

Culture Pod - Planting Seeds for Cultural Awareness

This project will sow the seeds for productive cultural interaction - in providing a playful and memorable experience for children to begin learning about cultures at an earlier age.

Our project consists of a platform device, the culture pod, equipped with a laser projector and host to a set of portable culture probes, individual digital capturing devices to capture images, sound, and video. Captured media will be transferred to and shared via the culture pod website. The culture pod is being sent physically from school to school and presents students with tasks to capture and share their everyday life with students from other schools.

Based on our user research and interaction with kids, the aspect that will make this project successful is children's affinity for playing games and the curiosity in how other students live. Working with children, we found that kids are primarily interested in a number areas that pertain to their daily life and extends beyond school topics:

Their pets, friends, food, books, games, how they hate the WASL (because that just happened), parents, siblings, oddly enough retainers or braces (they talk about them so incredibly much). Conversations with kids were sometimes truly surprising: All the girls would talk about Hannah Montana. Based on this insight, we made it early on our design objective to provide a capturing systems around content that school kids will identify, and to structure the content and collecting activities around everyday routines.

- Sean Douglass** (Visual Communication Design)
- Scott Tsukamaki** (Industrial Design)
- Andrew Gawronski** (Computer Science)
- Ruobing Guan** (Industrial Design)
- Derrick Ngo** (Design Studies)
- Mayo Kudo** (Computational Linguistics)



