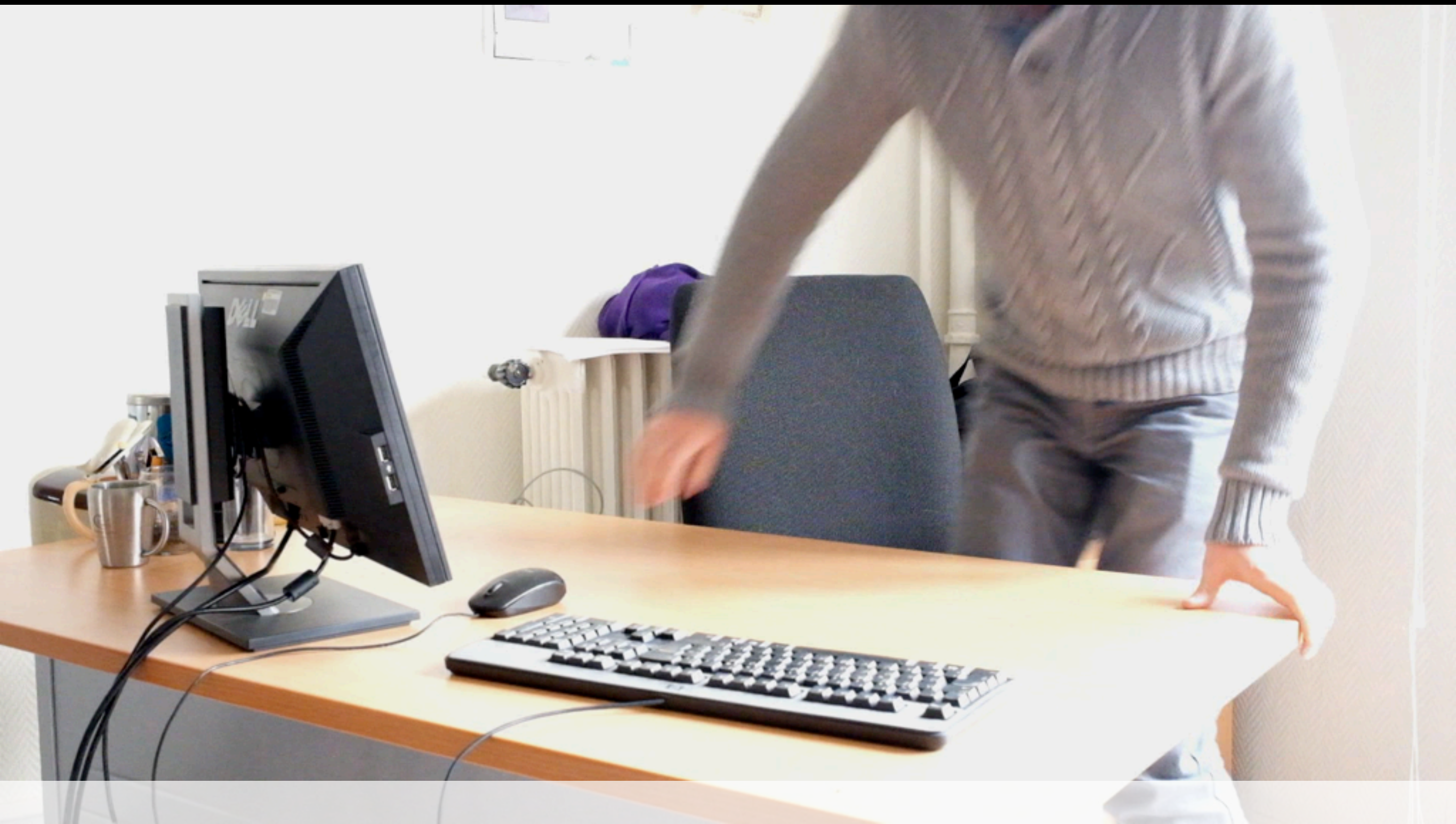
Magic Desk  
[Bi 2012]

Desktop devices evolved a lot.  
The desktop workstation evolved a little.

Is the desktop workstation static?

