



# ARS ELECTRONICA MENSCH UND COMPUTER LINZ, 2.-8. SEP 2005

**Matthias Müller-Prove**

User Experience Engineer  
Sun Microsystems GmbH

www.aec.at/hybrid

ABSORB ADOPT AMALGAMATE ASSEMBLE  
ASSIMILATE ATTACK BOND BOND PLEDGE  
BUDDY CLUMP CLUSTER COALESCE  
COMBINE COMPLETE CONNECT CONVERGE  
CROSS CROSSBRED CROSS-FERTILIZE DING  
TIE EMBRO EMBRAKE EQUAL FUSE CRAFT

# HYBRID

living in paradox

CRIND GROUP HUDDLE HYBRIDISE IMPLANT  
IMPLEMENT INCLUDE INCORPORATE INCUL-  
CATE INFUSE INSECT INSTILL INTEGRATE  
INTERLACE INTERMINGLE INTERPERSE  
INTERFERE INTRODUCE JUMBLE KNOT  
LACE LINK MARRY MATCH MATE MELD MEND  
MINCE MIX MORPH MOLD MOLT PAIR  
RECOMBINE REMOISE RESHUFFLE SAMPLE  
SHAMBLE SHIFT SHUFFLE TRANSCRIBE  
TRANSDUCE TRANSLATE TRANSUBSTANTIATE  
TRANSPORT TRANSPROSE UNIFY UNITE WELD

**ARS ELECTRONICA 2005**  
Festival für Kunst, Technologie und Gesellschaft  
LINZ, Do 1. - Di 6. September

ARS ELECTRONICA  
BRUNNEN  
Globe by Sanyo  
Globe

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<http://www.aec.at/en/festival2005/programm/index.asp>



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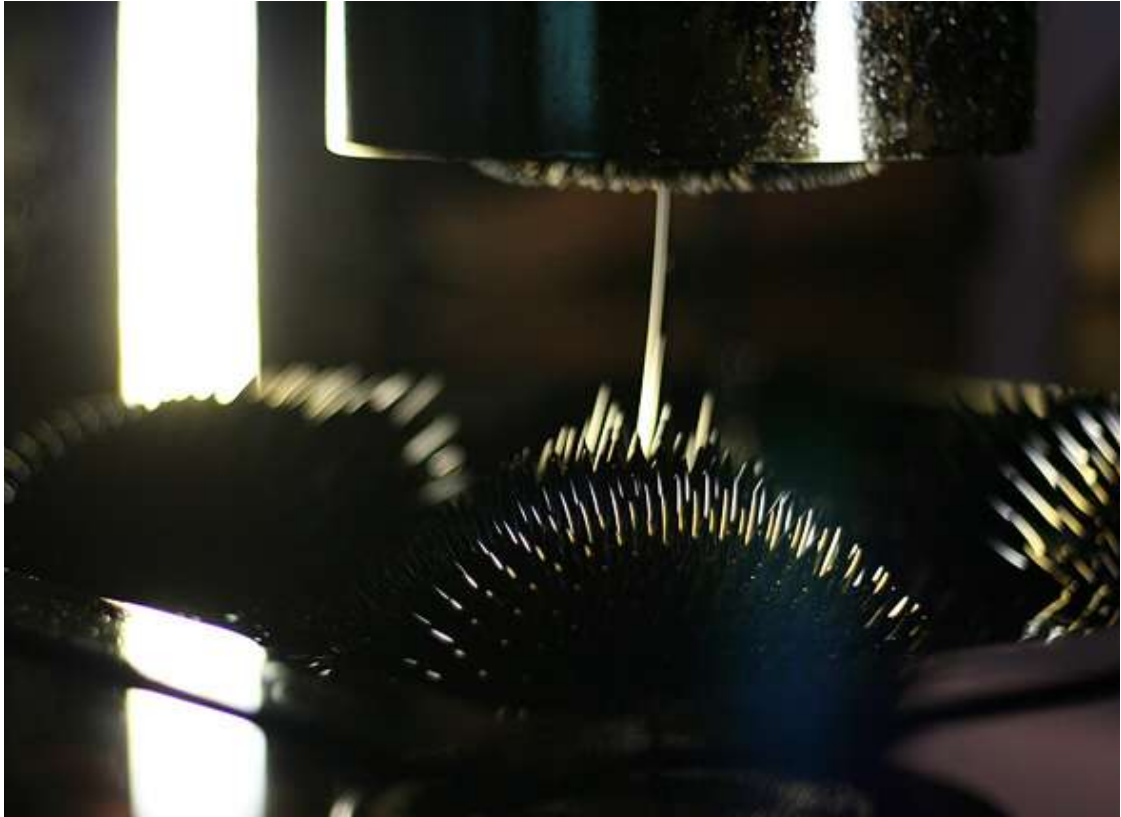
(most photos are taken from flickr: <http://www.flickr.com/photos/tags/arselectronica/> )



