

# UIS

## Ubiquitous and Interactive Systems

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## UIS: Objectives

- Human-Computer Interaction (HCI) point of view on ubiquitous computing
- Design, development, deployment, evaluation and understanding of ubiquitous and interactive systems

## UIS: Courses

- Computer Vision (GVR)
- Machine Learning (AIW)
  
- Advanced Human-Computer Interaction (UIS)
- Mobile and Context-aware Interactive Systems (UIS)
- Pervasive and ad-hoc Services (UIS)

## UIS: Courses

- Advanced Human-Computer Interaction (UIS)
  - Direct-touch, gestural, haptic, immersive, tangible, mobile, 3D interaction
  - Interactive visualization
- Mobile and Context-aware Interactive Systems (UIS)
  - Plasticity of user interfaces
- Pervasive and ad-hoc Services (UIS)
  - Modalities, Multimodality, Mixed Reality, multi-users

## UIS: Planning

- Pervasive and ad-hoc Services (UIS)  
Monday morning
- Machine Learning (AIW)  
Monday afternoon
- Mobile and Context-aware Interactive Systems (UIS)  
Tuesday morning
- English  
Tuesday afternoon
- Advanced Human-Computer Interaction (UIS)  
Wednesday morning
- Computer Vision (GVR)  
Thursday morning