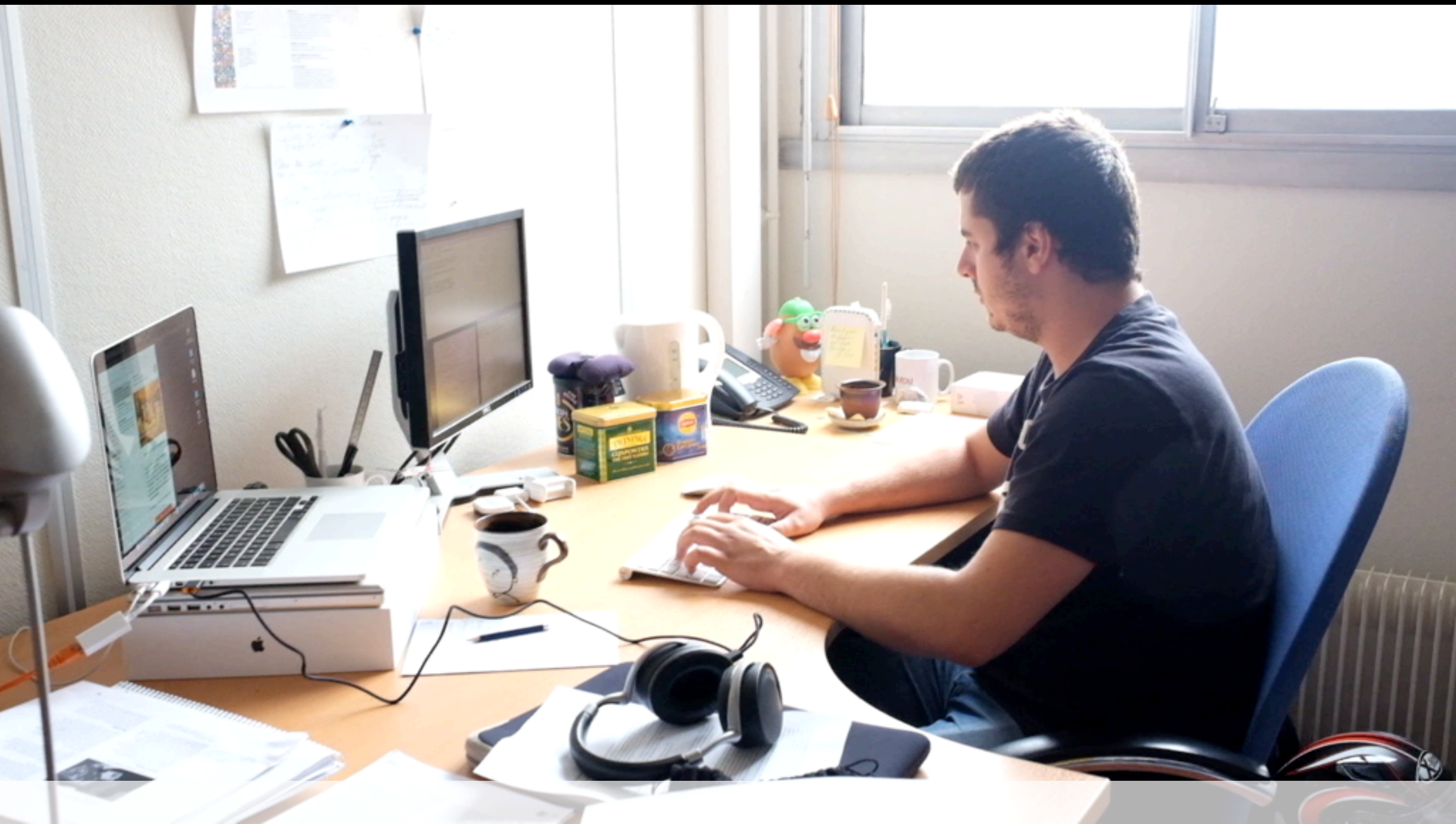
Formative study





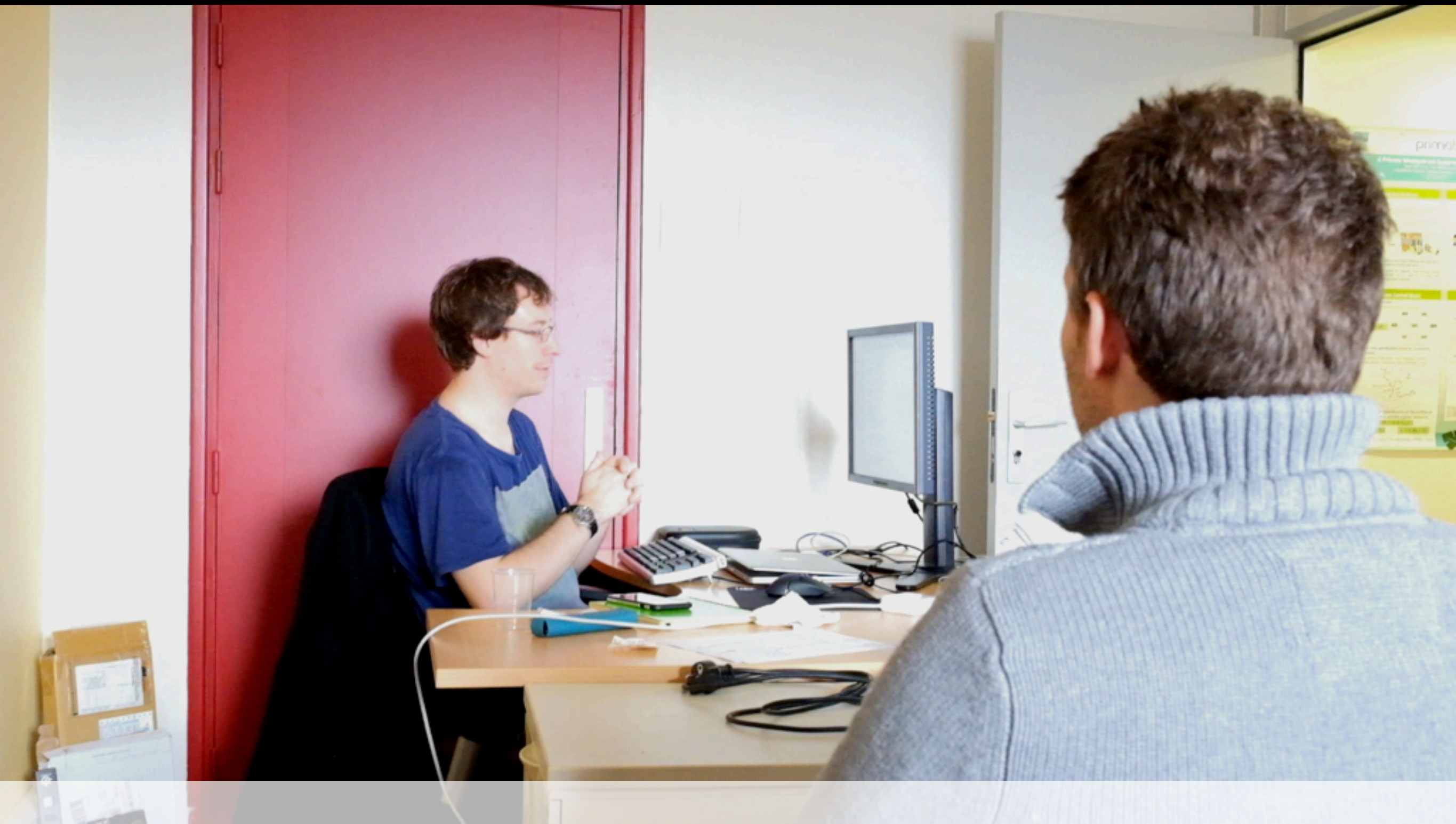
Arriving at the office





Avoid the sun





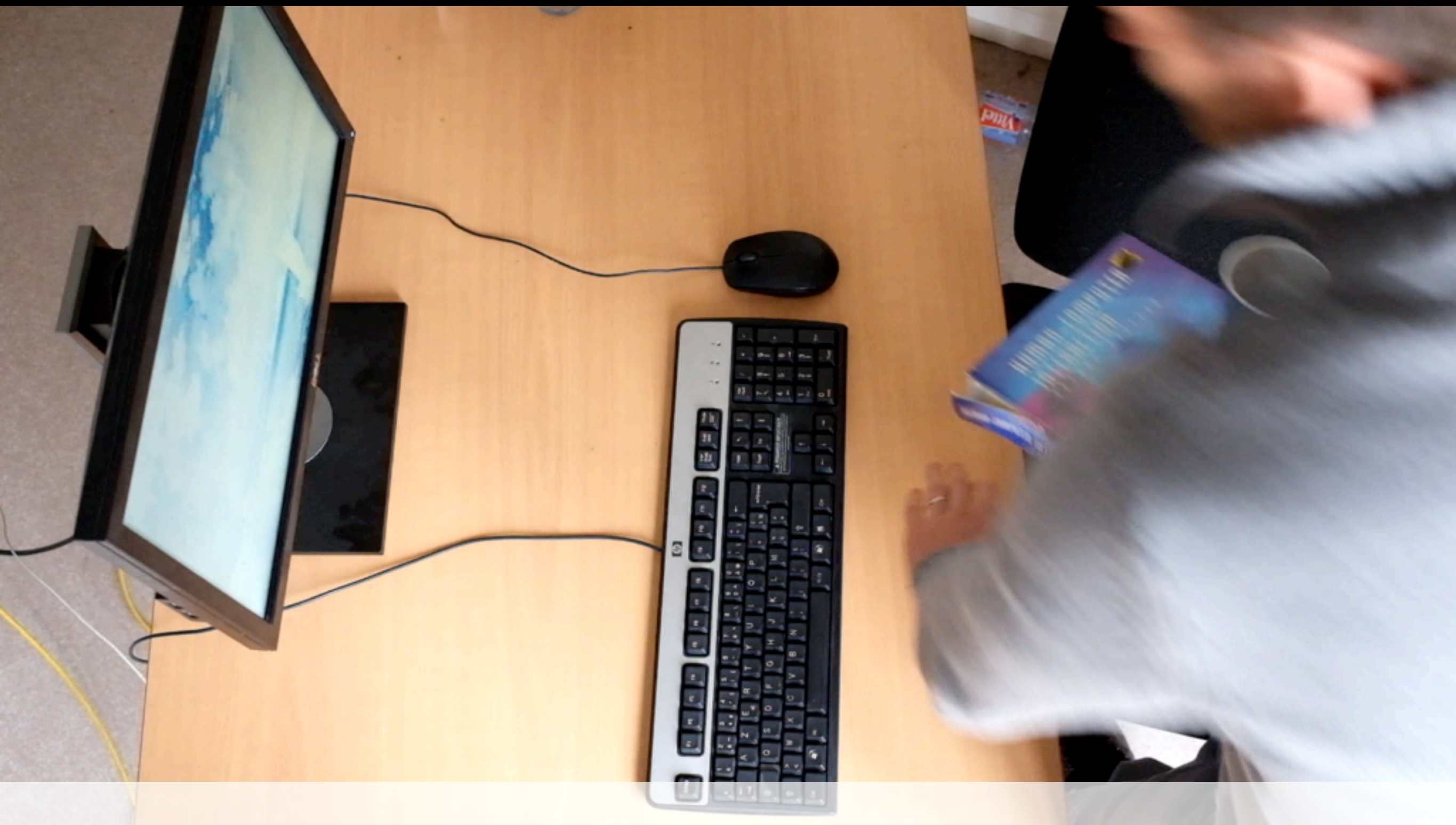
Screen share





Co-working





Make space

We frequently arrange our desktop devices.





