



Calm Computing



The Coming Age of Calm Computing

Mark Weiser and
John Seely Brown

Whyfor, Calm Computing?

Whyfor, Calm Computing?

Computer Evolution

Whyfor, Calm Computing?

Computer Evolution

Mainframes



Whyfor, Calm Computing?

Computer Evolution

Mainframes

PCs



Whyfor, Calm Computing?

Computer Evolution

Mainframes

PCs

Internet



Whyfor, Calm Computing?

Computer Evolution

Mainframes

PCs

Internet

Mobile



Whyfor, Calm Computing?

Computer Evolution

Mainframes

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Internet

Mobile

Ubicomp



What IS Calm Computing?



What IS Calm Computing?

Attention has two places:



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Attention has two places:

Center



What IS Calm Computing?

Attention has two places:

Center

Periphery



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Calm because



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Calm because

Periphery informs without overwhelming



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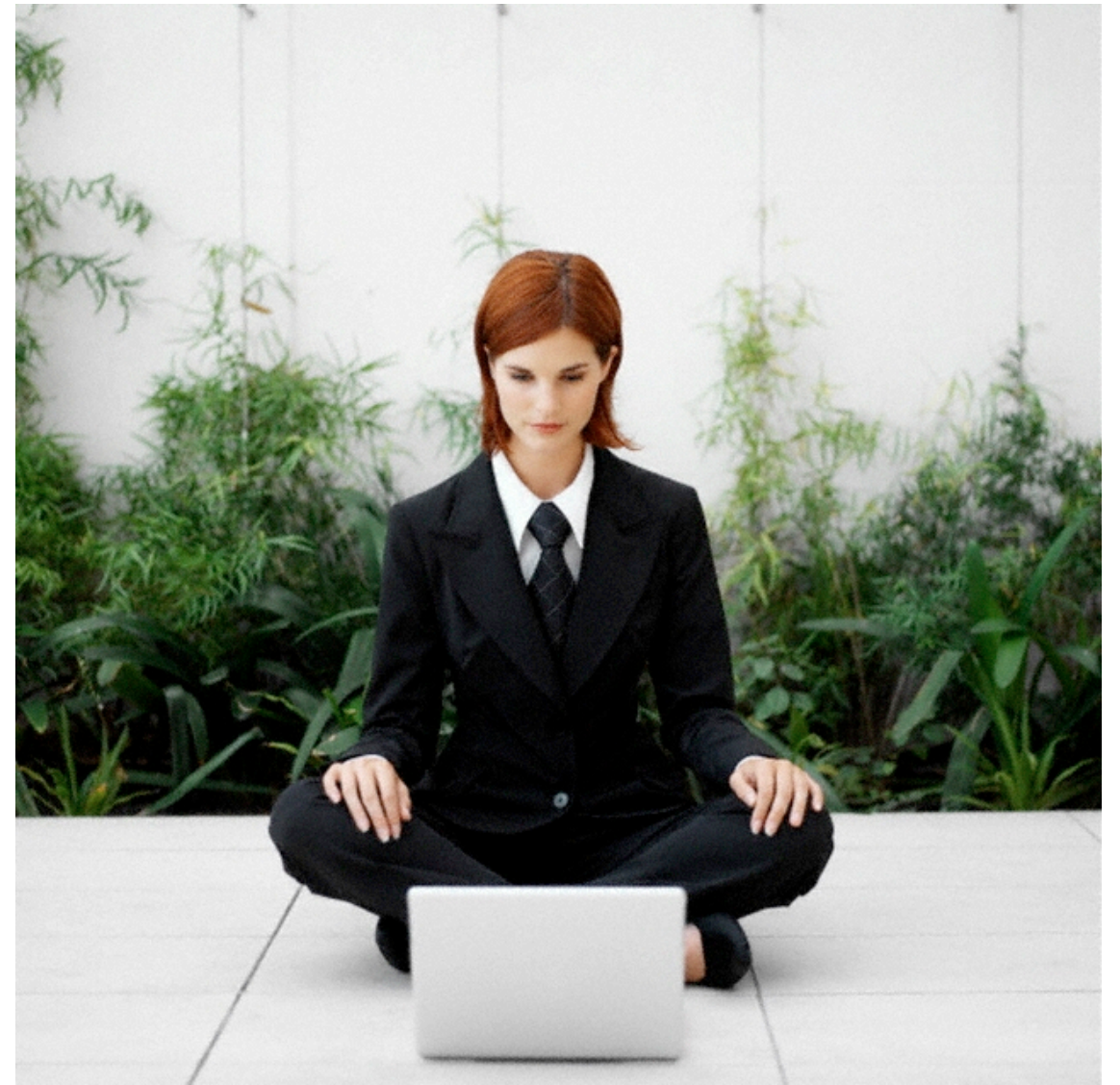
Calm because

Periphery informs without overwhelming

You can move to the center to get control



When is something a Calm Technology?