Tagged Environment

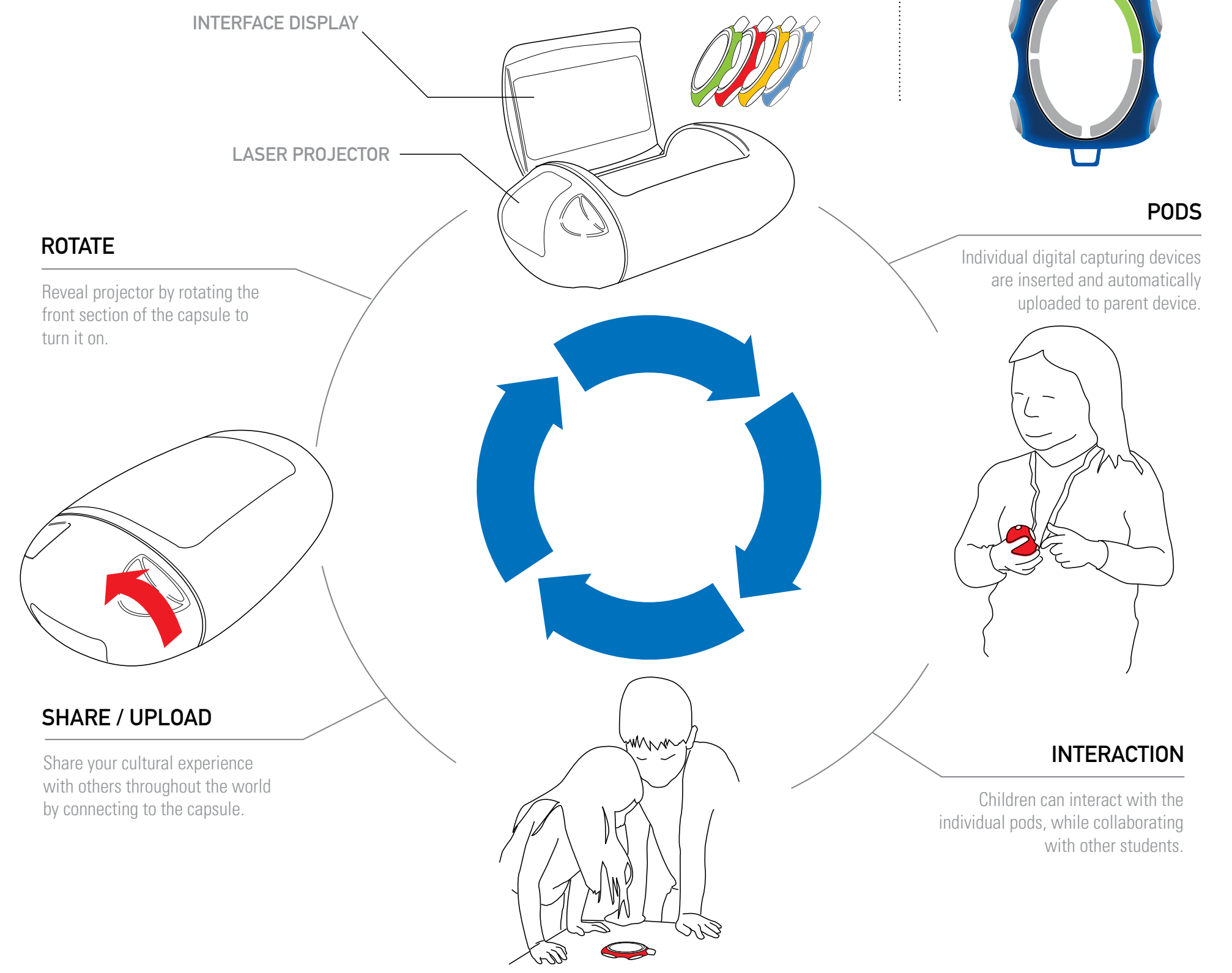
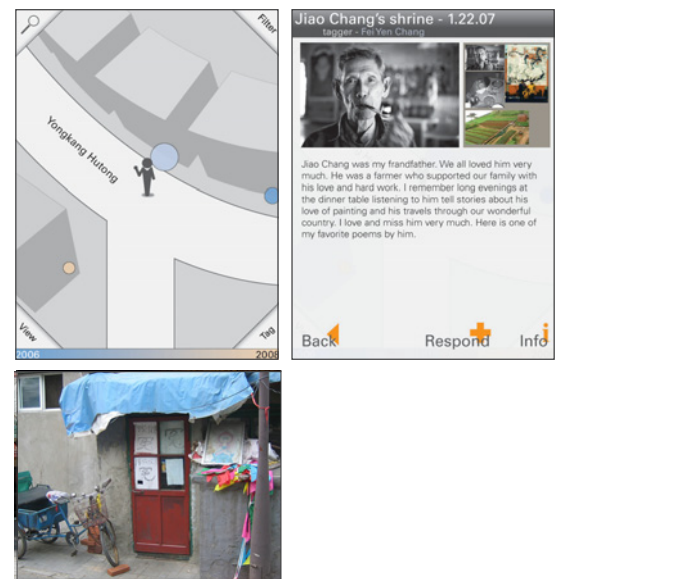
Our project tags the environment with information that provides rich opportunity for learning at the very site to which this information relates or where it becomes particularly relevant. With this move, we aim to respond to one of the challenges in current information management where one barrier is the migration of information into a singular point of access, such as libraries, museums, and even the internet. This migration takes learning into an abstract space away from its relevant context.

We offer electronically tagged multimedia experiences placed in the environment accessible by a reader and application embedded in any mobile device. Tagging would be done based on existing RF-ID tag technology with optional expansions and development to augment capacity and possible networking. The information encoded by these tags will include any and all formats of existing multimedia with an open platform capable of adapting to future formats.

The interface is being delivered by reading, storing, and tagging software on a personal mobile device.

A tagged environment is by no means a replacement of the traditional, centralized educational resources, but it is a supplement that can have long standing implications for people now and in the future. It allows interpersonal communication of lifelong information throughout time.

- Jordan Evans** (Industrial Design)
- Eric Mead** (Computational Linguistics)
- Elliot Yamaguchi** (Technical Communication)



Mapping Internet Search Tool (MIST)

"We live in a knowledge economy, a knowledge society" (Hargreaves, 2003). The ability to find reliable information is quickly becoming a core skill in both professional and private settings, making the development of this skill a major challenge for learning and education.