Living Desktop



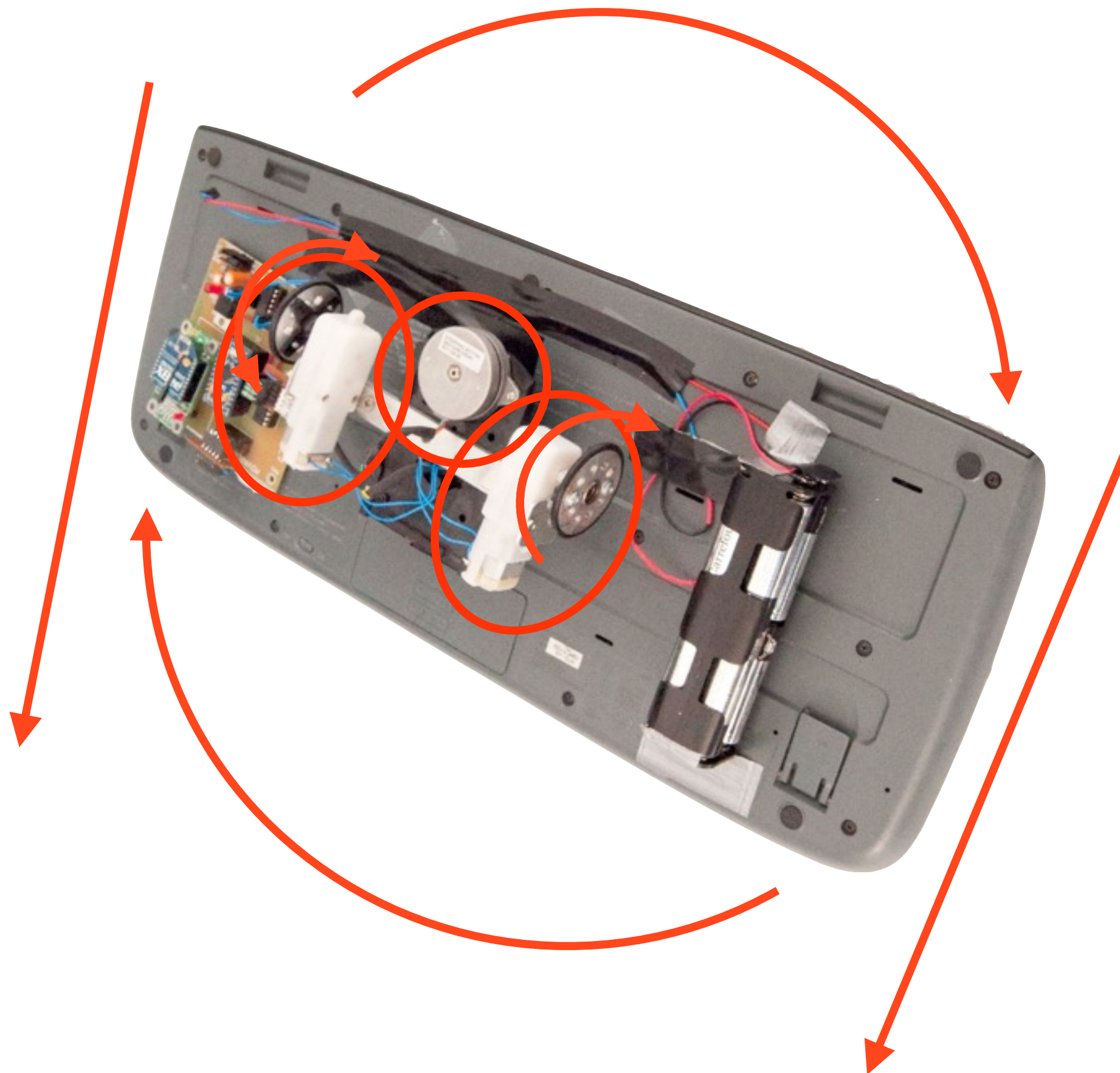


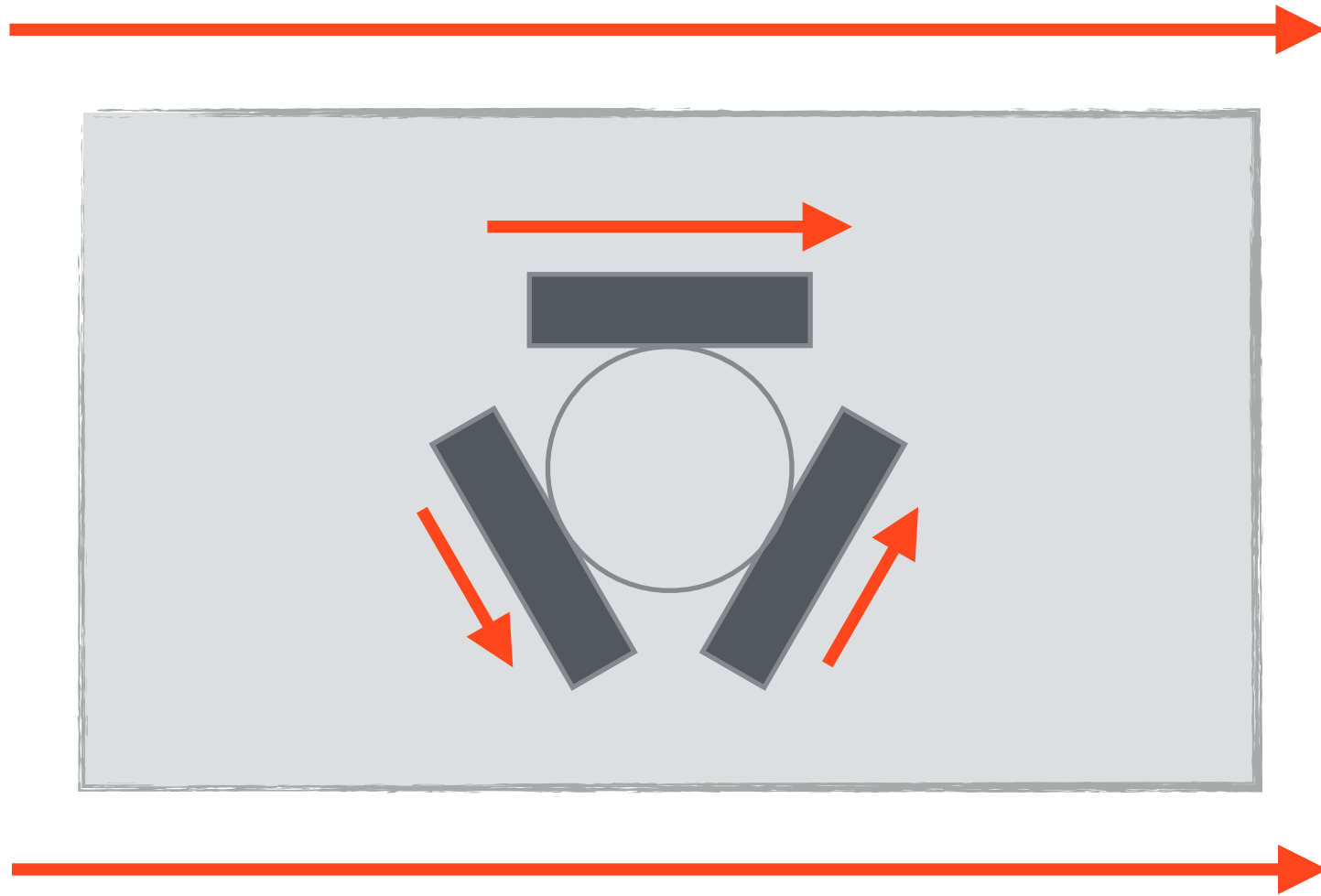


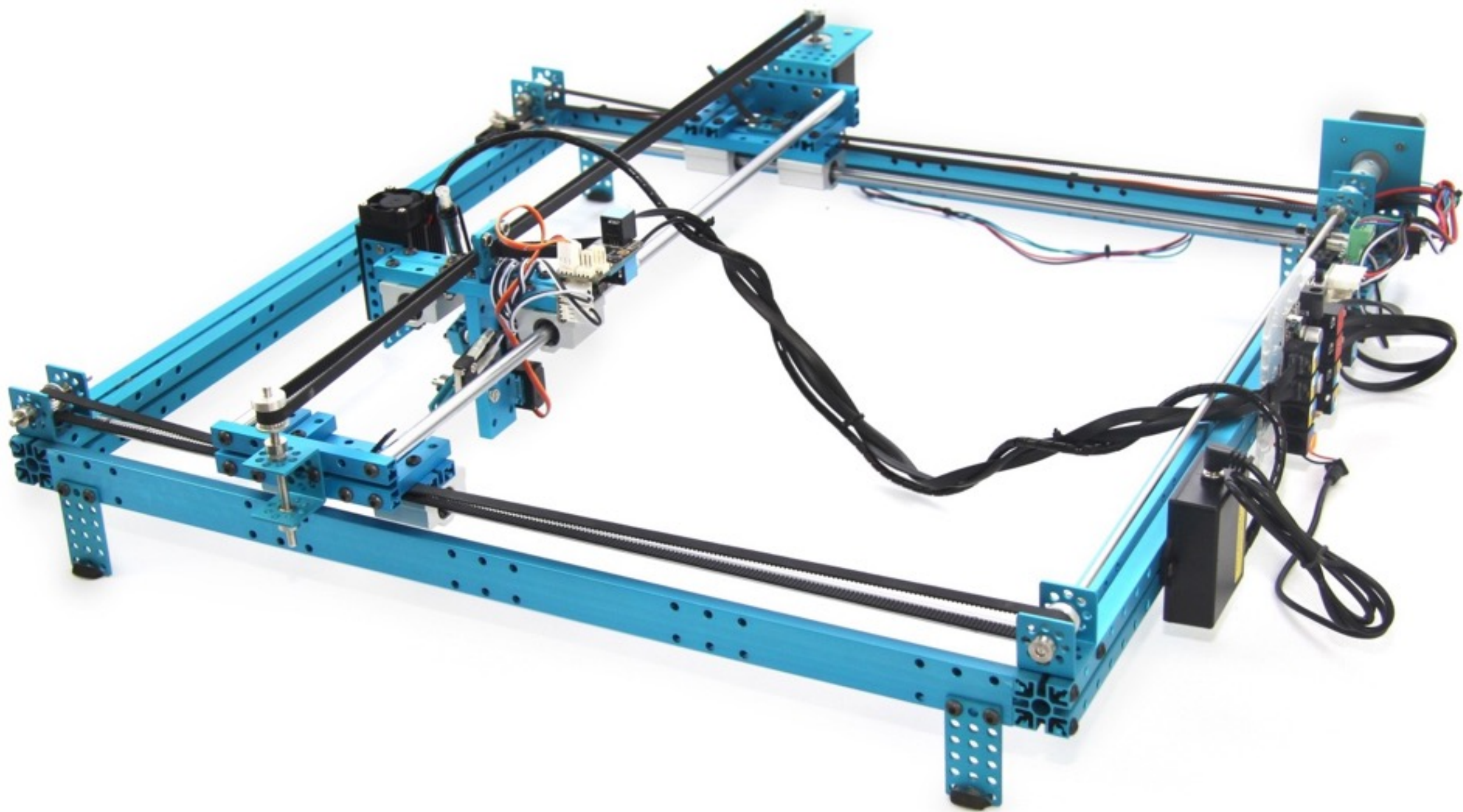


Technologies

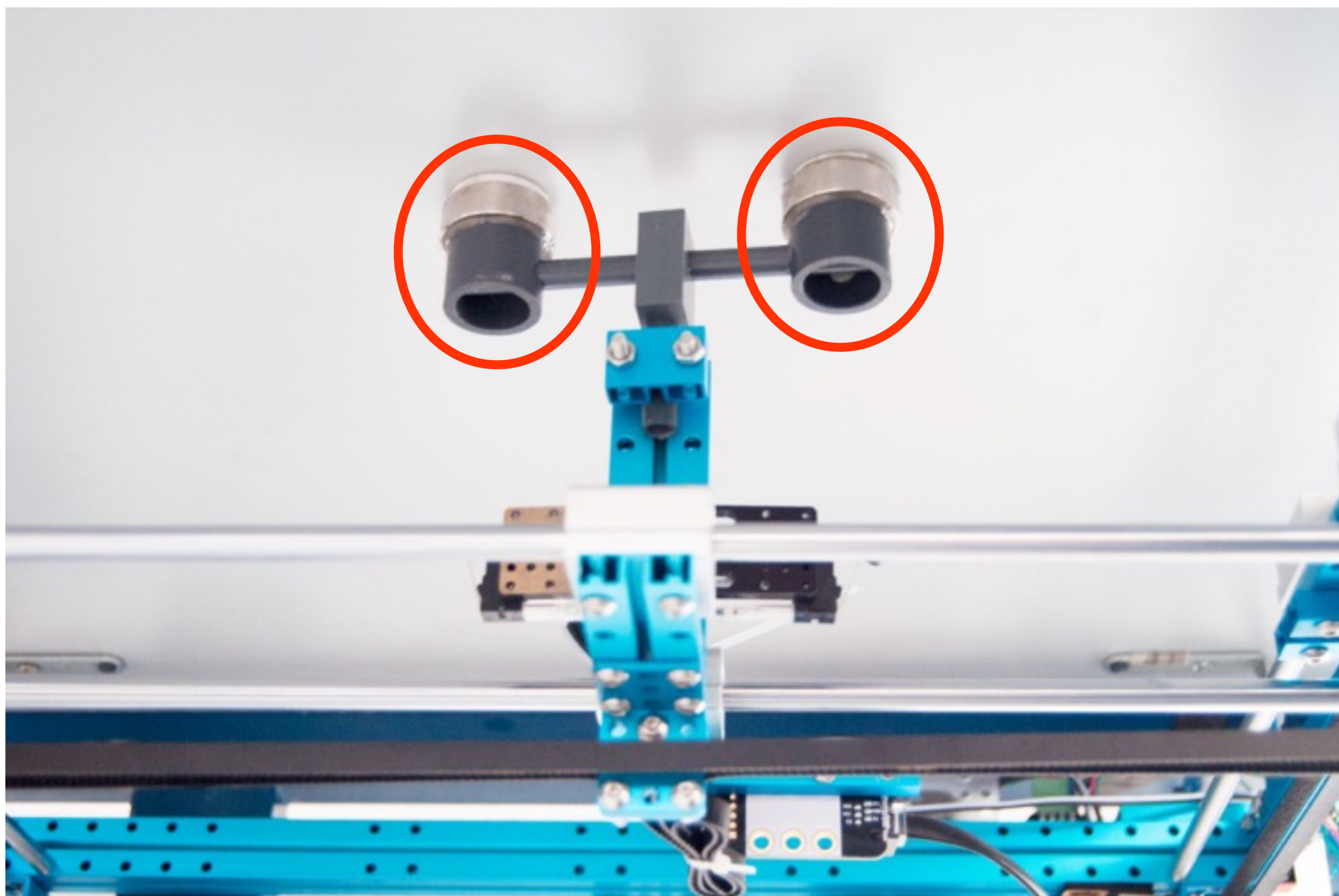






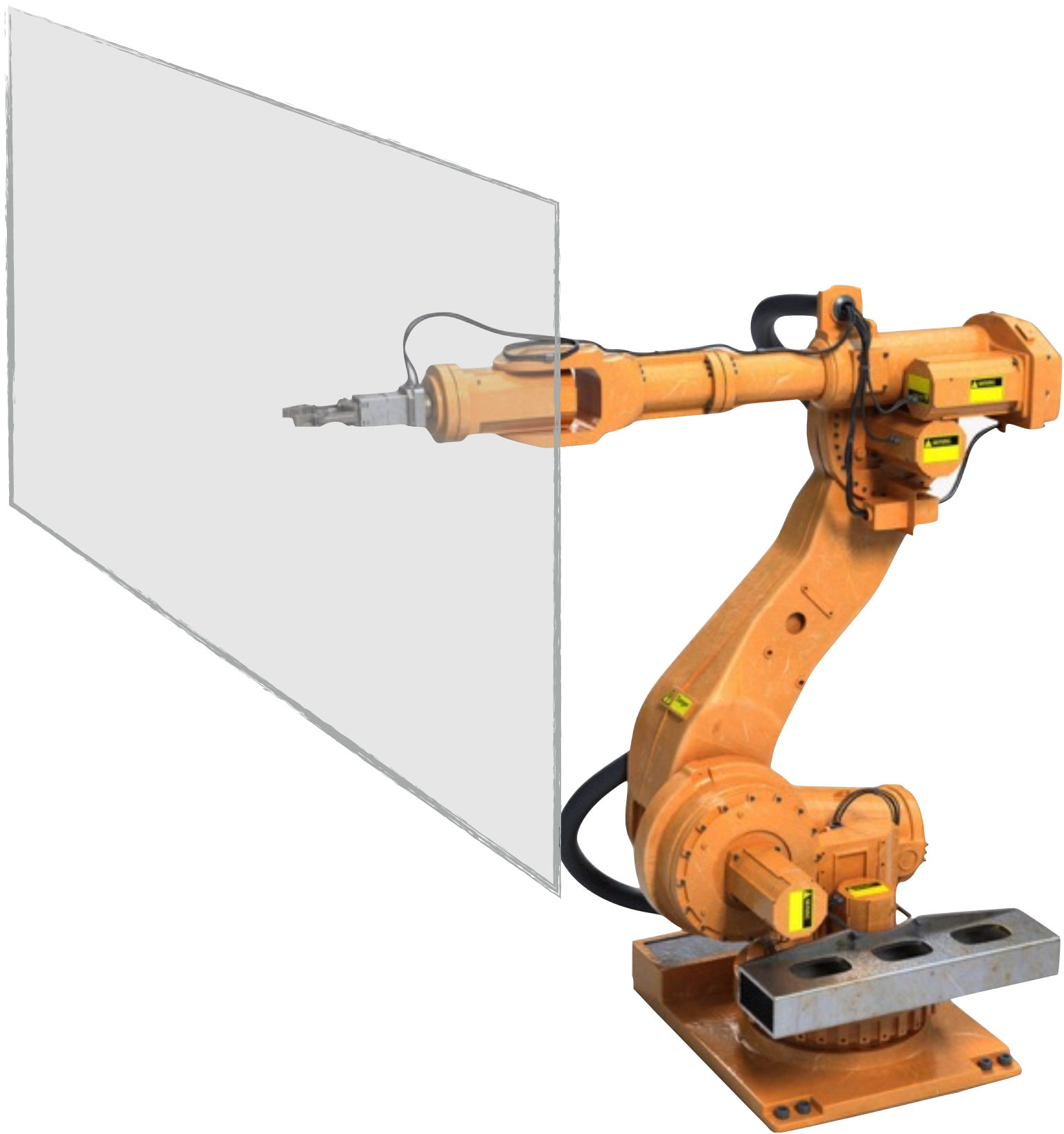












Design properties

Devices

Degrees of freedom

Levels of perception

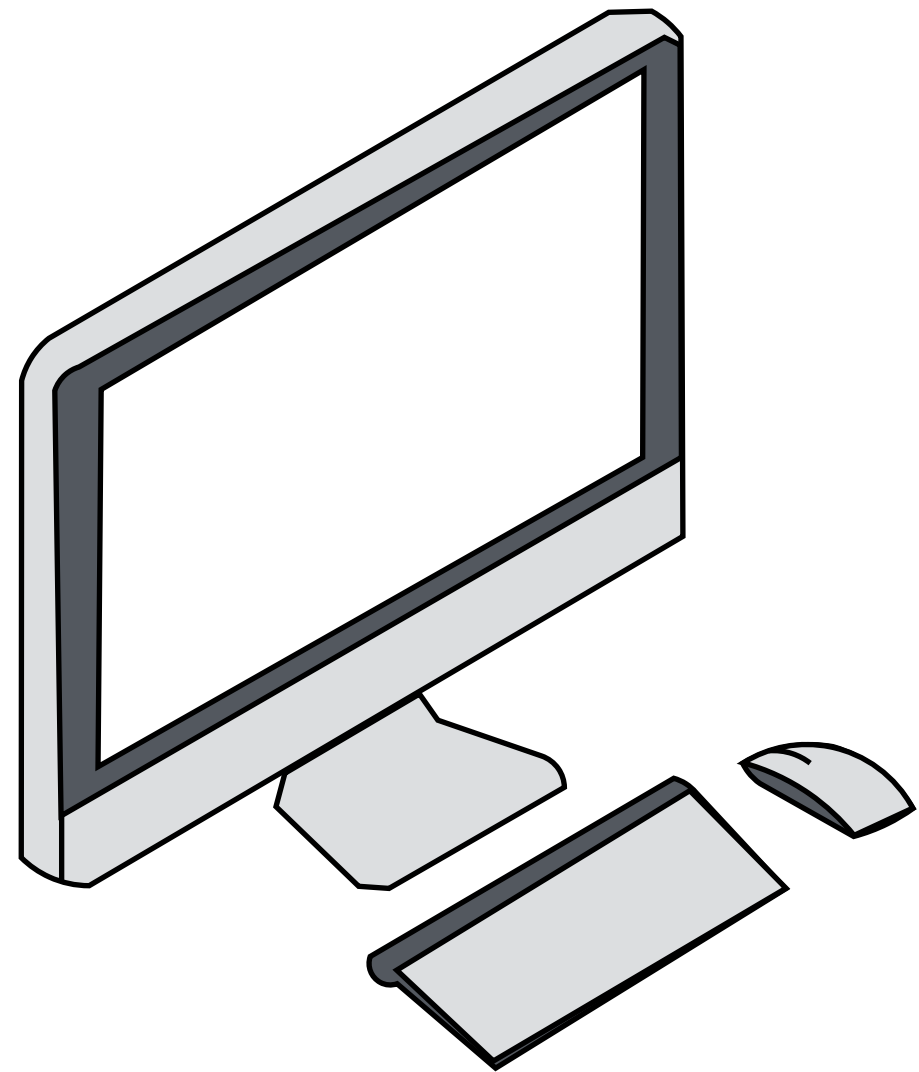