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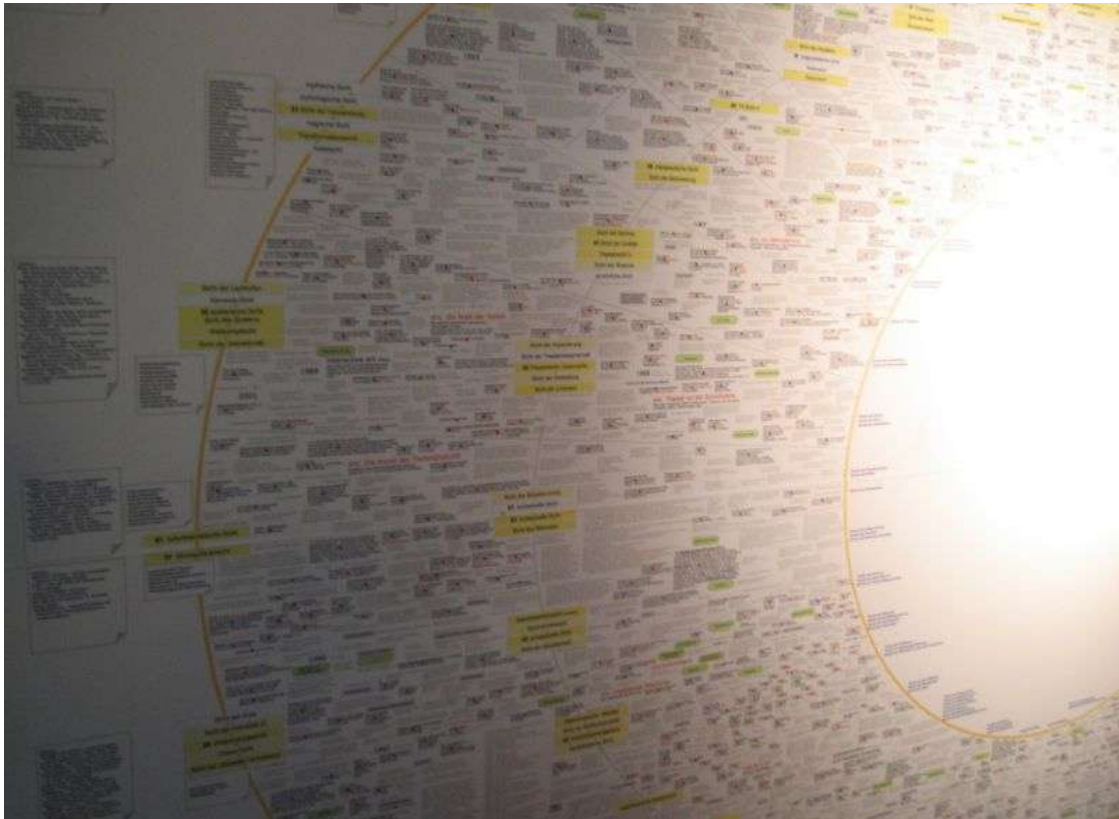
**Magnetic fluidity**



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**Magnetic fluidity**



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**A large wall with articles – tagged with RFIDs.**



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**Flip a virtual book by gestures.**

