

Peripheral Interaction: embedding HCI in everyday life

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Abstract. The comparison of actions in the physical world with actions on interactive devices reveals a remarkable difference. In daily life we easily perform several tasks in parallel, for example when drinking coffee while reading, drinking may be in the periphery of the attention. Contrarily, we usually have to focus our attention on each digital device we interact with. In recent years, the concept of interacting with computing technology in the background or periphery of the user's attention is gaining traction. We call this direction Peripheral Interaction, and see it as a very promising approach to fluently embedding the increasing number of interactive devices into our everyday lives.

The workshop is intended to encourage hands-on explorations and discussion about the definition of Peripheral Interaction, its design space and suitable evaluation strategies. Albrecht Schmidt will give a keynote, entitled "Creating Seamless transitions between Central and Peripheral User Interfaces". While the term Peripheral Interaction is not (yet) widely adopted, several design disciplines already address different aspects of the core ideas of Peripheral Interaction (e.g. ambient information systems, ubiquitous computing, implicit interaction, eyes-free interaction, calm technology). We want to sharpen the focus for Peripheral Interaction by offering a platform for exchange of knowledge and community building to establish a network around Peripheral Interaction for further collaboration.

This workshop invites researchers and practitioners from different disciplines (e.g. computer science, interaction design, interactive arts, psychology, cognitive science, product design and social science), to share their experiences with human-computer interaction for the everyday routine, and aims to lay the foundations for a structured exploration of the new interaction paradigm of Peripheral Interaction.

More information about the workshop is available at the workshops website www.peripheralinteraction.com and www.interact2013.org/workshops.

Keywords: peripheral interaction; human attention; trained routines; calm technology; ambient information; interaction design.