Degrees of control

## Devices

Degrees of freedom

Levels of perception

Degrees of control





Devices

Degrees of freedom

Levels of perception

Degrees of control



Devices



One user

Degrees of freedom



Several users

Levels of perception



One user

Degrees of control



Not perceived

Devices

Degrees of freedom

Levels of perception

Degrees of control



Manual

Semi-manual

Semi-automatic

Automatic



# Scenarios



Screen share



Video conference

## Control mechanism

Manual control panel

Presets

Position sensing

## Degrees of control

Manual

Half-manual, half-automatic

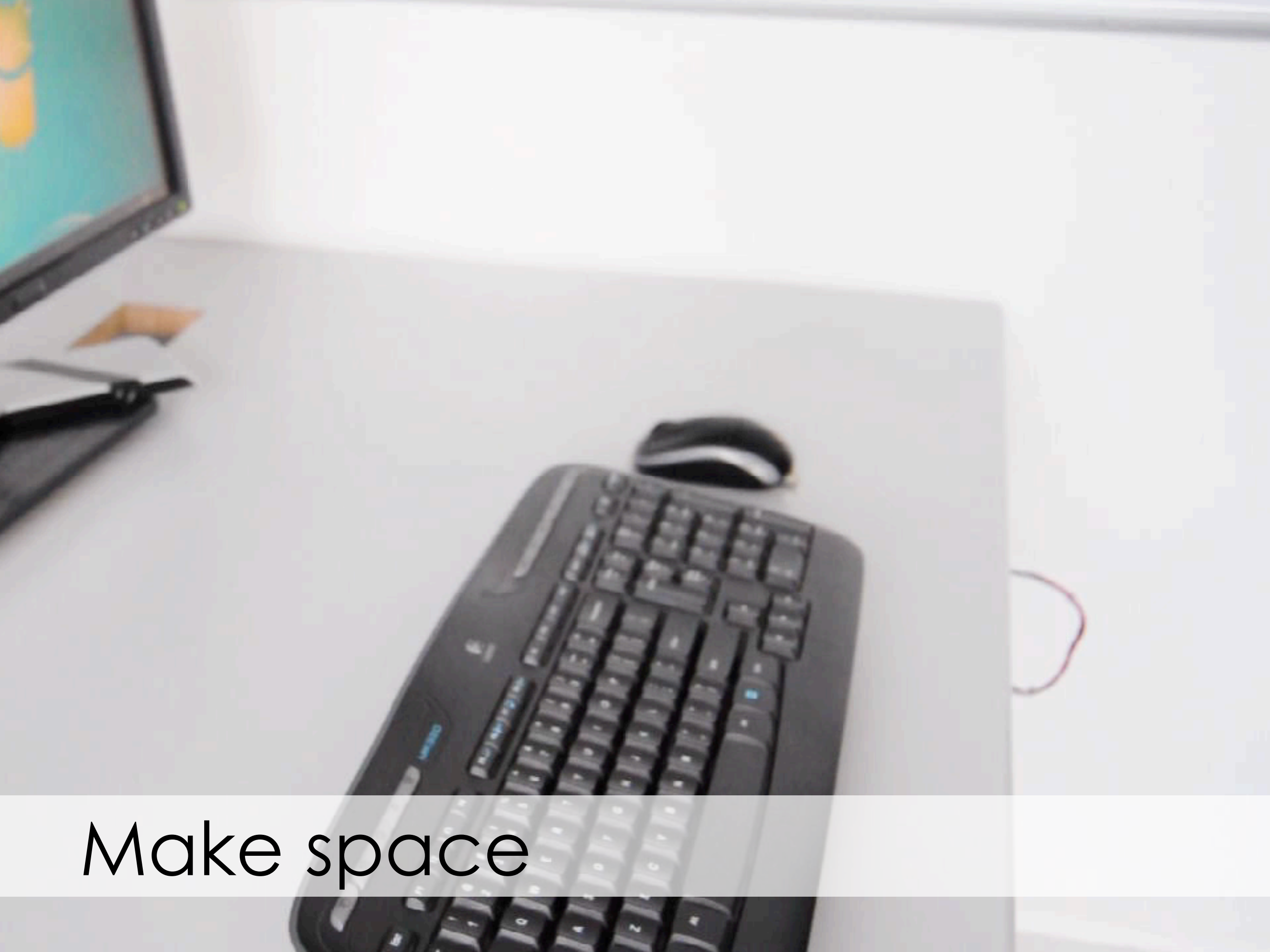
Automatic







Peephole

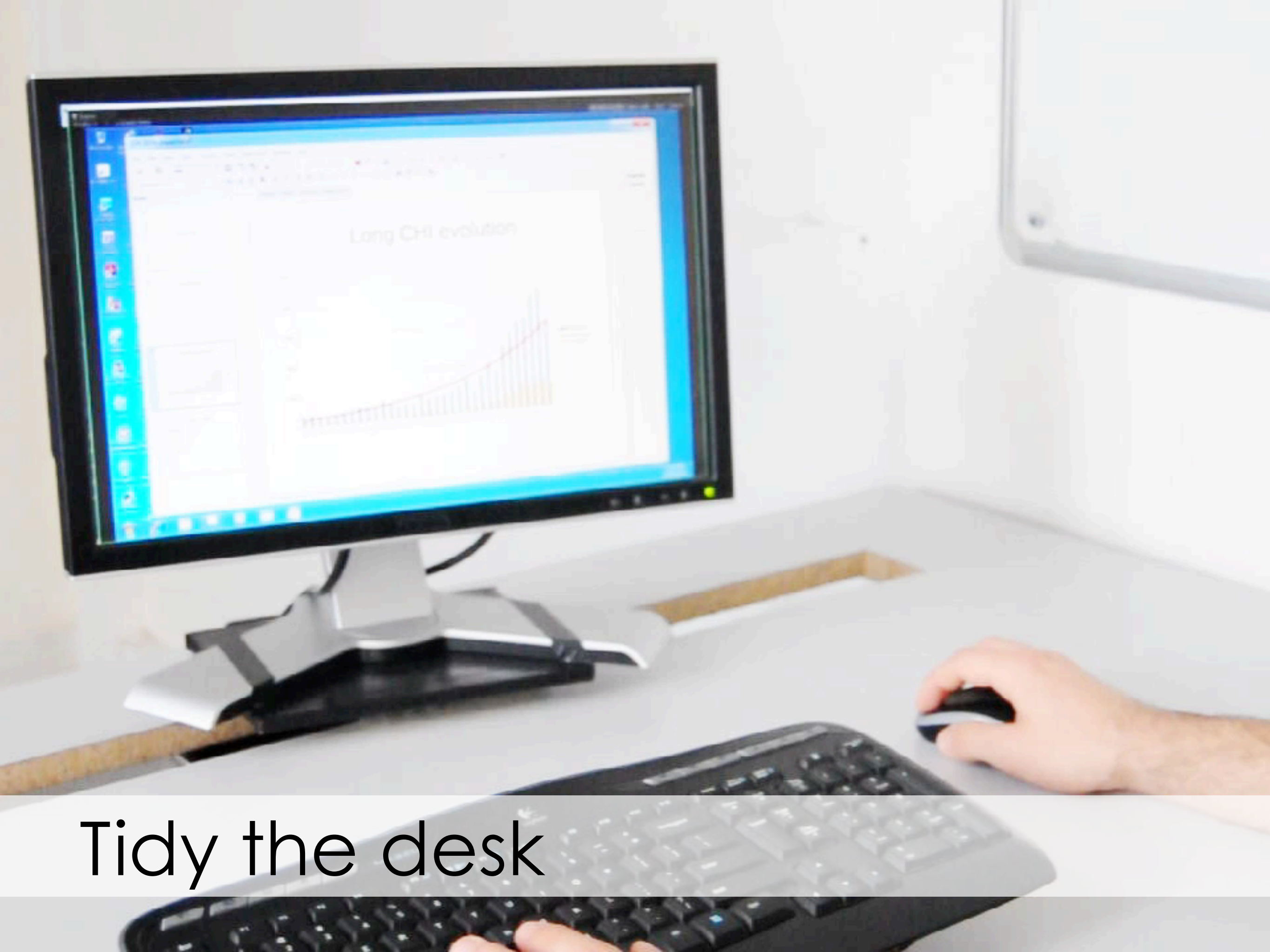