## Bruckner Haus



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**View across the Donau**





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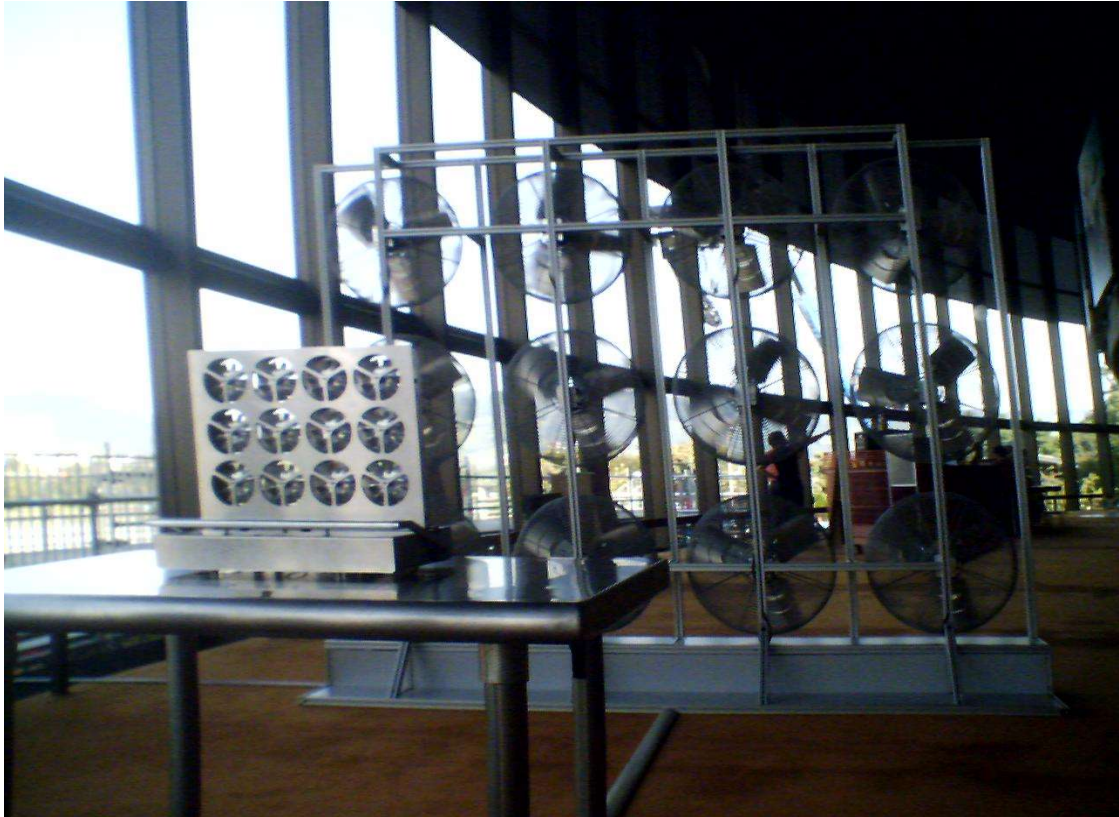
**A fan**



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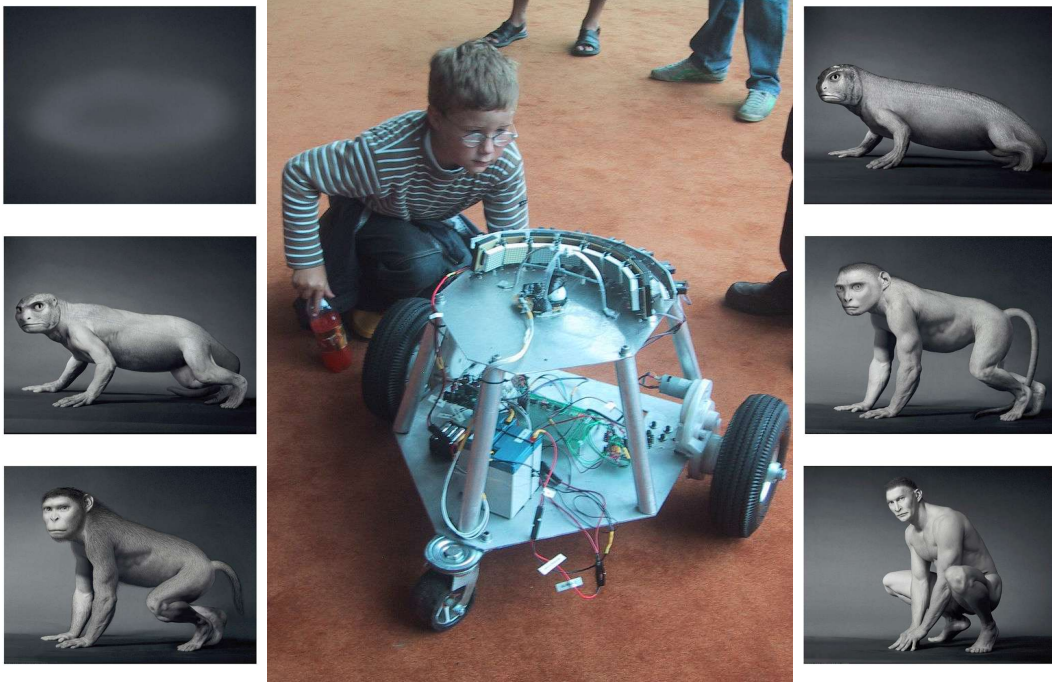
**Several fans**