When is something a Calm Technology?

When it empowers our periphery:



When is something a Calm Technology?

When it empowers our periphery:

Easily moves from center to periphery



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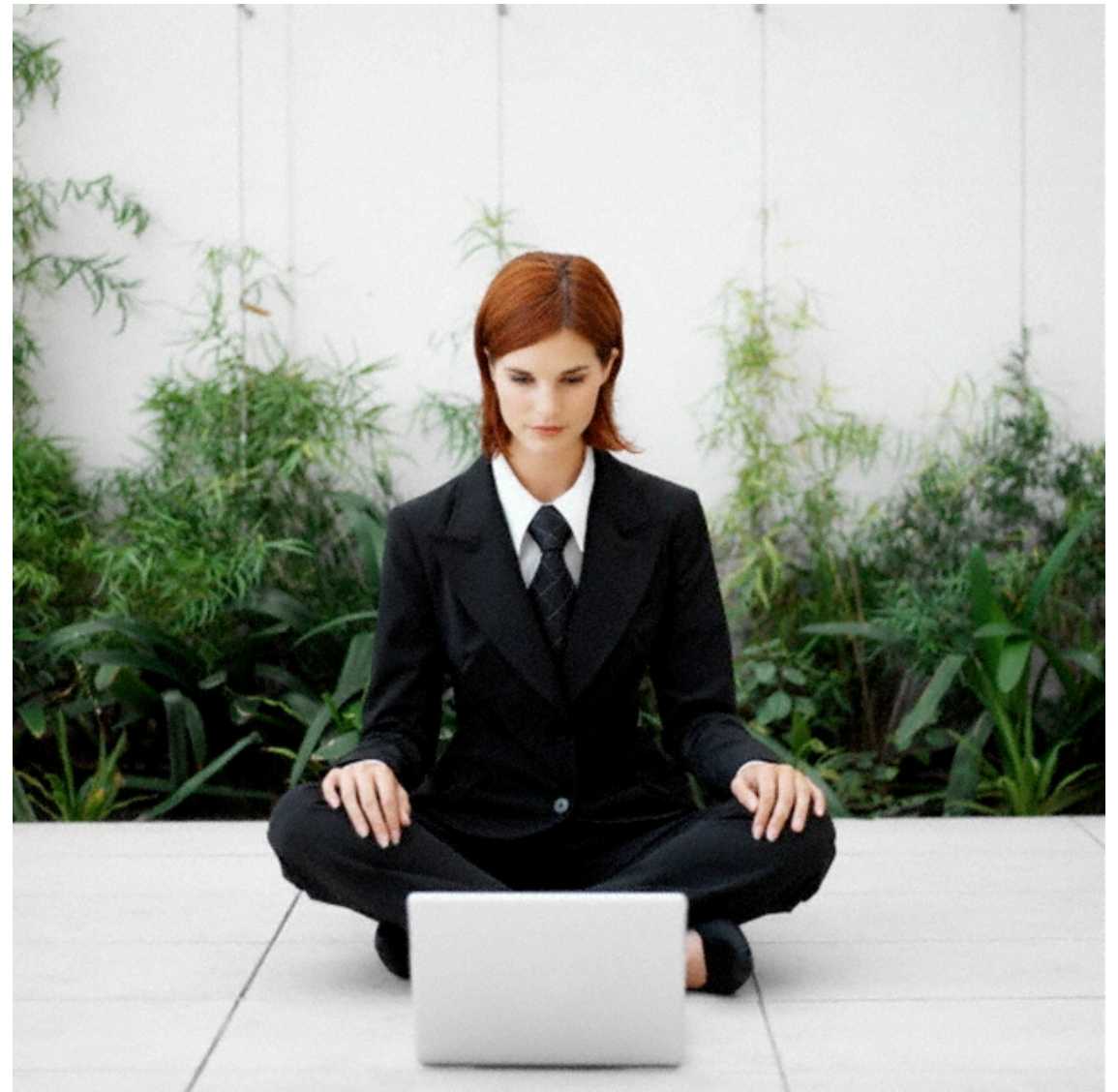
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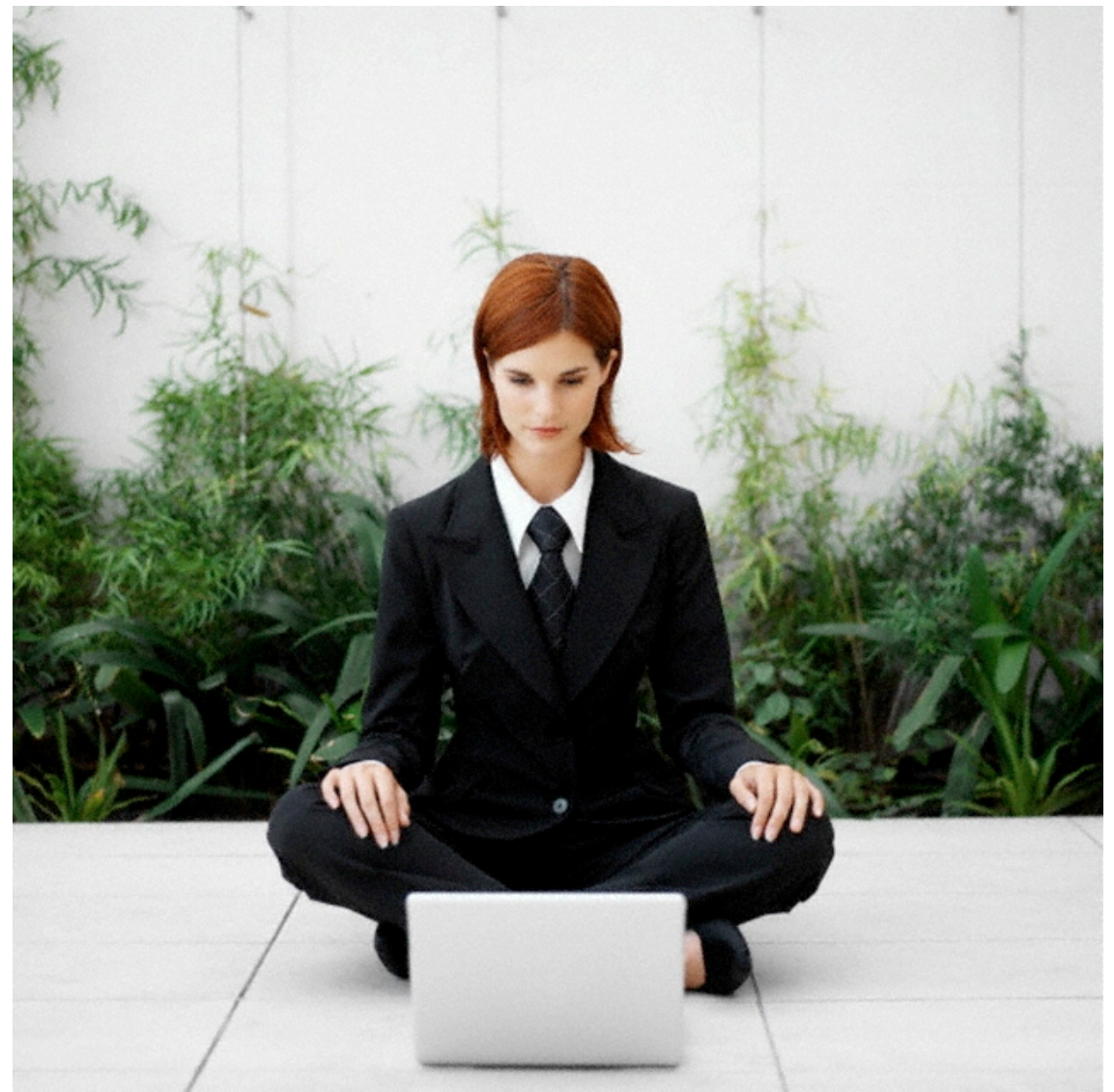
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Other examples?



