

JatsiTatsi: Playful, Useful and Usable Public Information Visualization System

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Motivation: Use of the interface



Kansas City's Power and Light center

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

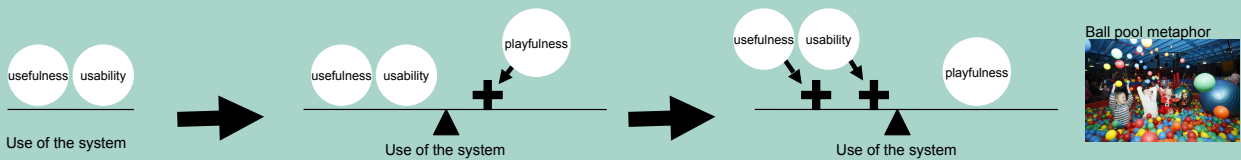
E.g. Pori Jazz Festival in 2009 had 141,000 visitors and 160 concerts, 12 venues, 782 individuals artists or groups (<http://www.porijazz.fi/>)

1. Fun is users' priority
2. Usefulness defined by users and stakeholders' need
3. Usability problems to be solved



Pori Jazz Festival Audience

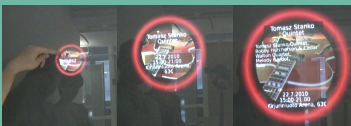
Approach & Contribution: Starting from a playful bubble metaphor



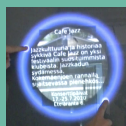
Bubbles

Official content bubbles:

Concerts



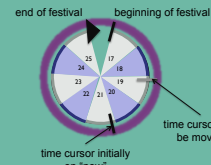
Venues



Artists

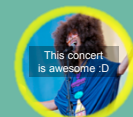


Tool bubbles: Map, Clock



User generated bubbles:

Comments, Pictures



Gravitation

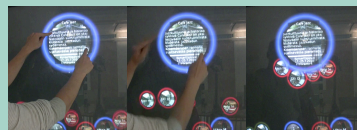
Bubbles have different weights depending on relevance (e.g. timestamp)



Playfulness	Throwing bubbles
Usefulness	Updates, Upcoming information on top Recently interacted information in the middle Old information at the bottom
Usability	Relevant information in within arm reach, but still visible from background

Magnetism

Bubbles can attract each other depending on relevance



Playfulness	Chasing and escaping from bubbles
Usefulness	Suggest relevant information
Usability	Visible link

Combination

Official content bubbles can be combined to tool bubbles



Playfulness	Merging them like with soap bubbles
Usefulness	Access to more sophisticated information
Usability	Direct manipulation

Planned Evaluation: *In situ*

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

For each phase,
- How do playfulness, perceived usefulness, usability interoperate?
- What is the role of ...
... user interface? ... social interaction? ... environment?

Videos of the environment

Videos of interactions at the display

Number of users recognized from video

Interviews

Surveys

Casual talk, Participatory observation

Content and comments from users

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