

USC School of Cinema Television

Interactive Media Division

Mobile Module

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Overview

The proliferation of mobile devices with built-in networking capabilities offers a unique opportunity for designing compelling entertainment, productivity and information experiences.

The objective of this module is to introduce students to the design challenges and opportunities presented by mobile technologies. Through readings, presentations of existing mobile projects, discussions, and short projects students will develop pragmatic insights into designing mobile experiences and technology. Students will form design teams to execute a mobile project design using the principles from readings and class discussions.

It is expected that all students will participate in the conceptualization, execution and completion of a mobile project over the course of this five week module. Students are expected to be resourceful in the execution of these projects, with an emphasis on using existing systems and services that can be easily re-aligned to the demonstrate the mobile experience they are developing.

Deliverables for these projects will include an explication that covers the project motivation, prior art, cultural context, and documentation of the actual experience being used.

Week 1: Module Introduction

Discussion Session

- Introductions by Scott Fisher, Chair, Interactive Media Division

Laboratory Session

- Overview of conceptual-technological frameworks for mobile experiences to seed project design discussions.
- Milestone: Project frameworks defined; project work plan defined.

Week 2: Place vs. Space - Understanding the distinction between geographic space and social place.

Discussion Session

- (Harrison and Dourish 1996)
- (Jones 2003)

Laboratory Session

- Project designs shared and discussed.
- Milestone: Experience design complete. Statement of motivation and summary of prior art.

Week 3: Mobile Technology and Ubiquity - What does it mean to be always on, everywhere?

Discussion Session

- (Rheingold 2003)
- (Churchill et al. 2004)

Laboratory Session

- Project development
- Milestone: Initial prototype. Summary statement as to the cultural context for the project, drawing from readings and discussions.

Week 4: Mobile Social Practices - How does mobile technology become us? Are mobile social practices new or are they evolutions of existing ageless ones? What is collaboration in a mobile context?

Discussion Session

- (Taylor and Harper)
- (Cole and Stanton 2003)
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Laboratory Session

- Project development and refinement
- Milestone: Completed prototype.

Week 5: Conceptual Mobile Practices - How can experiment, provocation and art inform the possibilities for pragmatic designed mobile experiences?

Discussion Session

- (Sommerer and Mignonneau)
- (Raby)
- (Silva 2004)

Laboratory Session

- Project presentations

- Churchill, Elizabeth, Andreas Girgensohn, Les Nelson, and Allison Lee. 2004. Blending Digital and Physical Spaces For Ubiquitous Community Participation. *Communications Of The ACM* 47 (2):39-44.
- Cole, Helen, and Danae Stanton. 2003. Designing mobile technologies to support co-present collaboration. *Personal and Ubiquitous Computing* 7:365-371.
- Harrison, Steve, and Paul Dourish. 1996. Re-Place-ing Space: The Roles of Place and Space in Collaborative Systems. Paper read at ACM CSCW 1996, at Boston, MA.
- Jones, Crispin. 2003. Social Mobiles. In *Code - The Language Of Our Time, Ars Electronica 2003*, edited by G. Stocker and C. Schopf: Hatje Cantz Verlag.
- Raby, Fiona. 2003. Design Noir: The Secret Life of Electronic Objects. In *Code - The Language Of Our Time, Ars Electronica 2003*, edited by G. Stocker and C. Schopf: Hatje Cantz Verlag.
- Rheingold, Howard. 2003. Smart Mobs: The Power of the Mobile Many. In *Smart Mobs: The Next Social Revolution*.
- Silva, Adriana de Souza e. 2004. Art By Telephone: From Static To Mobile Interfaces. *Leonardo*.
- Sommerer, C., and L. Mignonneau. 2003. Mobile Feelings. In *Code - The Language Of Our Time, Ars Electronica 2003*, edited by G. Stocker and C. Schopf: Hatje Cantz Verlag.
- Taylor, Alexander S., and Richard Harper. The gift of the gab?: a design oriented sociology of young people's use of 'mobilZe!' *CSCW* 12.
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