

Telecommunication meets Super Natural Interaction - from SMS to M2M

# **Beyond Mobile Apps**

Sascha Wolter (wolter.biz / @saschawolter)

Lecture on Next Generation Media

September 2013

# Smart something and alike

Developers **predict** that it is very likely that they will be **building** mobile applications for more than smartphones and tablets.



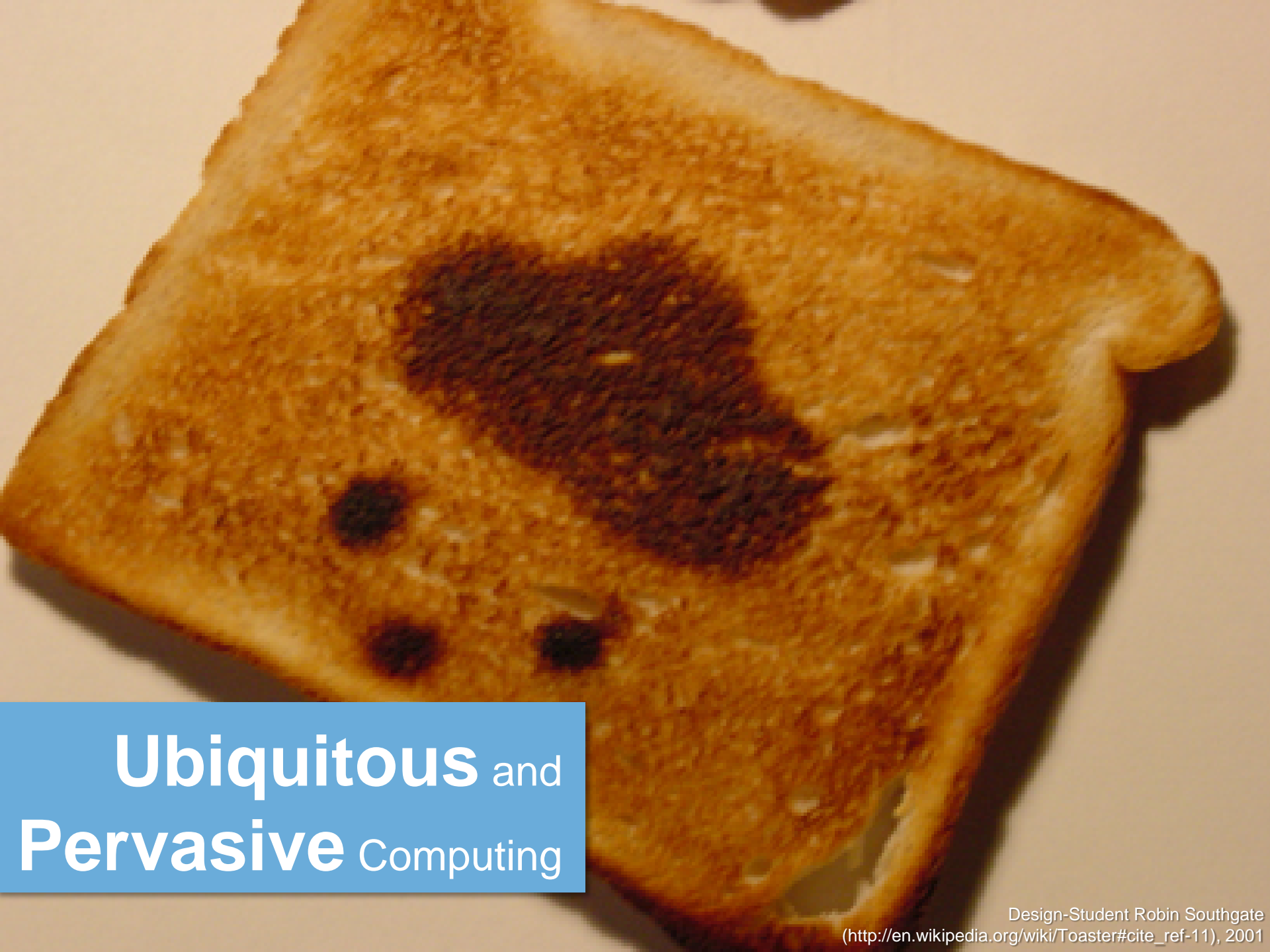
# Super-Natural Interaction

- Only sometimes scary (but **not supernatural**)
- CLI, GUI, NUI, SNI: **Beyond Natural Interaction**
- Analog interactions
- **Society of devices**
- **Surface anywhere/mixed reality**



