

# DINDOW: Towards an Interaction Based on Spatio-Temporal Memory

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Jesús Ibáñez, **Oscar Serrano**, David García  
Universidad Pompeu Fabra, Barcelona, Spain



# Motivation

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- **Needs for communication mechanisms and social awareness were found in several communities**



- **Design of a system which fulfils the users needs:**
  - **Visualises multimedia information received in a flexible manner.**
  - **Eases the local interaction with the multimedia elements.**
  - **Promotes interaction and social awareness among the community members.**

# Motivation

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# Concepts

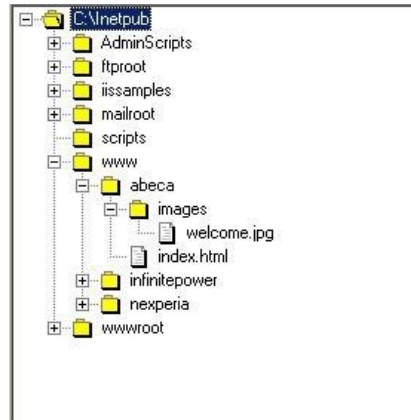
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- System which allows the user to receive, handle, and send media elements in a very simple way



# Concept

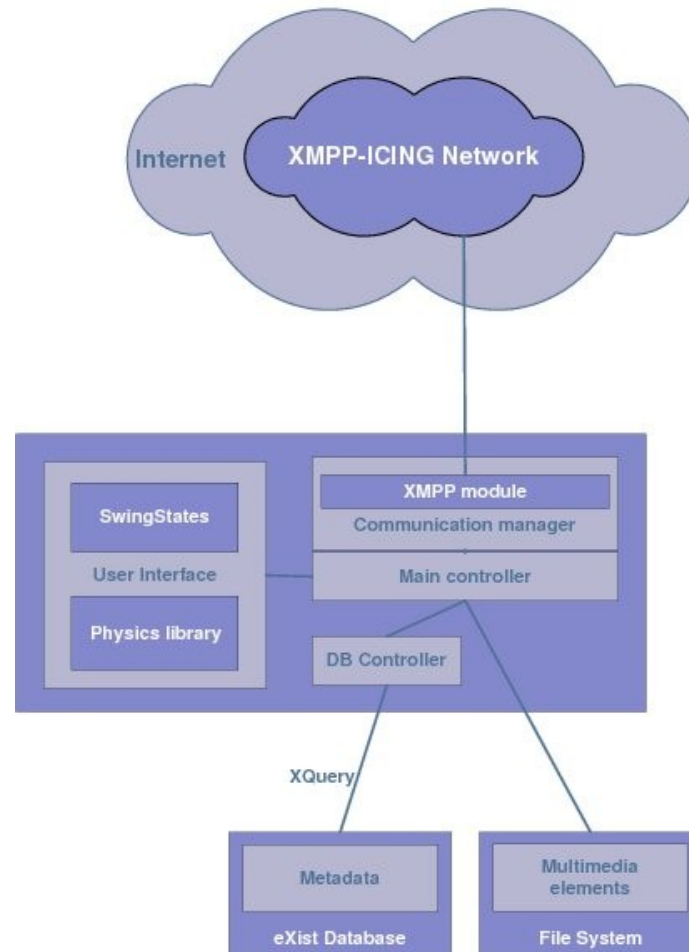
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- Promotes a kind of interaction which relies on spatial and temporal memory

# Architecture

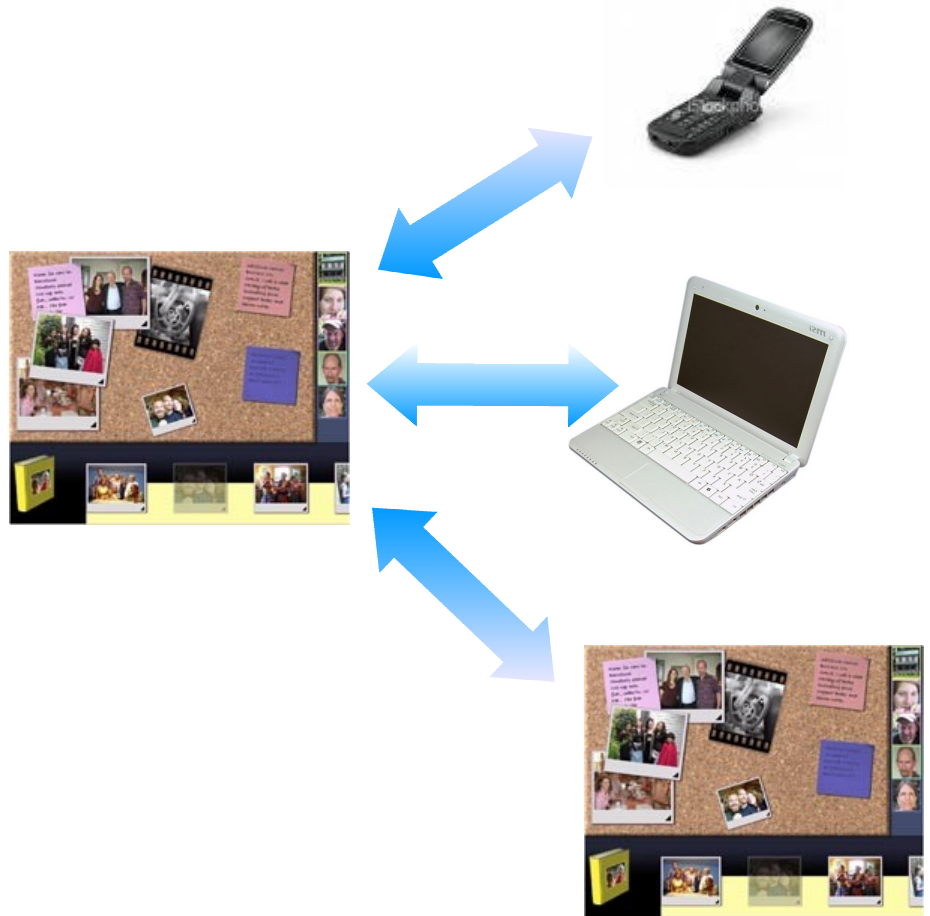
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# Architecture

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- Communication between different types of devices
  - Protocol XMPP



# User interface

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# Basic elements

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# Other elements

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# Basic actions

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- Receive elements
- Rotate elements
- Scale elements
- Annotate pictures
- Play videos
- Resend elements
- Time-travel
- ...

# Temporal navigation

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- The main region has a kind of spatio-temporal memory
- For each element, its state-changes are annotated in the database
- By employing this memory it is possible to time-travel in this region



# Future work

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- Evaluation with users for a long time
- Improvement of several gestures

and...

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...thanks for your attention

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