Mist represents search results and search terms as a visual search graph in a comprehensive diagram. Triangles represent search terms, circles represent Web pages, and squares represent external resources such as books, events or expert contact data. Depending on the user's preferences, the search representation may initially stay at an overview level including relatively little specific information with multiple viewing options to select from or may display the full range of information available. MIST's right hand toolbar offers multiple viewing options to choose from such as title of the webpage, URL, annotations, user rating etc. Also, the user's initial ratings of search results as good or bad show up in this representation as green or red outlines of the shapes.

Search results can be reorganized within MIST by selecting and rearranging specific search nodes. The context information of each search node (such as the search path that led up to this node) remains intact after moving the node. Web pages can be annotated with text and audio files and external resources can be added. Mist allows users to exchange their searches and parts of searches with other users. Search results and search terms can be copied into the original document of the information seeker via drag and drop. MIST makes a difference by allowing users to Learn search habits and patterns. Users Learn how to improve queries by collaboration. MIST provides a visual, interactive representation, and in addition - MIST allows the Integration of non-web resources

- Drue Gawel** (Education)
- Amy Lin** (Industrial Design)
- Susann Smith** (Education)
- Francesca Gola** (Computational Linguistics)
- Kelly Almon** (Visual Communication Design)

WorldView

WorldView aims to foster cross-cultural understanding by letting language learners explore TV shows and movies in the language they are studying. Research shows that acculturation is highly correlated to success in learning a new language. WorldView facilitates learning by putting language back into its cultural context and enabling users to draw on their own interests for motivation. At the heart of WorldView is an interactive media player that brings together existing technologies and content to meet the needs of self-motivated language students. Such learners are hungry for content in their target language. They currently search the Web for videos or watch captioned DVDs and then look up words they don't understand. With WorldView, these activities can be accomplished in one seamless interaction. Users can view captioned videos and translations, save and highlight words they already know, and tag the video or transcript with questions, which are answered by other users. WorldView

puts them in control of the learning experience, letting them go at their own pace and choose content that matches their interests. And unlike in a static textbook or language software, the content is current and growing, and learners encounter the language in context. In an increasingly interconnected world, cultural understanding is becoming an essential skill. Many language students are interested not just in learning words and grammar but also in gaining an appreciation of how others see the world. By exposing users to both language and culture, WorldView helps learners achieve this goal.

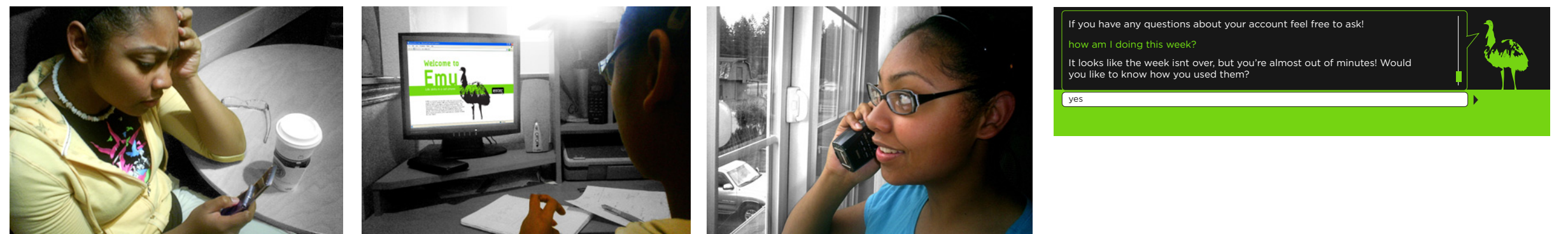
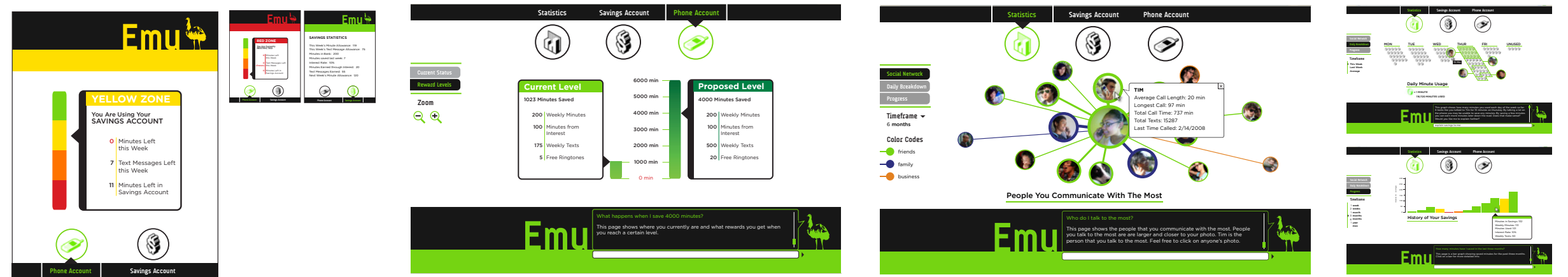
- Tojo Andrianarivo** (Visual Communication Design)
- Taylor Langford** (Computational Linguistics)
- Sarah Lu** (Industrial Design)
- Christine Oon** (Technical Communication)
- Nate Sternberg** (Computational Linguistics)
- Kathryn Whitenton** (Technical Communication)

