## **Kiosks**

and more kiosks





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# Intelligent Environments

- Pervasive computing deals with:
  - human-centric input modalities
  - hand-held devices
  - intelligent environments
- Intelligent environments often have kiosks
  - commercial -- very big market
  - academic -- some (but not many) projects



### What is a "Kiosk"

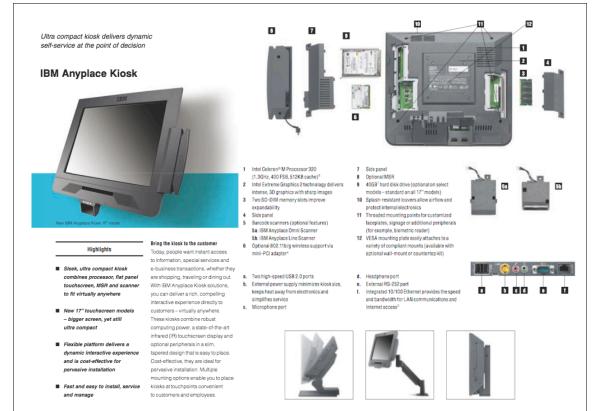
Word History: The word kiosk was originally taken into English from Turkish, in which its source kök meant "pavilion." The open structures referred to by the Turkish word were used as summerhouses in Turkey and Persia. The first recorded use of kiosk in English (1625) refers to these Middle Eastern pavilions, which Europeans imitated in their own gardens and parks. In France and Belgium, where the Turkish word had also been borrowed, their word kiosque was applied to something lower on the scale, structures resembling these pavilions but used as places to sell newspapers or as bandstands. England borrowed this lowly structure from France and reborrowed the word, which is first recorded in 1865 with reference to a place where newspapers are sold.

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## What is a "kiosk"?

A stall set up in a public place where one can obtain information, e.g. tourist information. The information may be provided by a human or by a computer. In the latter case, the data may be stored locally (e.g. on CD-ROM) or accessed via a network using some kind of distributed information retrieval system such as Gopher or World-Wide Web.





# Commercial

- Huge market in Kiosks (in \$billions)
  - Point of Sales (POS), without human salesperson
- Informational display
  - subtle (and not subtle) form of advertisement
  - replace human agent, e.g. guidance
- Whole focus on current customer interaction
  - Real focus is on reducing cost of doing business



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## Usual Kiosk Features

- Users should
  - not be allowed to exit browser
  - have no access to os or other apps
  - cannot change settings & privacy protected
- After period of inactivity, kiosk resets
- A different mode of web browser
  - Mozilla, Opera, Explorer, Safari: Kiosk modes
- Sounds like an information appliance



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### Academic

- Emphasis is on richer interaction
- Collaboration is the key concept
  - between people
  - between objects (physical and virtual)
  - between places
- Let's look at some examples



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## IBM BlueBoard

#### Fast & Simple...

A BlueBoard is supposed to be fast. Badge in, see your information, badge out -- all in less time than it takes to just open your laptop. We want to be able to show your calendar in less than 5 seconds from the time you walk up.







#### Sharing...

Although we're flooded in information, it's often hard to share meaningful pieces of content. With BlueBoard acting as a go-between, it's simple to share a drawing, a single slide, a URL or a note. Just show the item, and drag it to your friend's personal-icon. When they badge-out, it's sent to them automatically as email.

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## BlueBoard

#### Details

- Year began: 2000
- 1.3 Meter Plasma Display (touchscreen)
- Badge reader (RFID)
- No keyboard or mouse
- Laptop PC hidden
- Thin client software
- Fast Personal Use





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# Personal vs Communal Uses

- P-con: image of person representing their content
- Personalize by linking content beforehand (at some web site)

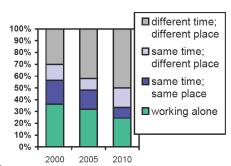
- Share info:
  - drag-n-drop info to p-con
  - email gets sent when badge-out
- www.almaden.ibm.com/ software/BlueBoard/ index.shtml





# Community Wall

- Ambient display give sense of community
- Work teams more distributed
- Content Selection
  - chose which 10 items to present
  - re-evaluate every 10 min
- Backstage rules
  - relevance of item at specific time



#### User Interaction

- touching item increases its space and value
- touching item can cause action (email)

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# Dynamic Profile based on Context Sensing

|                     |   | Infrared sensors | Image<br>analy-<br>sis | Sound/<br>Speech<br>analysis | Active<br>badges | Pres-<br>sure<br>mats | PDAs |
|---------------------|---|------------------|------------------------|------------------------------|------------------|-----------------------|------|
| Location -oriented  | Persons (#)<br>in room                          | X                |                        |                              |                  |                       |      |
|                     | Persons (#)<br>in screen<br>area                | X                | X                      | X                            | X                |                       | X    |
|                     | Persons (#) in sub-areas (near/far, left/right) | X                | X                      |                              |                  | Х                     |      |
| Person-<br>oriented | Face-<br>orientation                            |                  | X                      |                              |                  |                       |      |
|                     | Movement  | X                | X                      |                              |                  | X                     |      |
|                     | Identity  |                  | X                      |                              | X                |                       | X    |

Table 2. Sensor types and situation data they can provide.