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**A fan array controlled by a little array of fans. Just blow...**



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**A boy investigating a hybrid creature.**



**The bug is part of the system. If the bug twists the ball the vehicle moves across the floor.**



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**Electro lobby**



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**Hybrid Symposium:**

[http://www.aec.at/en/festival2005/programm/list\\_conferences.asp?iParentID=13016](http://www.aec.at/en/festival2005/programm/list_conferences.asp?iParentID=13016)



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**Derrick de Kerckhove**

<http://www.mcluhan.utoronto.ca/>

<http://www.mcluhan.utoronto.ca/derrickdekerckhove.htm>





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Podcasts are available at <http://www.aec.at/en/festival2005/podcasts/podcasts.asp>





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**G-Player. Imagine the earth as a long playing record. The needle would be a satellite – the groovings the mountains.**



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**semi-virtual pong**



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**“Run Motherfucker Run” -- I appologize, this is the name of this installation.**



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**One of the instructors terribly injured his chin.**



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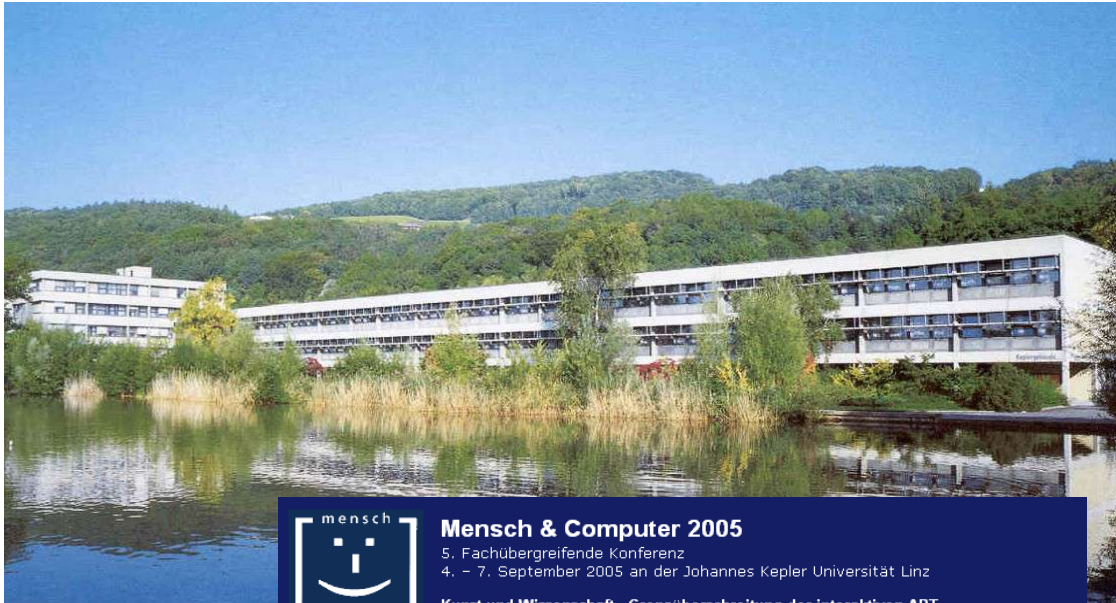
**That's why you have to sign away your life before you 'hit the road'.**



