
**Main point**

**Chris Luce**

The authors propose 5 contextual factors that impact the way that tabletops should be designed around: social and cultural, activity, temporal, ecological, and motivational. They discuss these 5 factors and how they impact the software interface, the physical form, and how the table is connected to the surrounding context.

There are many things to consider when constructing a table and constructing applications for the table.

The design is highly dependant on factors external to the table itself.

It seems that for each application that is built for a table, we would need to construct a new table that fits these 5 contextual factors.

**Main Point of the paper as you as a reader see it.**

**Carmen Hull**

The design of the tabletop must consider the various contexts in which the machine will function in terms of social/cultural, activity, temporal, ecological and motivational factors.

The focus is on how the form of the table affects function.

Think about the who, what, when, where and why to understand the needs of the users.

Also takes into consideration other objects that may be used for interaction.

I was struck by the insight of the author’s that people may be uncomfortable working in full view of others in case they make a mistake (which we all do). How to design for these inate human weaknesses?

Consider the amount of training the users have and the corresponding social pressure to perform in any situation.

The issue of territoriality is first introduced, and how the personal and the public can be integrated for ‘socially safe interaction’(!)

The physical closeness of the individuals must be considered through the lens of cultural norms or age.
How to design software to distinguish between intentional and unintentional interaction?
What if a coffee cup is placed on the table?

KEY – when form closely dictates function, the table is less likely to rely on co-present design cues.

How this paper applies to moving this research forward and to our research?
Shahedul Huq Khandkar

The paper provides a set of guidelines for tabletop interface designers. Some of the key points are:
1. Workspace awareness: While designing the interface, we should consider possible user interactions in the group. For example, highly interdependent interactions among group members will require interfaces with high level of workspace awareness whereas loosely coupled tabletop activities like meetings where group members are taking individual notes will likely require less workspace awareness.
2. Form design: The hardware design is also an important factor for tabletop application. We need to consider the amount of display space, seating arrangement and privacy issues for the application during hardware design.
3. Temporal context: While designing the system, we should consider who will use the system, how frequent and how long they will use it. Experienced users prefer extensive gestures support whereas new users may feel comfortable with alternate options. Based on the frequency and time span of usage, we should also consider the physical comfort of the users.

Class Notes
Steven Longay

Main point

Points to consider when constructing a table and applications for it

Physical form
Size (different for kids)
Different considerations for kiosks
Need to consider number of people interacting with the table and duration of interaction
Design is dependent on factors that are external to the table itself

From the readers perspective

Take into consideration the context in which the table is used
Work, home, public, military
Personal spaces because people are conscious of others watching and act differently (don’t want to make mistakes)
Ergonomics
Ecology
Don’t make designs which don’t take context into consideration. (Environment).
Which tasks would be more in demand
Need to distinguish between intentional and non intentional interaction

Why it matters to us

What space elements we should think about
Would users be working individually or in a group
How much workspace should the users have
Visual design of the tables (coffee tables, kids tables, etc)
Guidelines for interface designs
Temporal – duration of use
Experience levels
Experts can use shortcuts and gestures while new users can’t
Physical comfort
Ergonomics of the table

Can we just use this paper as a guideline?
First 3 focused on group mechanics