Welcome to Emu

Life skills in a cell phone



EMU is a cell phone service that seeks not only to provide a way for you to connect with your friends but also a tool to help you learn more about managing your resources. EMU provides you with the minutes and gives you the chance to earn more. Interactively manage your account to ensure you'll always have enough minutes for that phone call you can't ignore. With cool ways to keep track of your minutes and learn how to save more, EMU is not only your service provider but your friend.



Emu - Learning with Cell Phones

"Time is what we want most, but what we use worst" stated William Penn once - and is echoed today in an unforgettable verity, which drew our attention to the amount of time that students ages 12 to 16, invest in transmitting millions of text messages and talking endlessly on their cellular phones.

We propose a solution to curb teen cell phone overuse and educate them on responsible practices in regards to cell phone billing practices and available minutes. We created a service called EMU (Educational Monetary Utility) that teaches teens how to manage their minutes.

The idea behind Emu is that it takes a normal cell phone account and structures it like an interest earning savings account, to teach students money management skills. EMU offers a user-friendly web and mobile device interface both parents and students will appreciate through a

system of color-coded warnings, informative and explanatory graphs, a rewards system, and an interactive agent, the Emu that responds to all inquiries.

The interface consists of two parts - the cell phone and the website. The cell phone interface is straightforward; you can check your account status and savings statistics. The account status is a quick look at the health of your account, while the savings statistics lists out more comprehensive statistics.

The website has three sections: Phone Account, Saving Account, and Statistics. Research and Rewards are a significant part of the EMU program and the website allows users to see how they can improve their account and what milestones lay ahead in visually intuitive graphic displays. There is no end final reward, even when a user has reached the cap of 200 weekly minutes, they still can

hope to save enough to unlock unlimited text messages or even a new phone.

Learning how to manage resources, money specifically is a life skill not often taught. We believe that EMU is a tool that will eliminate the surprise cell phone bill and teach teens a valuable skill that they can carry with them throughout life.

- Anthony Shelley** (Technical Communication)
- Leslie Ferguson** (CSE)
- Geoff Thilo** (Computational Linguistics)
- Simon Bond** (Visual Communication Design)

Microsoft Design Expo'08

University of Washington | School of Art | Division of Design
ART 484 - Projects in Interaction Design Spring quarter 2008

Professor Axel Roesler
in collaboration with Computational Linguistics COMP LING575
Professor Sharon Oviatt
and
Georg Petschnigg / Microsoft Research

dub - human-computer interaction/design at the University of Washington
visit http://depts.washington.edu/designuw/lxd_overview.htm
and <http://dub.washington.edu/>

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