



National Capital Region Chapter of the
ACM Special Interest Group on Computer Human Interaction

Marking Interfaces in the Emerging Climate of Ubiquitous Computing

A half-day tutorial on user interface and interactive product design by Bill Buxton
Thursday June 12, 2003 11:30 AM to 4:30 PM at **Restaurant International, Algonquin College**

What?

Despite the continuous technological progression along the path of smaller, faster and cheaper, the important changes around computation are human: who is doing what, where, when, why, how, and at what cost (measured in effort and risk, as well as dollars). The human perspective, far more than the (albeit enabling) technological one, dictates that computation is never going to be the same, and demands that we change our old ways of building technology-based products.

In the emerging technology of wireless, embedded computers, reactive environments, portable and wearable computation, etc., the graphical user interface, with its icons, mouse, keyboard and display, is going to become ever less important, and an ever smaller part of our computational experience.

The future depends on developing different models of usage that are appropriate for the people, contexts, and tasks that they are intended to serve.

Have no illusions. In half a day, this tutorial is not going to provide some magic bullet that answers all of the problems facing us. But what it will do is explore one aspect of interaction which we can be relatively sure will be an important component of our interaction with computer-based devices in the future: what I choose to call marking interfaces, but what other have called pen-based, pen centric, paper-like, etc.

I have my own term not just to be different, but because I believe that there is a different spin that can be put on this class of interaction - a spin, which builds on the past, and yet anticipates some of the key issues going forward.

So, the tutorial will be partially historical, and partially (hopefully) well argued speculation.

Through ample illustration and case studies, what it will do is provide the participant with a good understanding of the dimensions of the design space that may be meaningful in their future work. Along the way, there will be a side conversation about the process of user interface design, itself.

This tutorial is intended for anyone involved in user interface and product design. It requires only interest and common sense as a prerequisite. It will be of value to those with a technical background, such as computer scientists and electrical engineers, as well as those from the design arts, such as industrial design, web design. It will also be of interest to those who simply want some different perspectives on future directions of technology, such as those in marketing, or with product management responsibilities.

Who?

Bill Buxton is a Canadian designer, researcher, teacher and writer. However, he began his career as a musician. In the late 60's and early 70's he became deeply involved in making music with synthesizers and computers, which introduced him to the world of technology, with all of its potential and all of its pitfalls.

Frustration being the mother of invention, he increasingly turned his attention to understanding better ways to design, and interact with computers. His work caught the eye of researcher's at Xerox PARC, which led him increasingly into the world of research, as well as extending the scope of his interests beyond music.

From 1994 until December 2002, he was Chief Scientist of Alias|Wavefront, and from 1995, its parent company SGI Inc. He is currently Principal of his own boutique design and consulting firm, Buxton Design, where his time is split between working for clients, and finishing a long-delayed book. He is also an Associate Professor in the Department of Computer Science at the University of Toronto.

In 1995, Buxton became the third recipient of the Canadian Human-Computer Communications Society Award for contributions to research in computer graphics and human-computer interaction, and was given the New Media

Visionary of the Year Award at the 2000 Canadian New Media Awards. In 2002, he was elected to the CHI Academy, and *Time Magazine* named him one of the top 5 designers in Canada. In 2001, *The Hollywood Reporter* named him one of the 10 most influential innovators in Hollywood.

More information on Buxton and his work can be found at: www.billbuxton.com.

When and Where?

CapCHI Tutorial featuring Bill Buxton:

Marking Interfaces in the Emerging Climate of Ubiquitous Computing

Thursday **June 12, 2003** 11:30 AM to 4:30 PM at **Restaurant International**

Algonquin College Hospitality Centre

1385 Woodroffe Avenue, Ottawa, Ontario, Canada K2G 1V8

Full Lunch and Afternoon Coffee included with Tutorial

Registration Deadline **June 5, 2003** (seating is limited)

Confirm by faxing your completed registration form to (613) 822-8318

Mail your registration fees (payable by cheque to CapCHI) to:

Edward Meixner-Ruzyllo (CapCHI Co-Chair)
 School of Advanced Technology
 Algonquin College
 302-1385 Woodroffe Avenue
 Ottawa, Ontario
 K2G 1V8

Please address any queries to meixnee@algonquincollege.com

Registration Fees

CapCHI Members	\$150.00
Non Members	\$200.00
Corporate (3 attendees)	\$500.00
Students (Fulltime ID)	\$75.00

