

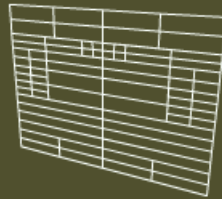
SUMMIT 05 - IT i hjemmet

- *Mediekonvergens & Interaktivt TV*
 - v. Maria Hunosøe-Johannesen, Knowledge Lab
- *Digitale Medier i fremtidens hjem*
 - v. Marianne Graves Petersen, ISIS Katrinebjerg
- *Bredbåndsteknologiens aktuelle muligheder for brug af medier i hjemmet*
 - v. Birger Hauge og Christiane Vejlø, Dansk Bredbånd

Digitale Medier i Fremtidens Hjem

Marianne Graves Petersen

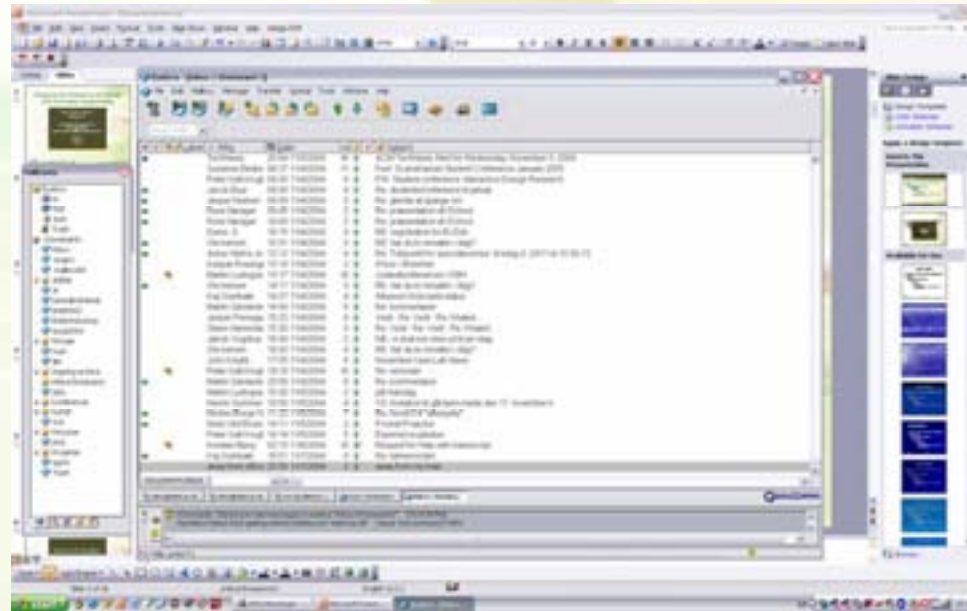
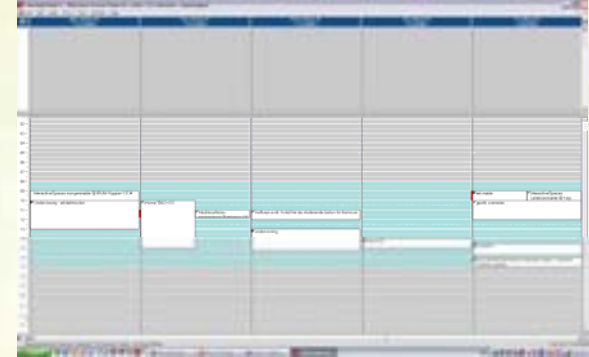
Center for Interactive Spaces,
ISIS Katrinebjerg,
mgraves@interactivespaces.net



iHome project

- Partners
 - Computer science, University of Aarhus
 - Aarhus School of Architecture
 - Bang & Olufsen
- Themes
 - Interactive surfaces in the home
 - Context-awareness
 - Aesthetic interaction, i.e. experience through interaction

Massive Digitization of domestic media and materials



Lifestyle and history

- Home is a staging of personal memory
- Expresses personality to the outside world
- Strengthens the dweller's self-image and concretizes his world order

– Pallasmaa, J. (1994) *Identity, Intimacy and Domicile*.



