



Faculty of Computer Science

Institute of Software and Multimedia Technology

Junior Professorship for Software Engineering of Ubiquitous Systems

Germany

MODEL-BASED UBIQUITOUS INTERACTION CONCEPTS AND CONTEXTS IN PUBLIC SYSTEMS

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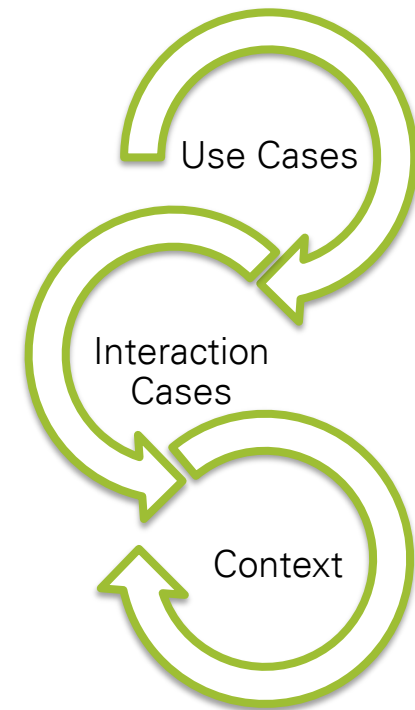
Orlando, July 14, 2011





AGENDA

- What are ubiquitous systems?
- What are public systems and how are they special?
- Which are important dimensions of context in public systems?
- Model-based design of interaction in ubiquitous public systems: of Use Cases and Interaction-Cases
- Interaction-Cases as modeling technique allow:
 - Context-sensitive modeling of interaction
 - Iterative modeling process





SCENARIO: UBIQUITOUS PUBLIC TRANSPORT SYSTEM

- Your train just arrived at Berlin Central Station late in the evening
- You have to catch a suburban train to get to your hotel
 - Where does it leave?
 - Where am I?
 - Interact using your cell phone and public displays
- You have to change in order to reach your destination
 - Small station
 - Some street lamps are broken
 - The Display on the station adjust its brightness



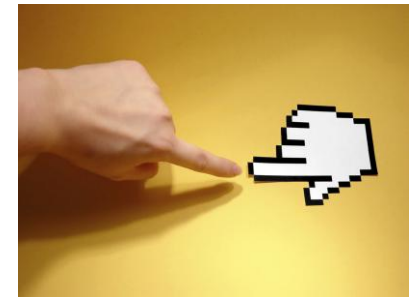
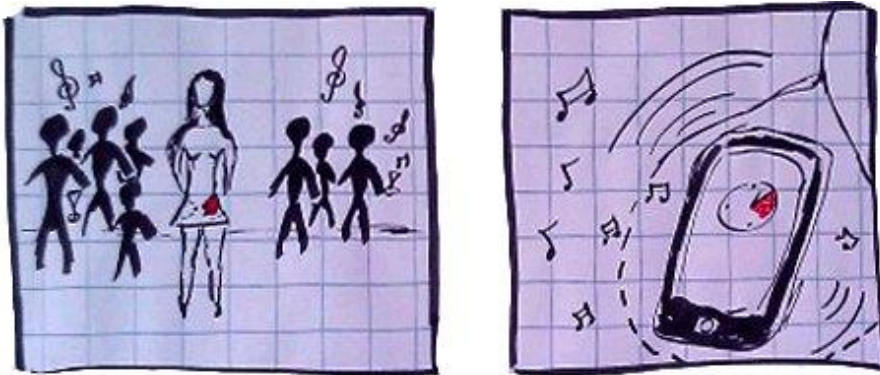
UBIQUITOUS SYSTEMS

- Ubiquitous systems:
 - Computing everywhere & anytime
 - Devices fade into the background
 - Focus on user's tasks
- Ubiquitous systems are context-aware systems:
 - Location-aware
 - Task-aware
 - ...



