JatsiTatsi: Playful, Useful and Usable
Public Information Visualization System

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Motivation: Use of the interface

Use of Information Visualization System in work situation
1. Usefulness defined by users’ need
2. Usability problems to be solved

Use of Information Visualization System in public settings
E.g. Porto Jazz Festival in 2009 had 141,000 visitors and 160 concerts, 12 venues, 782 individuals artists or groups (http://www.porijazz.fi)
1. Fun is users’ priority
2. Usefulness defined by users and stakeholders’ need
3. Usability problems to be solved

Approach & Contribution: Starting from a playful bubble metaphor

Bubbles

Official content bubbles:
- Concerts
- Venues
- Artists

Tool bubbles: Map, Clock

User generated bubbles:
- Comments
- Pictures

Gravitation
Bubbles have different weights depending on relevance (e.g. timestamp)

Magnetism
Bubbles can attract each other depending on relevance

Combination
Official content bubbles can be combined to tool bubbles

Playfulness
- Throwing bubbles
- Chasing and escaping from bubbles
- Merging them like with soap bubbles

Usefulness
- Updates, upcoming information on top
- Recently interacted information in the middle
- Old information at the bottom
- Suggest relevant information
- Access to more sophisticated information

Usability
- Relevant information in within arm reach, but still visible from background
- Visible link
- Direct manipulation
- System logs, Bubbles status (touched, moved, resized, merged, magnetism enabled and attracted bubbles)

Planned Evaluation: In situ

Use of the system

just passing by noticing the display approaching pausing trying out/first touch discovering using leaving returning

Videos of the environment

Number of users recognized from video

Surveys

Casual talk, Participatory observation

System logs, Bubbles status (touched, moved, resized, merged, magnetism enabled and attracted bubbles)