Make space





Enhanced screening



Tidy the desk



# Evaluation

# Video-based evaluation

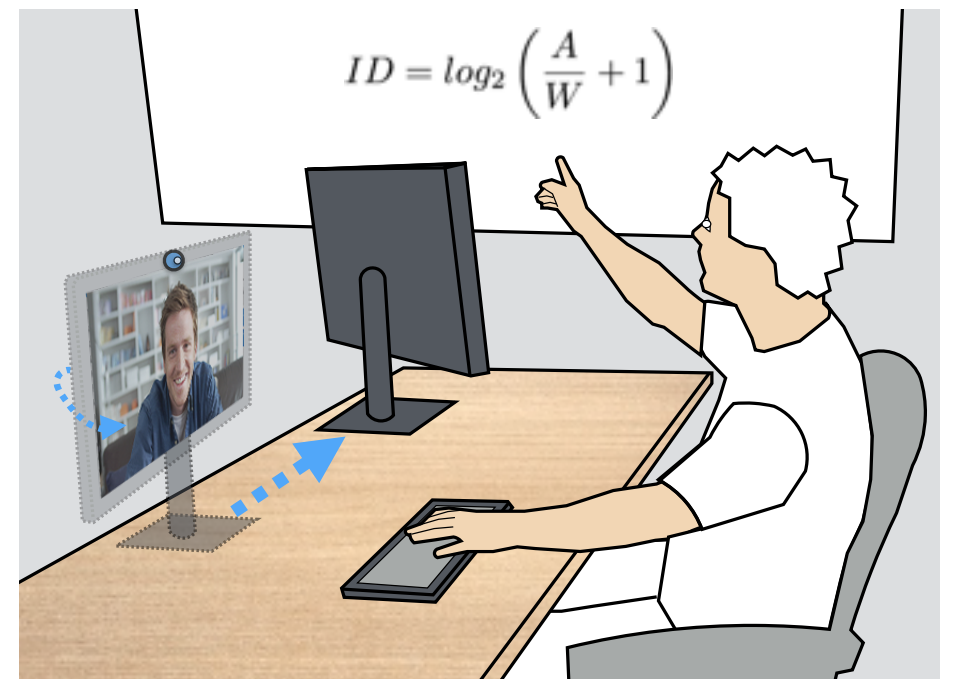
Feedback about the current scenarios

Stimulate ideas of usage and applications

# Positive feedback

## Video conferencing

*"Very useful", "good idea", "rotating a monitor is [...] very cumbersome while video-conferencing"*