INTERACTION IN UBIQUITOUS SYSTEMS

- New user interfaces are evolving rapidly
- Multimodal interaction: using and switching modalities as necessary
 - Speech
 - Gestures
 - (Multi-) Touch Surfaces
- Ubiquitous environments benefit from different interaction modalities
 - Interaction can adapt to the user's context



- Picture: part of a storyboard describing a context-adaptive cell phone application



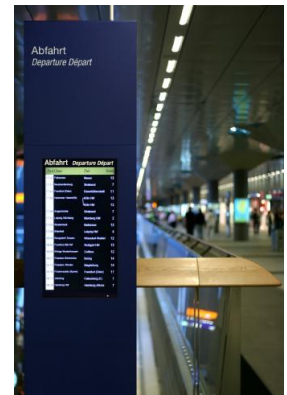
UBIQUITOUS PUBLIC SYSTEMS

- Ubiquitous systems increasingly find their way into public settings:
 - Airports
 - Museums or Libraries
 - Public Transport
 - Considered in the course of our project „IP-KOM-ÖV“,
 - ...
- „A public system is a system that performs in public spaces and does not target specific user groups but is available to all people, i.e. the public. “

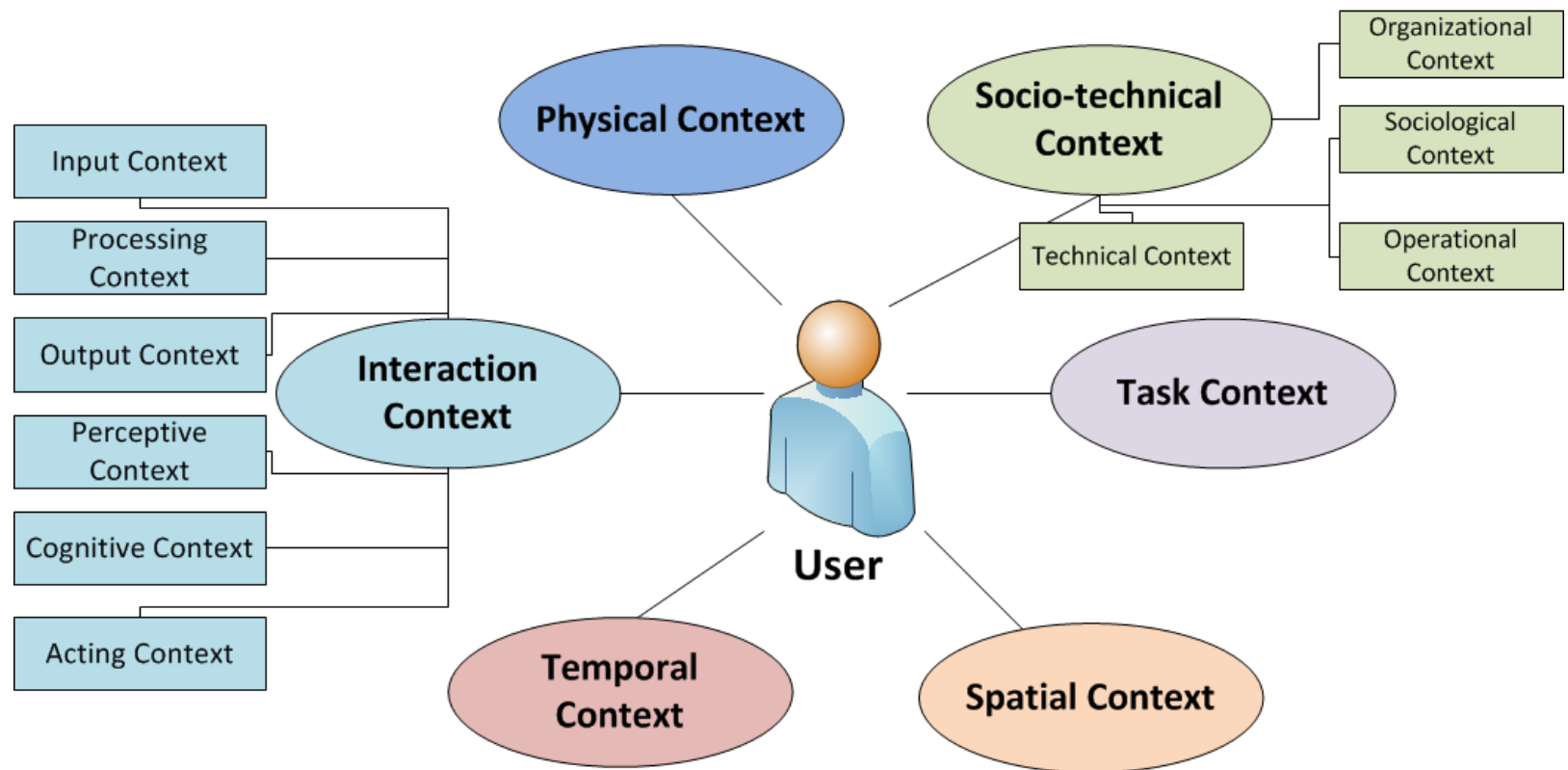


CHARACTERISTICS OF PUBLIC SYSTEMS

- Great variety of information needs and situations can occur
 - User is anonymous
 - Highly adaptive systems necessary
 - ➔ **Context-awareness** supports adaptivity
- Public systems are combined of many different components
 - High complexity, high flexibility
 - Heterogeneous devices must be integrated
 - System of Systems
 - ➔ **Model-based** design supports high adaptivity, complexity and flexibility

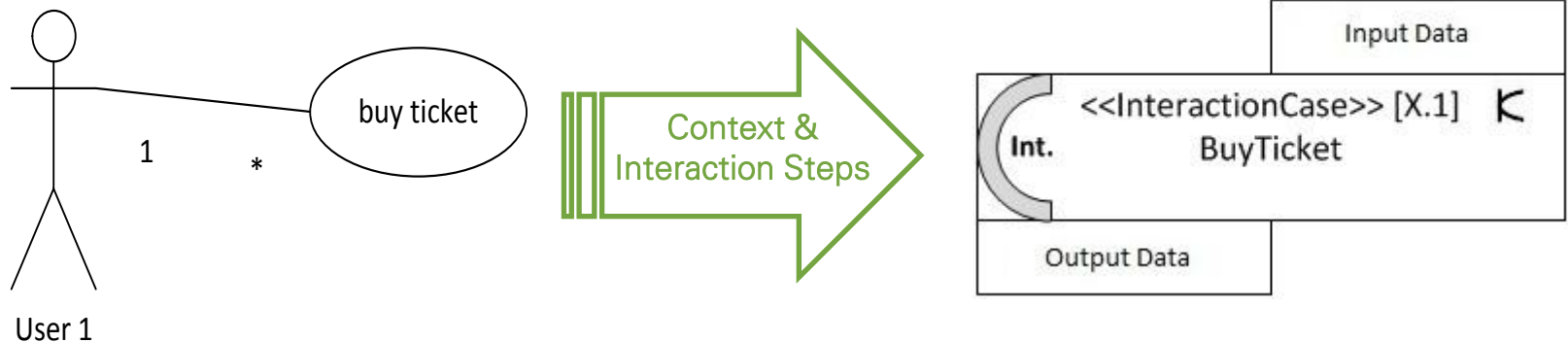
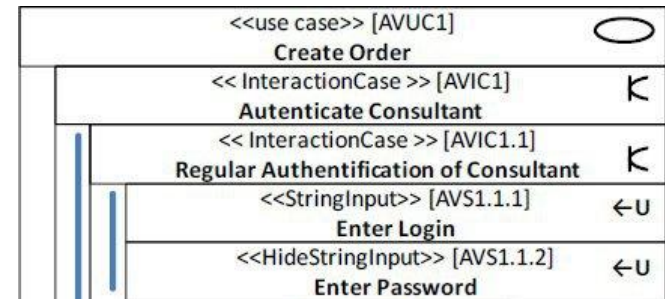


