Roles in HCI

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Human-Computer Interaction

- User roles
- Roles of devices
- Tasks
- User preferences and abilities
- Environmental context
Human-Computer Interaction

Direct Voting Interactions
[Kühn2016a]

Anonymous Voting & Rating Interactions
[Kühn2016b]

Merging Interactions
[Korzetz2016]
Roles in HCI?
... as concept to describe interactions
  ▪ For implementation

... to adapt interactions at runtime

... can be beneficial for interactions designers?
  ▪ Usability test for CROM?

... for modeling or execution? Or both?
  ▪ Modeling interactions
  ▪ Investigating usability and user experience of interactions
- Context/roles relevant to figure out meaning of interaction
- Using CROM to model interactions
  → short-term
- Comparing CROM and other models
  → mid-/long-term
▪ Applying RoSI-tools to collaboration scenarios
  → mid-/long-term

▪ Using HCI methods to investigate usability and UX

▪ Comparing implementation with and without RoSI-tools
  → mid-/long-term

Usability & UX
1. Applying roles to Cube-Its
   - Cubes play role
   - Interaction plays role
   - Task plays role
   - ...
   \(\rightarrow\) mid-term

2. Identifying and visualizing roles in collaborative scenarios
   \(\rightarrow\) short-term

3. Implementation with RoleDiSCo
   \(\rightarrow\) long-term

4. Modelling interactions using CROM \(\rightarrow\) short-term
Questions & Discussion