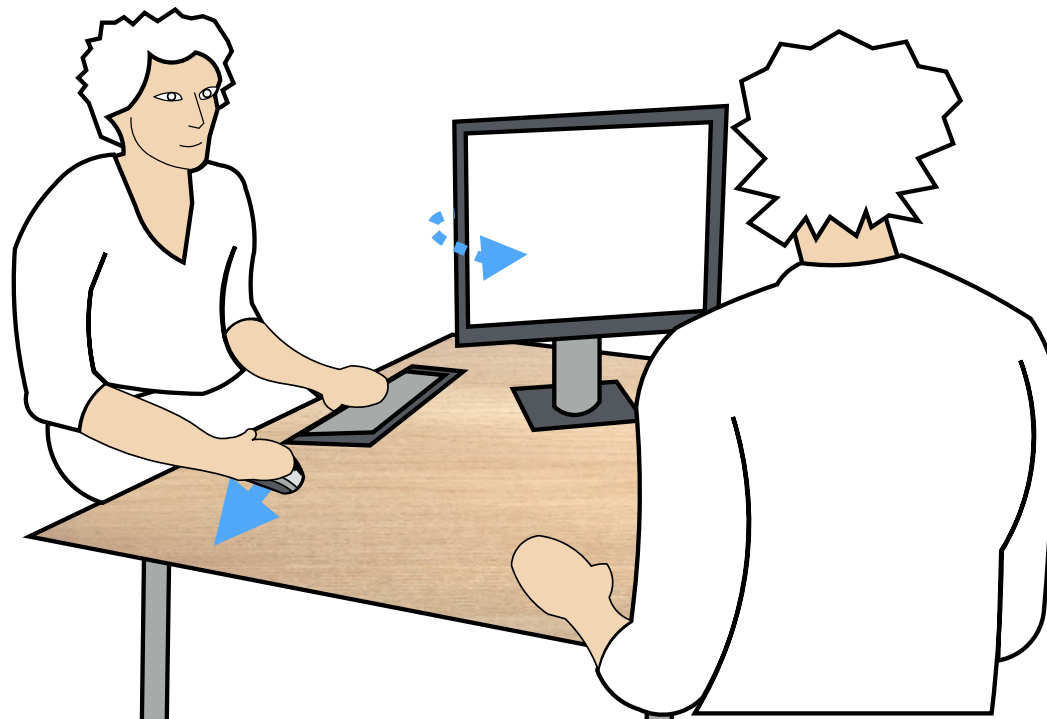
## Configuring

*"This could encourage many people to adopt healthier habits"*

*"it is a very nice way to improve the posture at work"*

*"it could be useful or not depending on what we are doing at the moment"*

# Divergent opinions

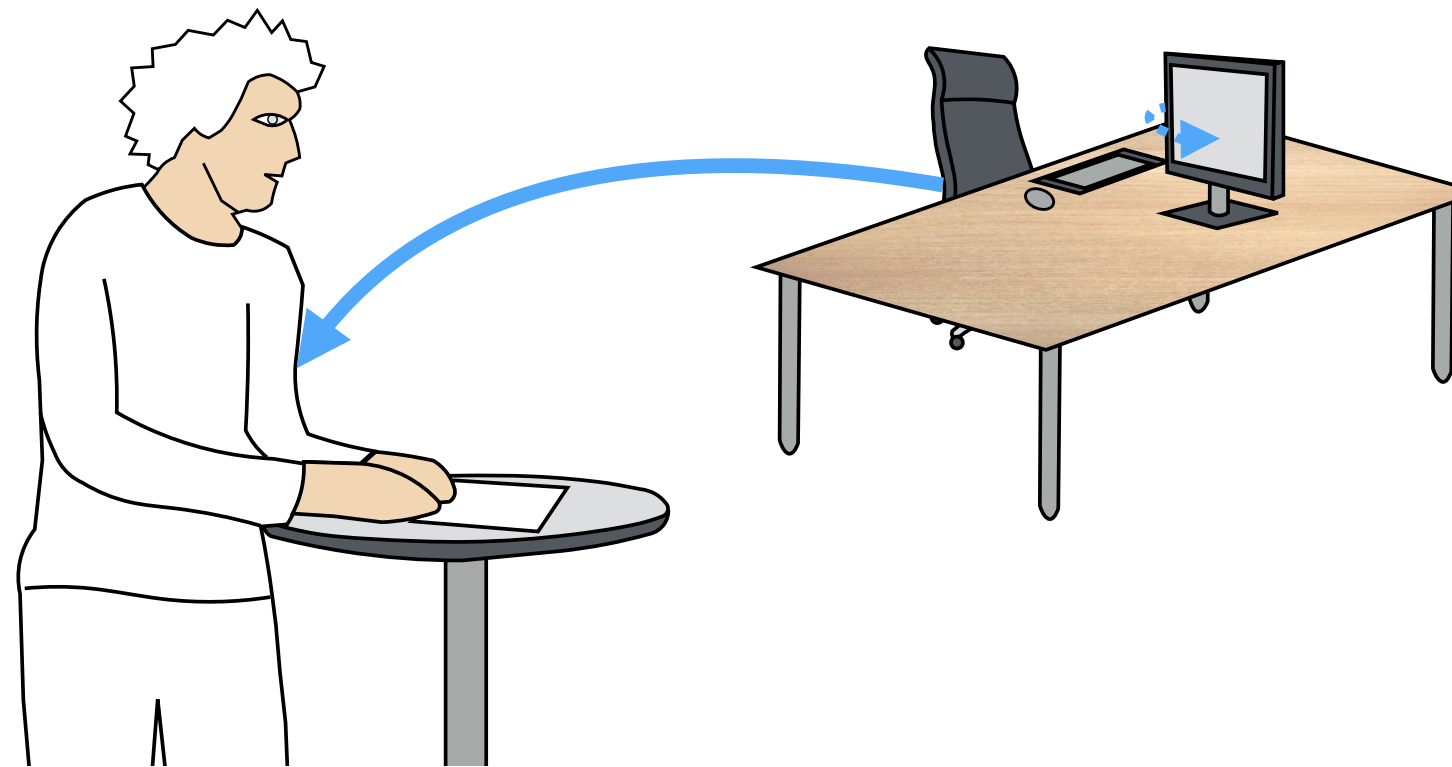


## Co-Working

- + *"I think it is useful. It is very common in my job environment"*
- + *"This problem is finally solved"*
- *"I do not think it is useful because it is very easy to turn the screen"*



# Negative feedback



## Following

*"It might be disturbing for other persons in the workspace"*

Useful at home. *"The screen lights up, rotates with me and provides information"*