CONTEXT-DIMENSIONS IN UBIQUITOUS PUBLIC SYSTEMS



MODEL-BASED DESIGN OF UBIQUITOUS PUBLIC SYSTEMS

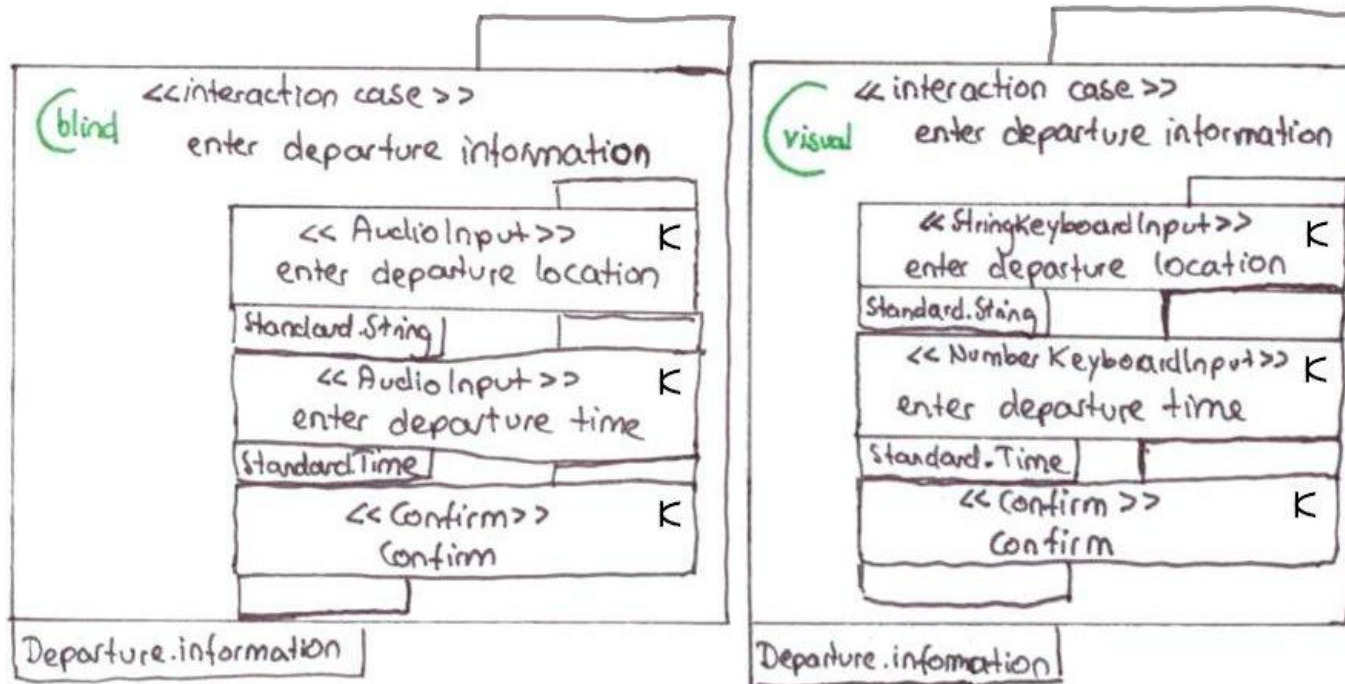
- Use Cases do not model
 - Context-adaptive interaction
 - Detailed interaction steps
- Interaction-Cases ^[1]
 - Derived from Use Cases – structure **interaction** between user and system
 - Context-Modifier show context-sensitivity
 - Composed of Interaction-Cases or atomic Interaction-Steps