Understanding surfaces of the home



Surfaces: Materials grouped according to aesthetics rather than use



Lazy structuring



Digital materials



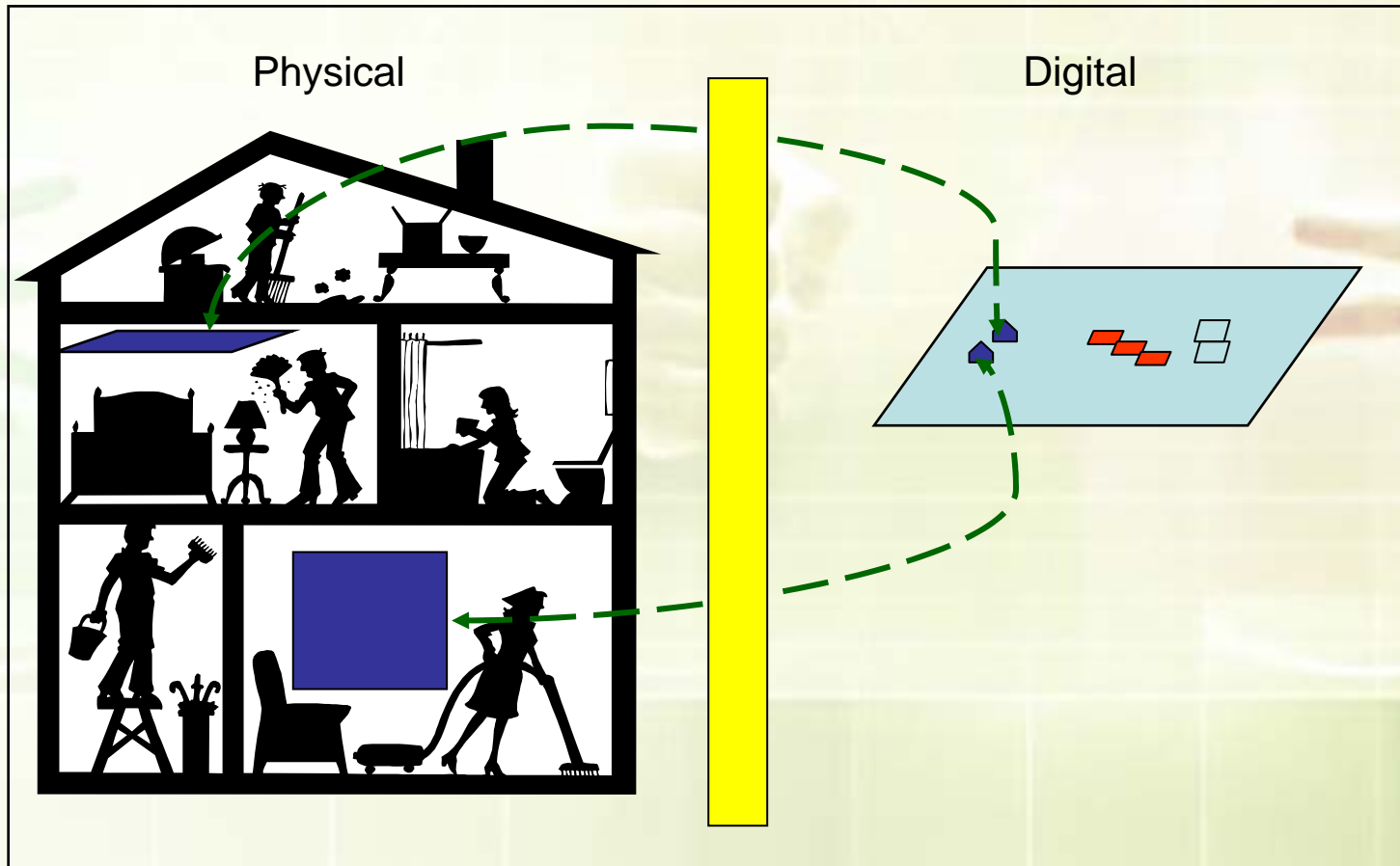
Lessons for digital solutions

- Collaborative, spatial displays
- Integrate physical and digital space
- Allow users to express their identity, history and experiences
- Persistent visibility of materials
- Support lazy structuring
- Concern for the structuring experience



