

Interação e Mobilidade

Texto de Referência (Jesper Kjeldskov @ EofHCI)

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9. Mobile Computing

by Jesper Kjeldskov. How to [cite in your report](#).

http://www.interaction-design.org/encyclopedia/mobile_computing.html



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One of the things that makes mobile computing an interesting topic of research and design is that the area is strongly driven by innovation, characterised by rapidly evolving use, and has enormous market potential and growth. New technologies are constantly being developed, new use domains are constantly being explored, and successful new ideas and applications reach millions of users. In fact, by the end of 2010 more smartphones than personal computers were, for the first time, being sold worldwide, with more than 100 million units shipped in the last three months of that year alone. Reflecting this dynamic and rapidly evolving nature of the area, the industrial lead position has been passed on several times within only a decade, from Palm to Nokia to Apple, and is most likely to be passed on again in the future. This obviously motivates researchers and designers to keep innovating and developing new technology and applications. A primary driver of mobile technology development has been the enormous uptake of interactive systems and devices for work as well as for leisure. Mobile phones have long been something almost everyone owns at least one of and uses extensively for personal purposes and not just for work. With Internet and multimedia-enabled phones such as the Apple iPhone, smart phones have now firmly reached this mass market too and are no longer something exclusively for a small elite of business professionals. The uptake of mobile technology in our work and private spheres has had a huge impact on the way we perceive and use these technologies. They are no longer just computers on batteries. They have become functional design objects, the look, feel and experience of which we care deeply about, and that we juggle in multitude in our everyday lives.

Jesper Kjeldskov



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Comentários da Turma

- <Anotações em sala de aula>

Sugestão de Pesquisa

“Significação do Local”

- Muitas aplicações geolocalizadas
- Geolocalização tem grande importância na forma como aplicações móveis definem/decidem qual é “o contexto” do usuário
- Algumas leituras recomendadas
 1. Steve Harrison and Paul Dourish. 1996. Re-place-ing space: the roles of place and space in collaborative systems. In Proceedings of the 1996 ACM conference on Computer supported cooperative work (CSCW '96), Mark S. Ackerman (Ed.). ACM, New York, NY, USA, 67-76. DOI=10.1145/240080.240193 <http://doi.acm.org/10.1145/240080.240193>
 2. Paul Dourish. 2006. Re-space-ing place: "place" and "space" ten years on. In Proceedings of the 2006 20th anniversary conference on Computer supported cooperative work (CSCW '06). ACM, New York, NY, USA, 299-308. DOI=10.1145/1180875.1180921 <http://doi.acm.org/10.1145/1180875.1180921>
 3. *Computer Supported Cooperative Work* Volume 17 Issue 2-3, April 2008, *Special Issue on “Settings for Collaboration: the Role of Place”*. Edited by Luigina Cioffi, Geraldine Fitzpatrick, Liam Bannon <http://dl.acm.org/citation.cfm?id=1363332&prelayout=flat>

Sugestões para quem quiser se aprofundar no estudo de “localidade”

1. Emily Troshynski, Charlotte Lee, and Paul Dourish. 2008. Accountabilities of presence: reframing location-based systems. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '08)*. ACM, New York, NY, USA, 487-496. DOI=10.1145/1357054.1357133 <http://doi.acm.org/10.1145/1357054.1357133>
2. Bennett, B. and Agarwal, P. (2007) Semantic categories underlying the meaning of ‘place’. In: Winter, S. , Duckham, M. , Kulik, L. and Kuipers, B. , (eds.) *Spatial Information Theory : 8th International Conference, COSIT 2007. Proceedings. COSIT 2007, September 19-23, 2007, Melbourne, Australia. Lecture Notes in Computer Science (4736)*. Springer , Berlin / Heidelberg, pp. 78-95.
<http://eprints.whiterose.ac.uk/7886/1/Bennett907place.pdf>
3. Messeter, J. 2009 Apr 16. Place-Specific Computing: A Place-centric Perspective for Digital Designs. *International Journal of Design* [Online] 3:1.
Available: <http://www.ijdesign.org/ojs/index.php/IJDesign/article/view/353/239>
4. Gaines, E. 2006 Communication and the Semiotics of Space. *Journal of Creative Communications*, 2006, 1, 173-181
<http://crc.sagepub.com/content/1/2/173.short>