Lentos Museum



## Johannes Kepler Universität in Linz



### **Mensch & Computer 2005**

5. Fachübergreifende Konferenz  
4. - 7. September 2005 an der Johannes Kepler Universität Linz

**Kunst und Wissenschaft - Grenzüberschreitung der interaktiven ART**

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<http://www.mensch-und-computer.de/mc2005/>

## Mensch und Computer – Highlights

- Tom Gross “PRIMbase: Towards Human-Centred Instant Messaging Infrastructures”
- Noam Tractinsky: “Does Aesthetics Matter in Human Computer Interaction?”
- Timo Dinkler: “Visualisierung von hierarchisch verzweigten Gesprächsverläufen in Online-Communities”

**Tom Gross, Bauhaus University Weimar, Germany.**

<http://tomgross.net/>

Add a sensor for movements at the desk and another one for motions in the room. This gives you 3 bit of information on the situation of the IM user. e.g. i) no activity at the keyboard, ii) no movements at the desk, iii) but movements in the room => the user is walking in her room or someone is visiting him. The state of the IM system can set the state accordingly.

**Noam Tractinsky, Ben Gurion University, Israel.**

<http://www.ise.bgu.ac.il/faculty/noam/noamt.html>

Aesthetics does matter in HCI because of (at least) the following 6 reasons.

1) short product cycles, more features than necessary, low price of product.

e.g. Swatch watches sell for a higher price than regular wrist watches because the designers care for aesthetics.

2) Aesthetic qualities easier to recognize than internal features.

“beautiful is good” - stereotype

3) There is some overlap between usability guidelines and aesthetics guidelines. > Rules of perception.

4) Aesthetics is a basic human need. It increases the motivation and fun.

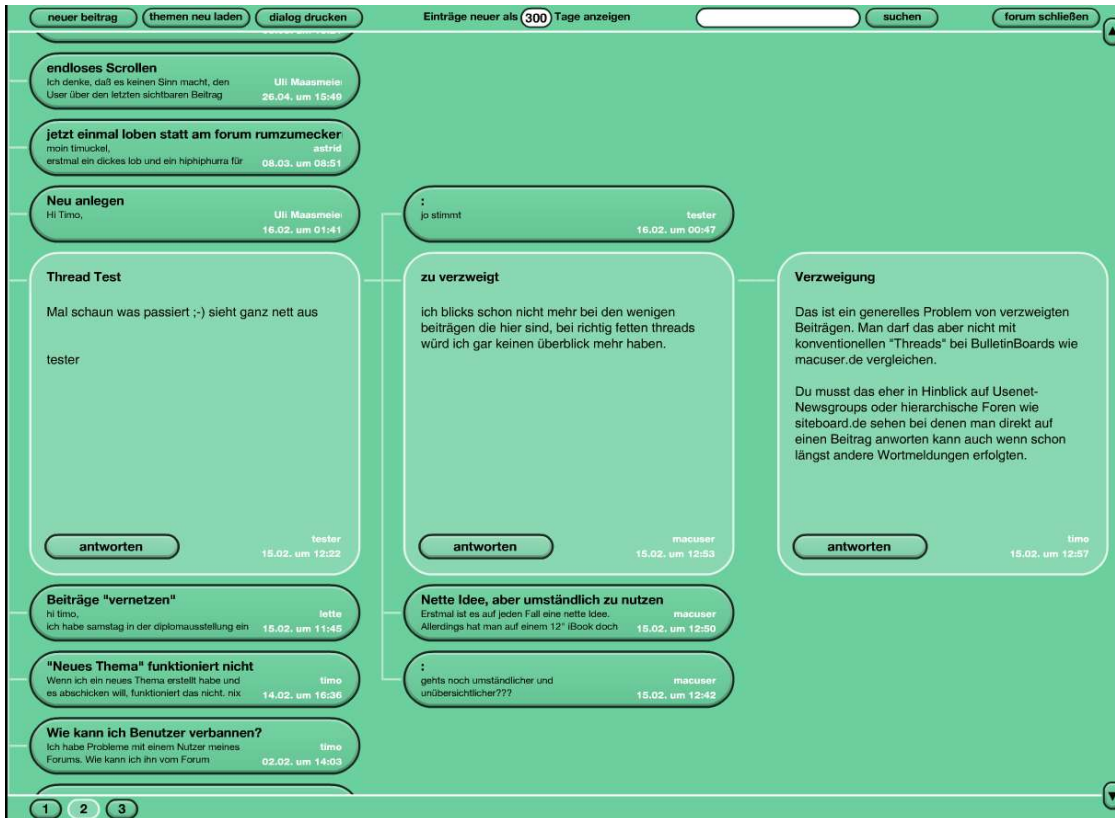
5) It increases the tolerance for other system imperfections. The user is more creative, more open minded (though this is not always desired)