# More scenarios

## **Untested techniques**

Ergonomics. *"The monitor should move to not reflect the sun"*

Feedback. Remote teaching scenarios

Physicality. *"Shaking the mouse or the monitor in games"*

## **Others**

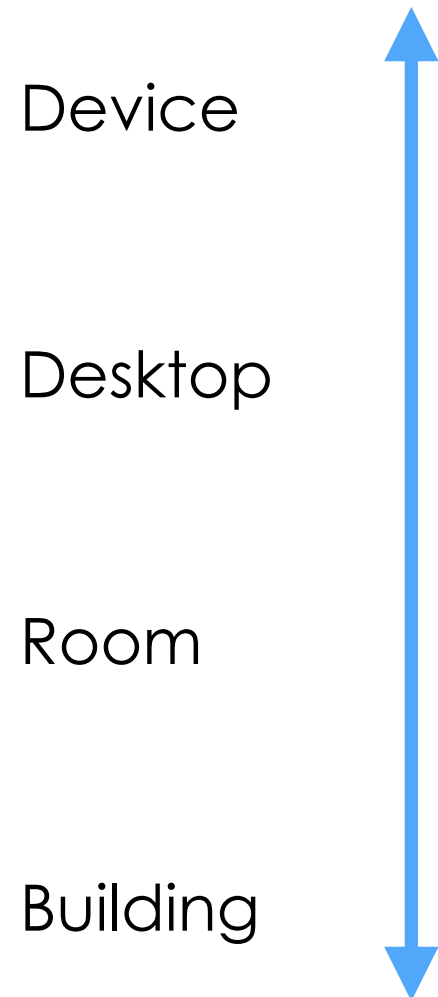
Accessibility

Social communication

Virtual Reality

Actuating other objects such as lamp or phone

# Evolution



Scale of interest

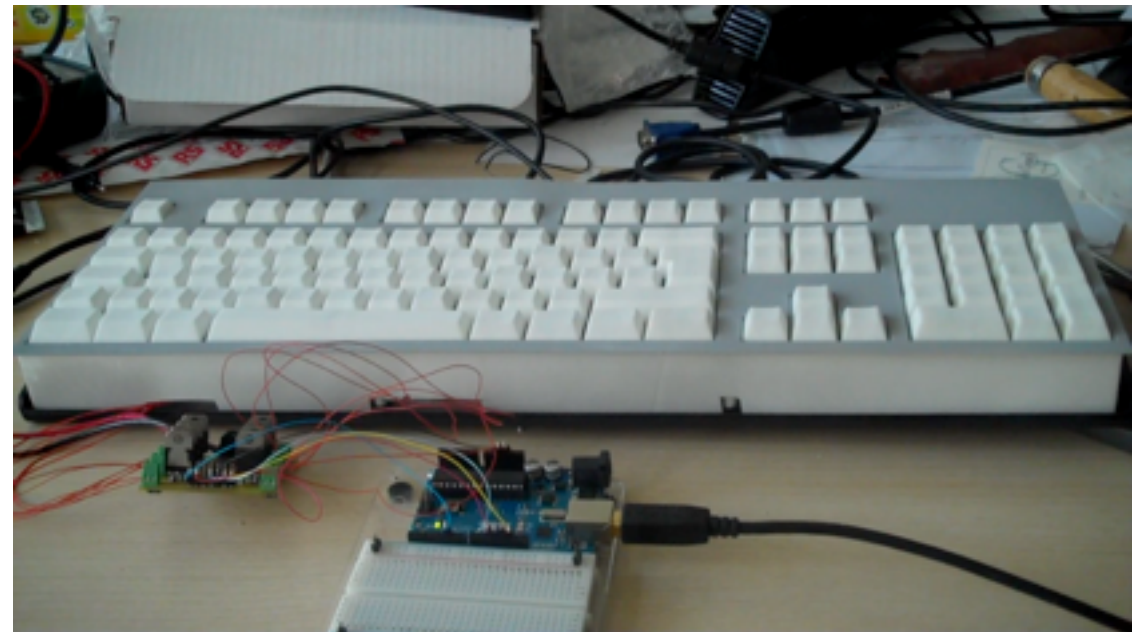


Device

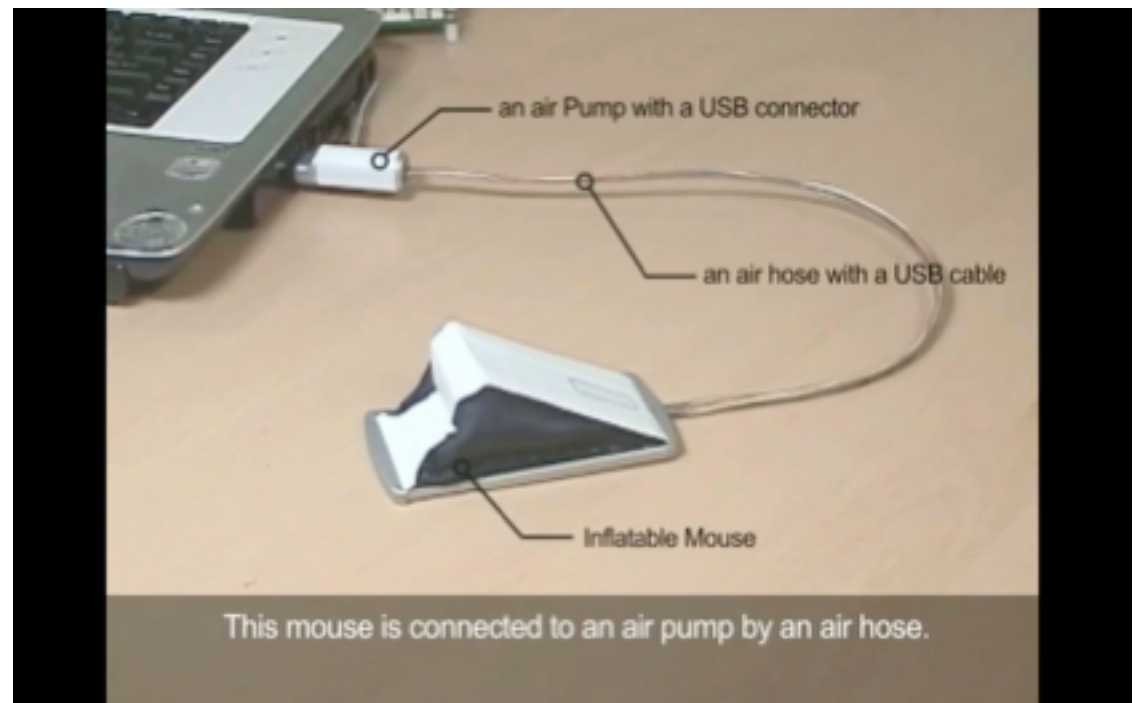
Desktop

Room

Building



Métamorphe [Bailly 2013]



Inflatable Mouse [Kim 2008]

Device

Desktop

Room

Building



Device

Desktop

Room

Building



Nissan's parking chair 2016

Device

Desktop

Room

Building



Clocky alarm on wheels



Device

Desktop

Room

Building

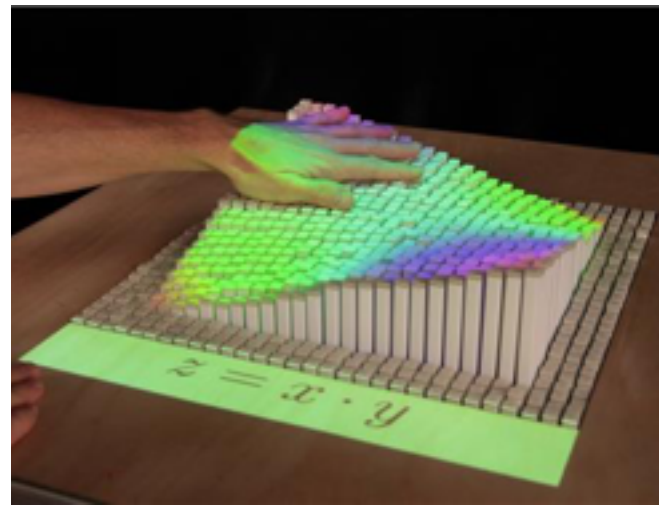


The Rotating House, Australia

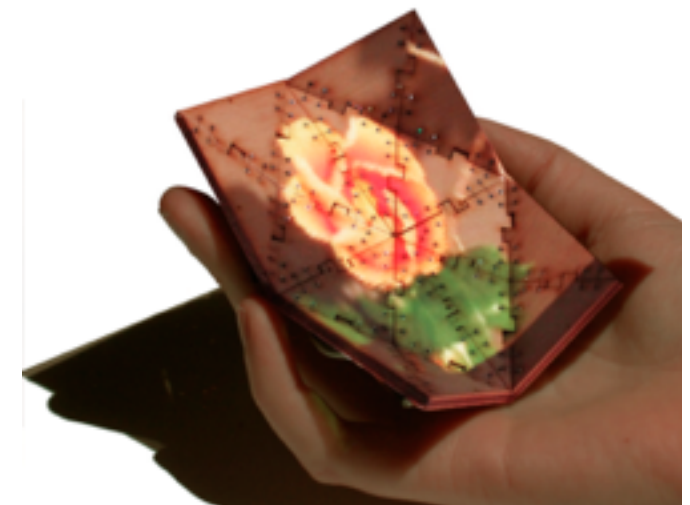
# Conclusion



Lumen  
[Poupyrev 2004]



InFORM  
[Leithinger 2013]



Morphees  
[Roudaut 2013]

HCI just started to explore  
possible applications of **actuated objects**

# Contributions

Proof-of-concept augmented desktop with actuated devices

Applications based on the findings of a formative study

Findings of a scenario evaluation



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## Living Desktop



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