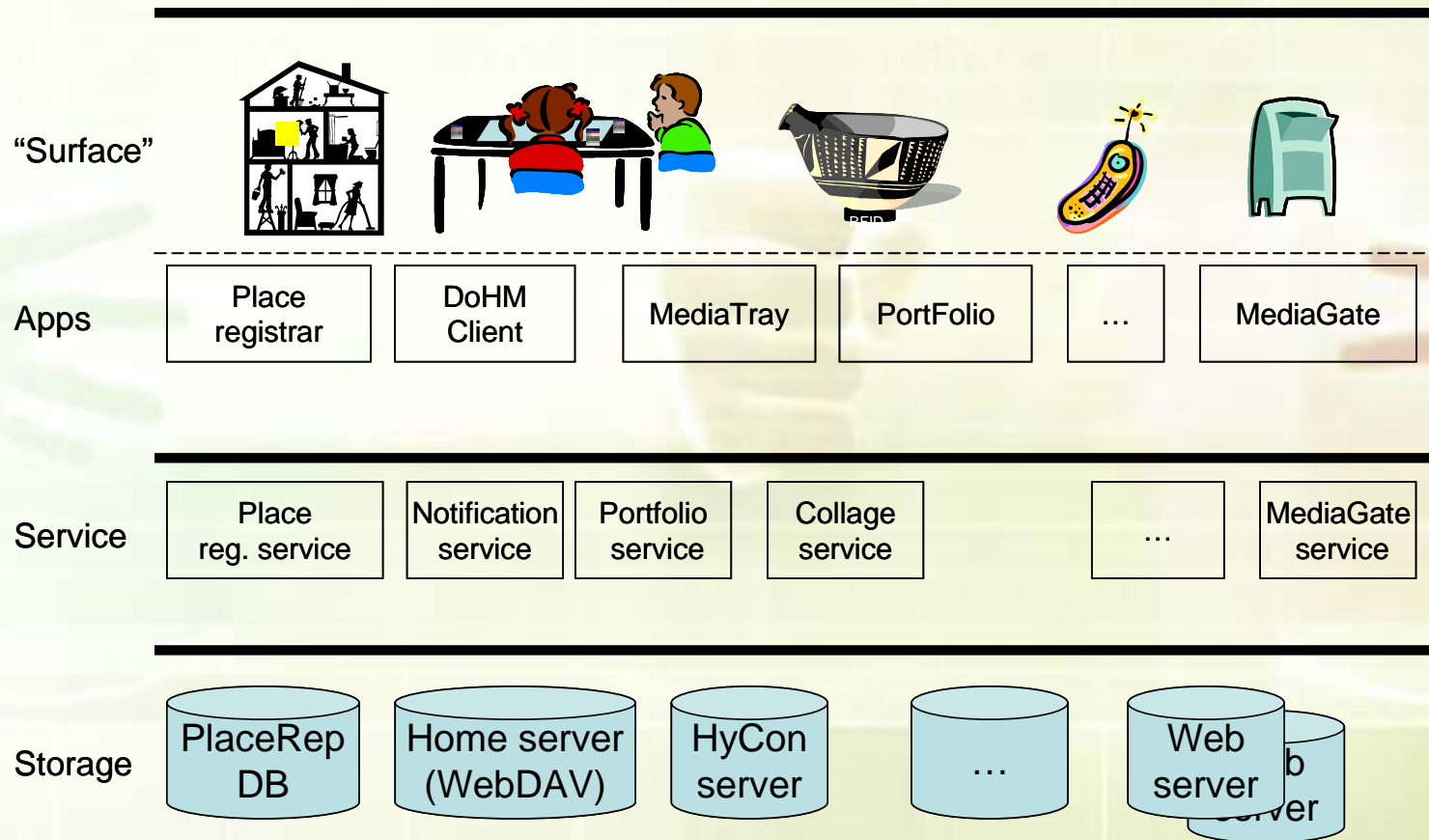
Domestic Hypermedia

Folding physical and digital spaces



Domestic Hypermedia (DoHM)

– infrastructure for home materials



MediaTable: Collaborative and spatial organization of domestic material



MediaSurfaces



Collective browsing



Experience through interaction



Gesture based remote control



Concepts and Qualities for digital materials and media in the home

- MediaTable
 - Collaborative, spatial displays
- MediaSurfaces
 - Integrate physical and digital space
 - Allow users to express their identity, history and experiences
 - Persistent visibility of materials
- Gesture-based remotecontrol
 - Concern for the structuring experience