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Notification Collage



Figure 1. The Notification Collage. Media elements are annotated. New items are positioned only left of the vertical bar.

# Notification Collage

#### Motivation

- Aware of many things: people, events, stuff
- Too much info in our environment
- Info is static and dynamic
- Relevance depends on time
- Sometimes act on info when aware of it
- Information awareness is a result of gossiping

#### People post stuff by dragging it to Collage

#### Potential extension:

- only my friends see stuff I look at
- their friends will see it, if they look at it also



# iCom (MIT Media Lab)

 A multipoint awareness and communication portal for connecting remote social spaces





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## **iCom**

- Open 24 hours a day
- Background mode is low bandwidth
- Can transform into foreground, tele-meetings
- Screen projections sync'd at each site
  - nothing is recorded
- Bulletin board for messages
  - ordered by popularity and age





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### **Dummbo**

- Normal white board; no special training
- Everything captured (audio & writing)
  - like SMARTBoard a commercial product or Mimo
  - Detects which pen is picked up and writing





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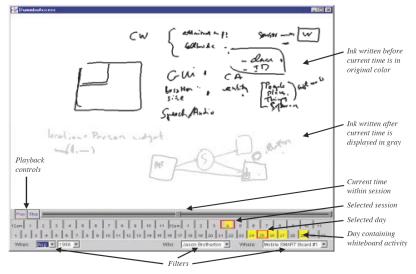
**Figure 1**: (*Left*) The front of DUMMBO. Notice the lack of any buttons, computer screens, or cameras. (*Right*) Rearview of DUMMBO. The computational power of the whiteboard is hidden under the board behind a curtain

CSAIL

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# Dummbo (Georga Tech)



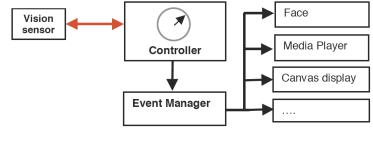
**Figure 2**: DUMMBO access interface. The user selects filter values corresponding to when, who, and where. DUMMBO then displays all days containing whiteboard activity. Selecting a day will highlight all the sessions recording in that day. Playback controls allow for live playback of the meeting.



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# A Wallable Macro Device (CRL -- DEC, COMPAQ, HP)

- Message Panel (on the wall)
  - audio/visual messages to visitors or members
  - an elaborate info kiosk
    - presented here for the cool technology (scary faces)



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# A Wallable Macro Device (CRL -- DEC, COMPAQ, HP)



Figure 3. Two views of the video sensor. On the left there are six kernels evenly spaced, while on the right only four. On the right is a view of an individual being detected. The white horizontal bar indicating the activity within the kernel itself.





Figure 4. Three example poses of the synthetic face created by FaceWorks, (1) Static, (2) rotated ¾ view and (3) smiling and talking. The face is the principal feedback mechanism in the Wallable macro device.

#### Public Ambient Displays

#### AMBIENT DISPLAYS AND MOBILE DEVICES FOR THE CREATION OF SOCIAL ARCHITECTURAL SPACES

Supporting informal communication and social awareness in organisations Norbert Streitz, Thorsten Prante, Carsten Röcker, Daniel Van Alphen 1,

Norbert Streitz, Thorsten Prante, Carsten Hocker, Daniel van Alp. Carsten Magerkurth, Richard Stenzel, Daniela Plewe 2

AMBIENTE research division, Fraunhofer IPSI

Darmstadt, Germany {streitz, prante, roecker, magerkur, stenzel}@ipsi.fraunhofer.de

http://www.ipsi.fraunhofer.de/ambiente/paper/2003/norbertfinal-24.7.03 nas.pdf

Chapter 16

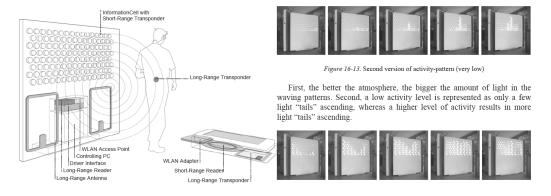
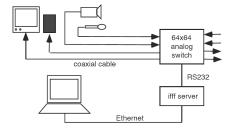


Figure 16-18. Communication and Sensing infrastructure of Hello.Wall and ViewPort

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# Media Spaces (Xerox 1987)







 $\begin{tabular}{ll} Figure 3.2 & A typical configuration for an analog media space node, with a video camera, microphone, video monitor and workstation \\ \end{tabular}$ 

# Media Spaces







Figure 3.14 Image captured from the WAVE link. Note the use of the small hand-held camera to show a close-up view of the problem



ure 3.12 Ariel lets construction engineers access the media space and a hypermedia annotation tem via paper engineering drawings. The user selects the media space option from the control section or the paper engineering drawing (upper left). Ariel projects a menu and the user selects Glance with the graphics tablet pen, which establishes a three-second connection

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# Benefit of kiosks

- context aware -- know what you want
- limited functionality; makes interface easier
- dialog with kiosk



# MIT Dome Stuff

- Next week, more details
  - https://domeview.mit.edu