[1] Schlegel, T. & Raschke, M.: Interaction-Cases: Model-Based Description of Complex Interactions in Use Cases
Proceedings of IADIS International Conference Interfaces and Human Computer Interaction, 2010

CONTEXT-SENSITIVE INTERACTION CASES

- Interaction-Cases can be modeled context-sensitive
- Context-Modifier shows adaptation of the Interaction-Case in the given context
- While defining the Interaction-Case: define different courses of interaction for different types of this specific context

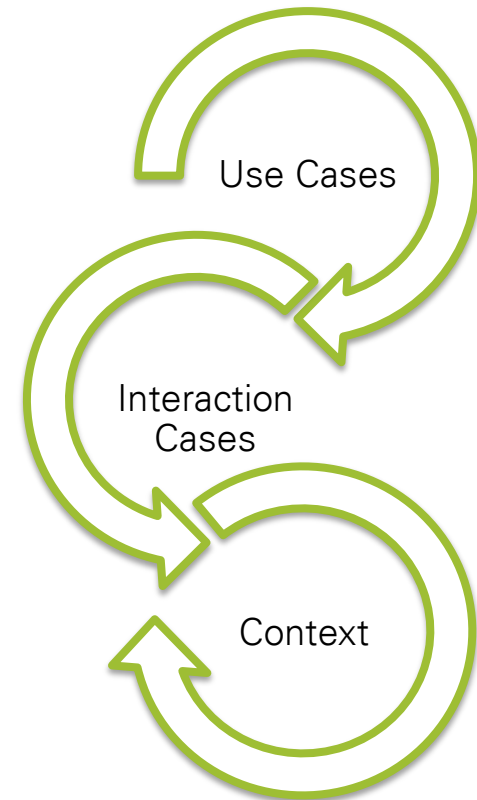




ITERATIVE MODELING OF CONTEXT-AWARE UBIQUITOUS SYSTEMS

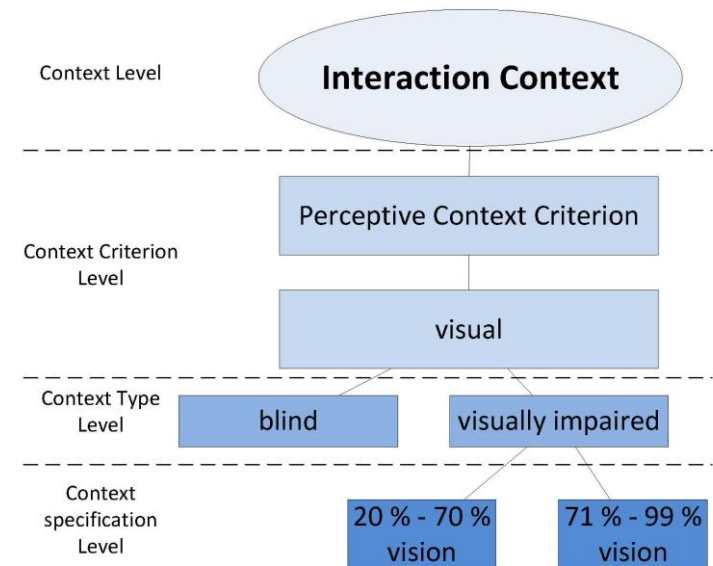
■ Iterative modeling method

- Define initial Use Cases or Interaction-Cases
- Define coarse-grained tailored version of context taxonomy
- Define context-sensitive Interaction-Cases
- Refine context
- Refine Interaction-Cases up to single Interaction-Steps



FUTURE WORK

- Automatically generate Interaction-Case derivatives for different contexts
 - rule-based
- Embedding context-sensitive Interaction-Cases in a software engineering process for ubiquitous systems
- Further refining the context hierarchy
- Applying Interaction-Cases in our project „IP-KOM-ÖV“





THANK YOU. ANY QUESTIONS?

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