BEYOND THE BOOK AND THE BOX: VIRTUAL REALITY, AUGMENTED REALITY AND UBIQUITOUS COMPUTING

INFO 300
Intellectual Foundations of Informatics

READINGS ON VIRTUAL REALITY, AUGMENTED REALITY, AND UBIQUITOUS COMPUTING (for lecture Tuesday, November 12)

The following readings will provide some perspective on the ways in which information systems and computation are moving beyond static "containers" of books, documents and the traditional conception of the computer as a "box". Please pay particular attention to the article by Ishii & Ullmer and the article by Mackay.

Smith, P. (1996). Whatness of bookness. [http://palimpsest.stanford.edu/byform/mailing-lists/bookarts/1996/09/msg00153.html] [Copyright permission given by author.]

Ishii, H. & Ullmer, B. (1997). Tangible bits: Towards seamless interfaces between people, bits and atoms. *Conference Proceedings of CHI 97: Human Factors in Computing Systems* (pp. 234-241). New York, NY: ACM Press.

Mynatt, E. D. (2000). Co-opting everyday objects. In W. E. Mackay (Ed.) *Proceedings of DARE 2000* (pp. 145-146). New York, NY: ACM Press. [Copyright permission given for classroom use.]

Kahn, P. H., Jr., Friedman, B., and Hagman, J. (2002). "I care about him as a pal": Conceptions of robotic pets in online AIBO discussion forums. *Extended Abstracts of CHI 2002* (p. 632 – 633).

Kolata, G. (2000, April 4). Next up: Surgery by remote control. *The New York Times*. D1.

Mackay, W. E. (2000). Augmented reality: Dangerous liaisons or the best of both worlds? In W. E. Mackay (Ed.) *Proceedings of DARE 2000* (pp. 170-171). New York, NY: ACM Press. [Copyright permission given for classroom use.]

Borriello, G. & Want, R. (2000). Embedded computation meets the World Wide Web. *Communications of the ACM, 43,* 5, 59-66.

TOUR OF THE HIT LAB (for lab Wednesday, November 14)

For lab this Wednesday we have been invited to tour the Human Interface Technology (HIT) lab. The HIT lab's goals and activities are related to virtual and augmented reality. During the tour you'll see several demonstrations of virtual and augmented reality technologies.

When to Meet: 12:30 PM (please be 5 minutes early so that we can start exactly at 12:30 PM)
Where to Meet: The entrance of the HIT Lab, Fluke Hall room 215