6) Practically, aesthetics cannot be ignored. It is a vehicle for communicating taste; to express yourself.

**Timo Dinkler**

<http://www.dinkler.de/beone.html>

A unified UI for bulletin boards, newsgroups, blogs, and chats; Flash prototype (see next slide)



## BeOne Flash prototype for unified messaging.

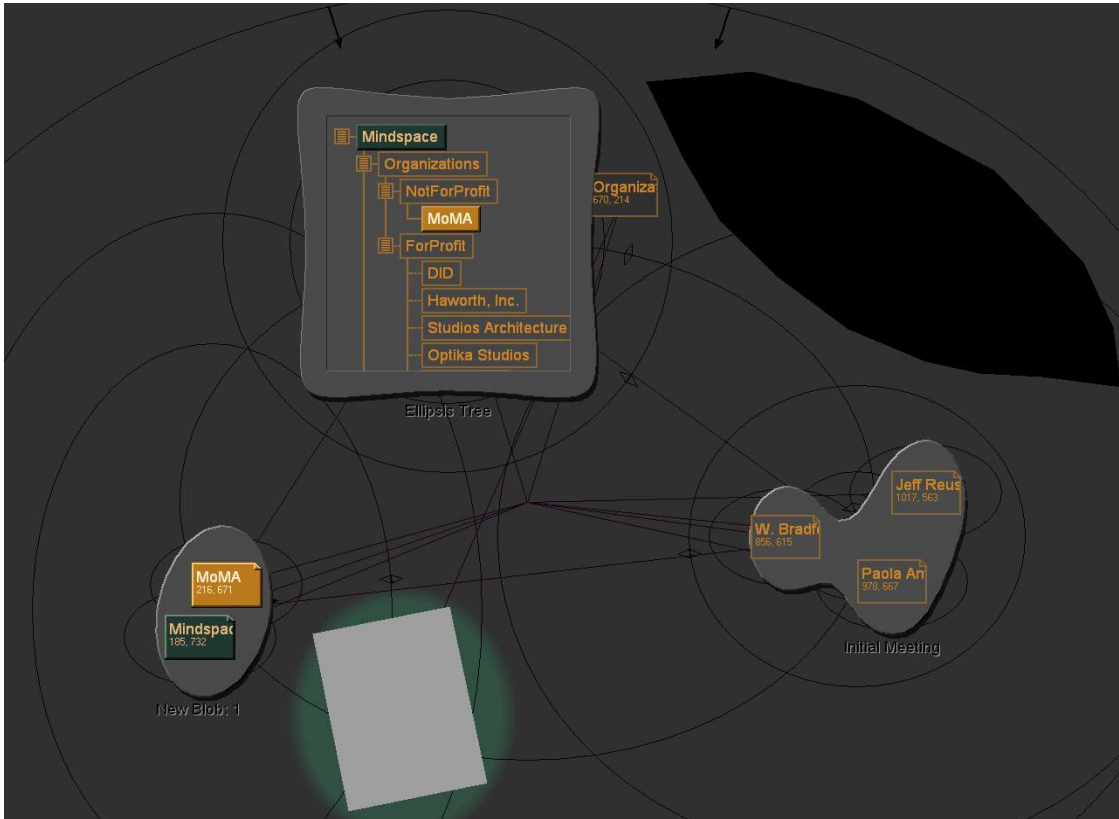
Press "Forum starten" at <http://www.dinkler.de/forum/> and then "anschauen" (view) for a demo.

