EICS 2020

Workshop Entrain: **E**xploring **N**ew **T**e**r**itori**a**l User **In**terfaces

Organized by the partners of the NOMOS project : Prof. M. Winckler, P. Renevier and AM Dery Pinna assistant professors in the I3S laboratory; S. Lepreux assistant professor and C. Kolski professor in the LAMIH laboratory UMR UPHF-CNRS 8201; J. Vanderdonckt professor in Université Catholique de Louvain

https://nomos.i3s.unice.fr/fr/node/10

PHC Tournesol

Wallonie - Bruxelles International.be

fnrs LA LIBERTÉ DE CHERCHER

Liberté • Égalité • Fraternité RÉPUBLIQUE FRANÇAISE
MINISTÈRE DE L'EUROPE ET DES AFFAIRES ÉTRANGÈRES
MINISTÈRE DE L'ENSEIGNEMENT SUPÉRIEUR, DE LA RECHERCHE ET DE L'INNOVATION

LOURIM Louvain Research Institute in Management and Organizations

UCLouvain

LAMIH UMR CNRS 8201

Université Polytechnique HAUTS-DE-FRANCE

i3S sophia antipolis

UNIVERSITÉ CÔTE D'AZUR

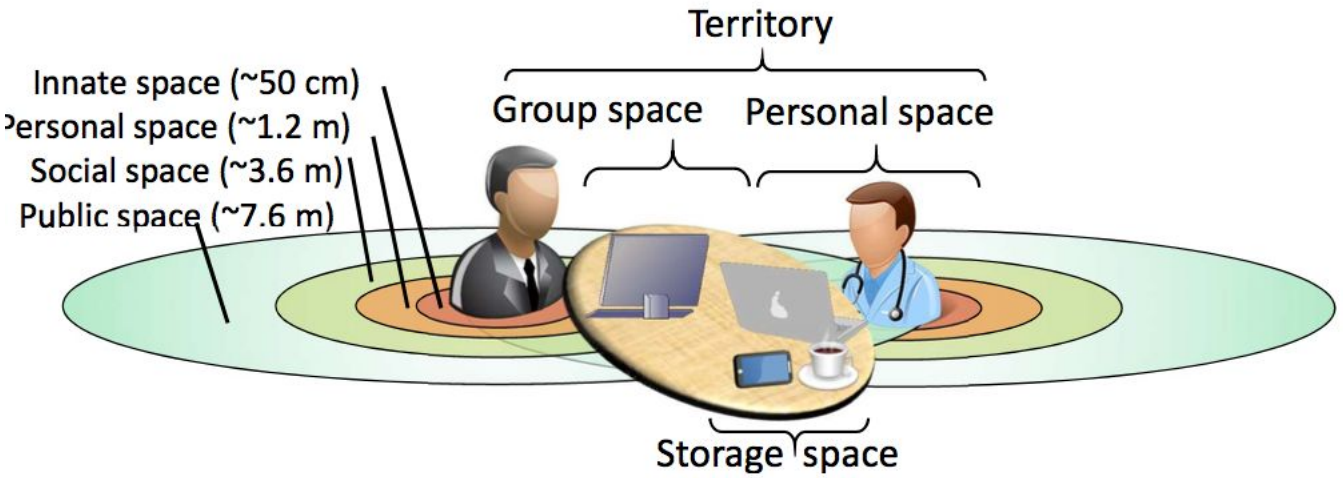
cnrs

NOMOS : Nouvelle Organisation de Modèles Orientés Surface pour la conception de systèmes interactifs basés sur la territorialité

supported by the Hubert Curien Partnership Tournesol program which facilitates scientific cooperation between France and Belgium: I3S laboratory; LAMIH laboratory et UCLouvain.

metaphor to express the concept of territorial user interface, a novel type of a distributed user interface that is regulated not by the physical principles of platforms or the implementation constraints imposed by widgets, but by the interpersonal space end users have among themselves.

Territoriality theory (Scott and Carpendale)



Personal territories : to carry out autonomous activities/tasks ; “provide a visible and accessible area for other members of the group, allowing them to follow the autonomous activities of a teammate”;
Group territories : a space to work on the product of the task and to help each other;
Storage territories : to organize the resource elements on the table; they can be created on auxiliary surfaces that can be moved around the table.

And a fourth type of territory is introduced by Li, Greenberg et Sharlin : private territories

Workshop objectives

Exploring different approaches to design interactive applications for groups of users using a set of interacting surfaces to perform their tasks with an optimal user experience.

A discussion group in order to put each person's work in perspective with the notion of territoriality applied to ambient computing and multiple devices.

The territoriality theory may serve as a basis for the design of complex interactive applications of quality.

From these discussions will emerge a mapping of models and design methods that could be mutualized and combined.

Contributions

- To establish a literature review on the potential implications of the concept of territoriality in computer science.
- To make the link between the concept of territoriality and that of distributed interfaces,
- To list the models that could be used to design and develop the type of interactive applications targeted.
- To propose a method for developing interfaces by identifying input and output elements, guidelines and constraints to be respected.
- To identify case studies that can illustrate the problem and proposed solutions.

23th june afternoon

14h : Accueil

14h15 : Workshop ENTRAIN Introduction

14h30 : Keynote "l'étude de territorialité dans les espaces de travail distribués" : Laurent Taskin

16h -17h : Travaux Lyon : Bertrand David

Travaux Louvain, Jean Vanderdonckt

Travaux Valenciennes : Christophe Kolski

Travaux Nice : Philippe Renevier

17h : Discussion

Participants