Example 1



Example 1

Office door window



Example 1

Office door window

Looking out to context



Example 1

Office door window

Looking out to context

Looking in at occupant



Example 1

Office door window

Looking out to context

Looking in at occupant

Privacy preserved



Example 2



Example 2

Dangling string



Example 2

Dangling string

Provides network activity information



Example 2

Dangling string

Provides network activity information

Brings invisible info into periphery



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Brings invisible info into periphery

BUT



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Does it stay in our periphery?



Thought questions?



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What's missing in this model?

Thought questions?



What's missing in this model?

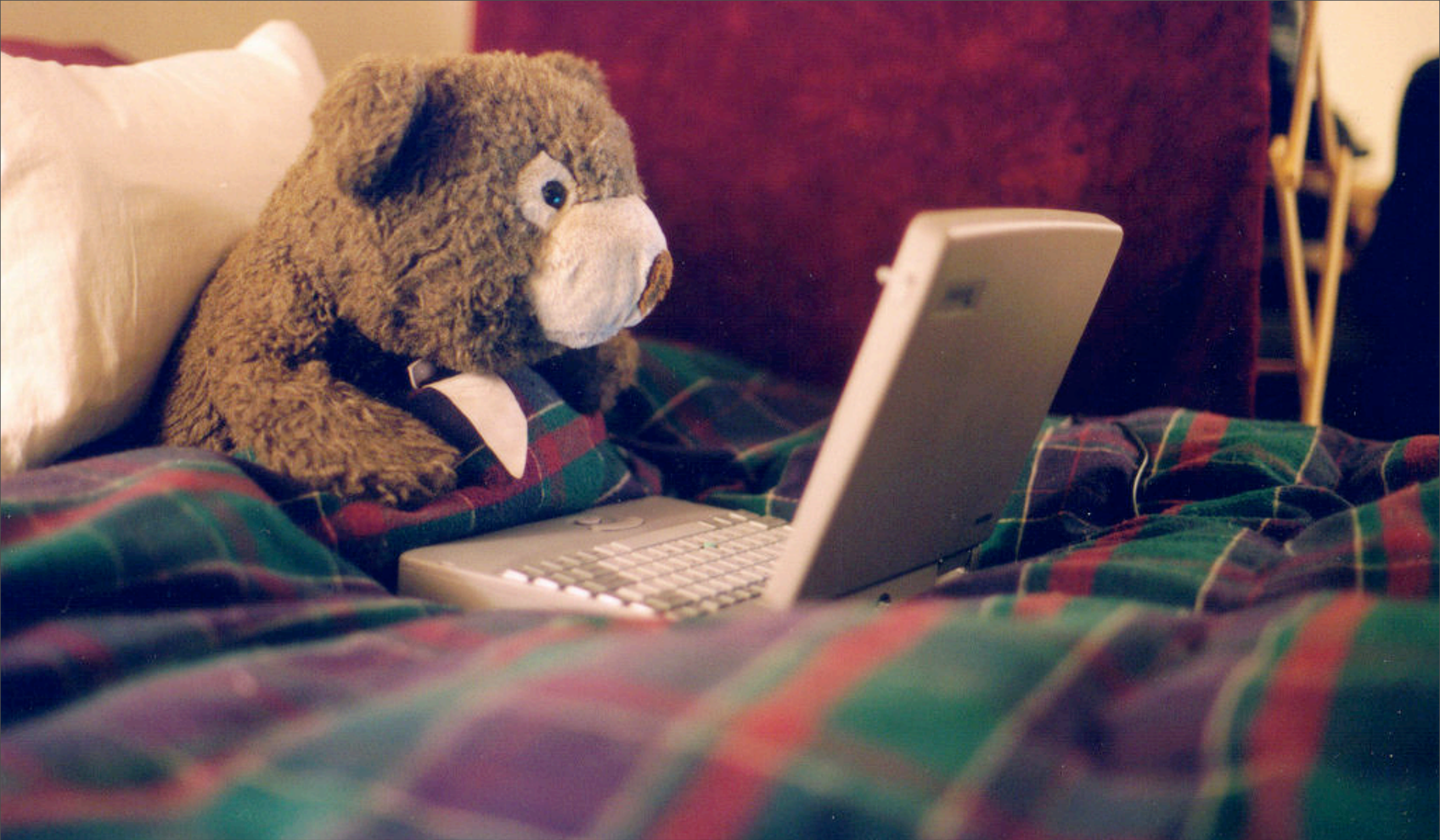
Is calm a defining feature of Ubicomp?

Thought questions?



What's missing in this model?

Is calm a defining feature of Ubicomp?



Unremarkable Computing

Tolmie, Pycock, Diggins,
MacLean, & Karsenty



What does it mean to be
invisible?

Method



Method

Home is different from the office



Method

Home is different from the office

Ethnomethodologically-informed
ethnography



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Home is different from the office

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“focuses on the ways in which people make sense of their world, display this understanding to others, and produce the mutually shared social order in which they live.”



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Lucy Suchman

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Lucy Suchman

Anthropologist

Scenario 1



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Christine and Louise are next door neighbors. Both mums with school kids.



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Lessons learned:

Some activities have meanings that are used to coordinate routines

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Comments?



Scenario 2



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Mom works in morning, hears alarm clock, doesn't comment about it, and then tells her kids to wake up.



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How can you design if reactions are unpredictable?

Implications for Ubicomp



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Implications for Ubicomp

How to design something “so embedded, so fitting, so natural”

Invisibility: perceptual invisibility or “invisibility in use”

Fit into the routine or action

Don't do it for the user, let them feel like they did it themselves

Augment the action not the artifact (necessarily)



More implications

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Support routines

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BUT... it's context sensitive and SOCIALLY CONSTRUCTED

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Is there a real activity here that needs supported? (the scenario people seem happy without ubicomp)

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Can end-user programming save the day? (or just ruin it)

Is there a real activity here that needs supported? (the scenario people seem happy without ubicomp)

Maybe we shouldn't look at normal, boring people. (How about some Fruit Loops?)