## Mensch und Computer – Highlights

- Bradford Paley
  - > Information Vizualization
  - > e.g.  
<http://artport.whitney.org/commissions/codedoc/Paley/coc>

<http://www.didi.com/brad/>  
<http://www1.cs.columbia.edu/~paley/>

<http://artport.whitney.org/commissions/codedoc/paley.shtml>  
and then the tiny “Enter Project” left in the middle. Then scroll down, down, down... and see how the code operates-



**Another fluid UI by Bradford Paley**

## Mensch und Computer – Highlights


- A Hybrid Approach for Qualitative and Quantitative Usability Studies
  - > Paper & presentation in Usability Professionals Track by Tim Bosenick, J.O. Bugental and Matthias Müller-Prove
  - > Rated as 3<sup>rd</sup> best session by the audience
  - > <http://www.mprove.de/script/05/muc/hybrid.html>

Kempelen Prize Laureates 2005 - Mozilla Firefox

File Edit View Go Bookmarks Tools Help

http://www.itec.uni-klu.ac.at/~laszlo/Preise2005.htm

Leo Sun Reserve Google ResExcellence | Eve...

   **OESTERREICHISCHE  
COMPUTER GESELLSCHAFT**  
AUSTRIAN  
COMPUTER SOCIETY


## **Wolfgang von Kempelen Preis für Informatikgeschichte** **PREISTRÄGER 2005**

**Kategorie Wissenschaft:** [Raul Rojas und Team](#)  
für „Arbeiten über Konrad Zuse und Geschichte des Computers“, insbesondere für die Rekonstruktion der Rechenmaschine Z3 und der Programmiersprache „Plankalkül“ von Konrad Zuse, für die kreative Verwendung von Informationstechnologie im Dienste der Informatikgeschichte, für die Veröffentlichung der virtuellen Rekonstruktionen am Web und für den Einsatz ihrer Ergebnisse in der Lehre.

**Kategorie Kunst:** [Werner DePauli-Schimanovich](#)  
für sein Drehbuch „Kurt Gödel und die Mathematische Logik“, insbesondere für die Herstellung und künstlerische Darstellung einer Brücke zwischen der Geschichte der Mathematik und der Informatik, sowie zwischen Kultur und Naturwissenschaft.

**Förderpreis in der Kategorie Wissenschaft:** [Matthias Müller-Prove](#)  
für „Vision and Reality of Hypertext and Graphical User Interfaces“, insbesondere für die sorgfältige und erfrischende Darstellung der wichtigsten Schaffensperioden der Entwicklung der Mensch/Maschinen Schnittstellen.

Die Verleihung des Wolfgang von Kempelen Preises für Informatikgeschichte hat im Rahmen des Galaabends der Konferenz ["Mensch und Computer"](#) am 6. September an der Universität Linz stattgefunden.

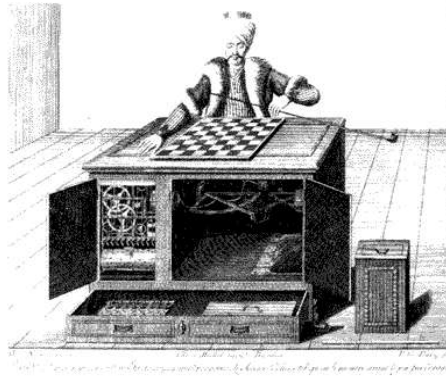
[Presseinformation zum Ausdrucken](#) 

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<http://www.itec.uni-klu.ac.at/%7elaszlo/Prizes2005.htm>  
<http://www.mprove.de/diplom/kempelen.html>



<http://www.ling.su.se/staff/hartmut/farkas.htm>

**Wolfgang von Kempelen built the “Turk” in the 18th century. It was a chess playing automat (with a little human humunculus inside).**



# NEXT YEAR: MENSCH UND COMPUTER IN GELSENKIRCHEN

**Matthias.Mueller-Prove@sun.com**

**That's all folks. Thanks for your time.  
Matthias**