



SICSA Workshop 28th March 2014, Informatics Forum, Edinburgh: Post-Event Report

The *Designing and Interacting with Spatial Information in the Wild* workshop aimed to provide an opportunity for researchers within SICSA to come together, discuss and define this area and the research challenges it poses. The call for participation was more popular than expected so the maximum number of attendees initially set to 30 had to be extended to 40 and by the registration deadline the workshop was fully booked. On the day, we were very pleased to welcome a total number of 38 attendees from 7 different departments across Scotland (Heriot-Watt, Edinburgh, Strathclyde, Edinburgh Napier, Glasgow, St Andrews and Dundee) and also from the North of England (Newcastle and Northumbria University), University of Birmingham and Trinity College, Dublin.

Our invited speakers were Professor *David Benyon* from Edinburgh Napier University, who has been exploring the relationships between digital and physical spaces for many years and has published widely on the area; Dr *David Kim*, from Microsoft Research in Cambridge, UK, who presented an overview of his research work exploring the convergence of Natural User Interfaces (NUI) and Augmented Reality (AR) and bringing freeform 3D interaction to everyday environments using custom sensing and wearable hardware solutions; Professor *Chris Speed*, from Design Informatics at the University of Edinburgh, who presented a critical review into how network technology can engage with the fields of art, design and social experience; and Mr Keith Paton, CTO at Bluemungus in Edinburgh, who provided us with an insight into how the team at Bluemungus works on creative and exciting ways to enhance the visitor (or customer) experience by building frictionless connections between the online and physical worlds.

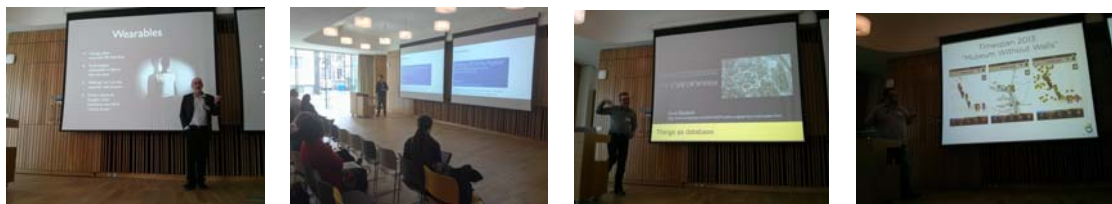


Figure1. Snapshots of invited talks.

A hot lunch brought together attendees to build upon common research interests and casual discussion. Lunch was followed by the presentation of 12 posters showcasing the current state-of-the-art research from across Scotland experimenting with different output and input capabilities to design systems that allow for user interaction with spatial information in everyday environments.

In the afternoon, three different groups were formed based on the attendees' common research interests previously identified using the well-sorted.org tool. Each group worked actively with an invited speaker. The topics selected for each group to work on were the following: 1) Social and Contextual Location-based Interaction under the lense of UX, 2) spatial Navigation and Wayfinding, and 3) Spatial sensors and Data Processing for Augmented Reality. All groups were asked to discuss the big challenges in their group topic, possible solutions to these challenges and to identify what other areas could offer to create the solutions. Each group summarised the results of their discussion on a flip-chart sheet that was later presented in front of the other groups by a nominated representative.



Figure 2. Snapshots of the breakout discussion groups in the afternoon.

This workshop facilitated discussions across not only the HCI community in Scotland but also other areas such as Psychology, Speech Technology, Big Data Analytics, Mobile Sensing and Distributed Wireless Computation, NLP, Computer Vision, Art, Design and Geography and Geosciences.

The organisers:

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David McGookin, Heriot-Watt University