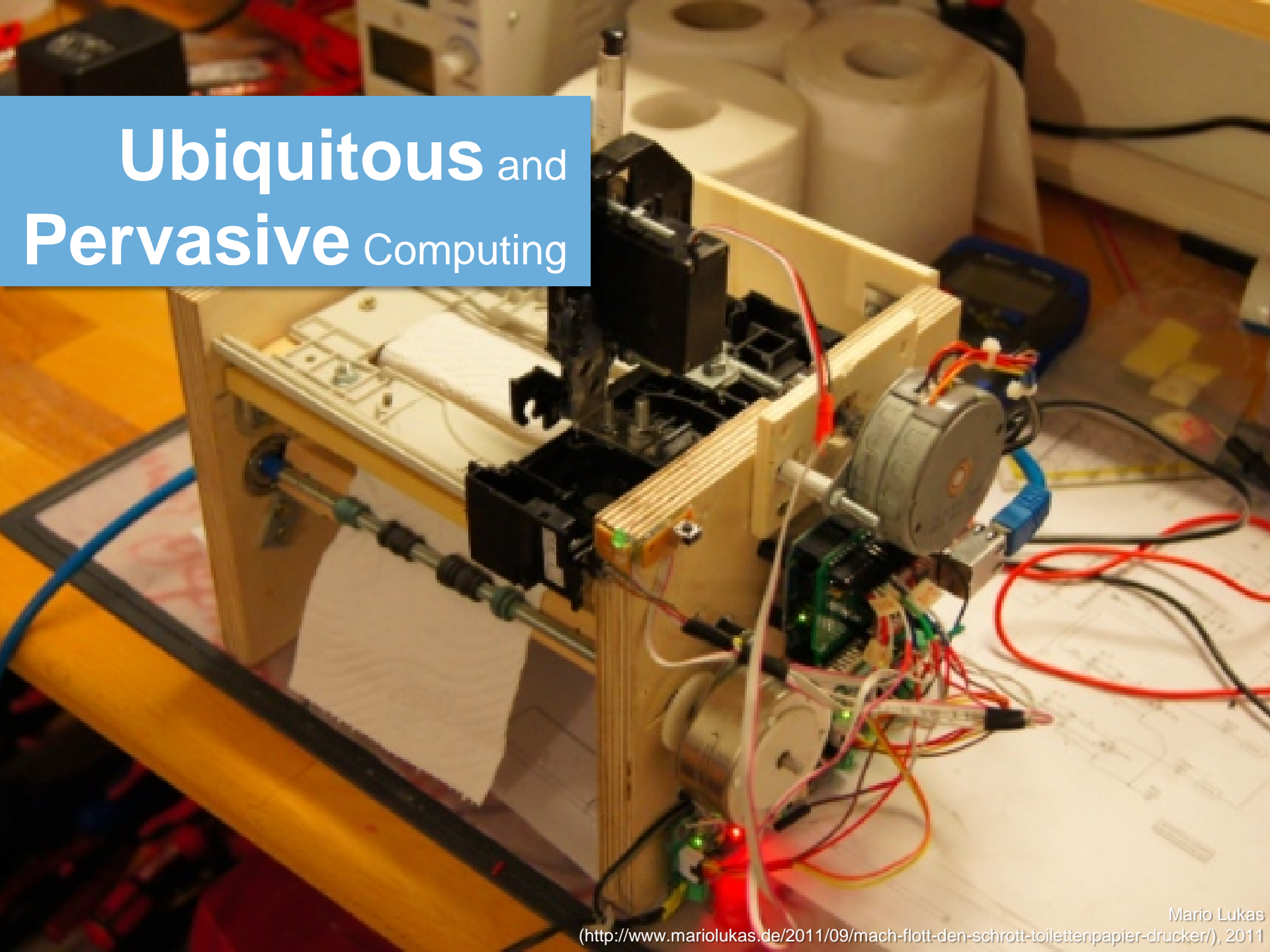
# Emotion and Mind





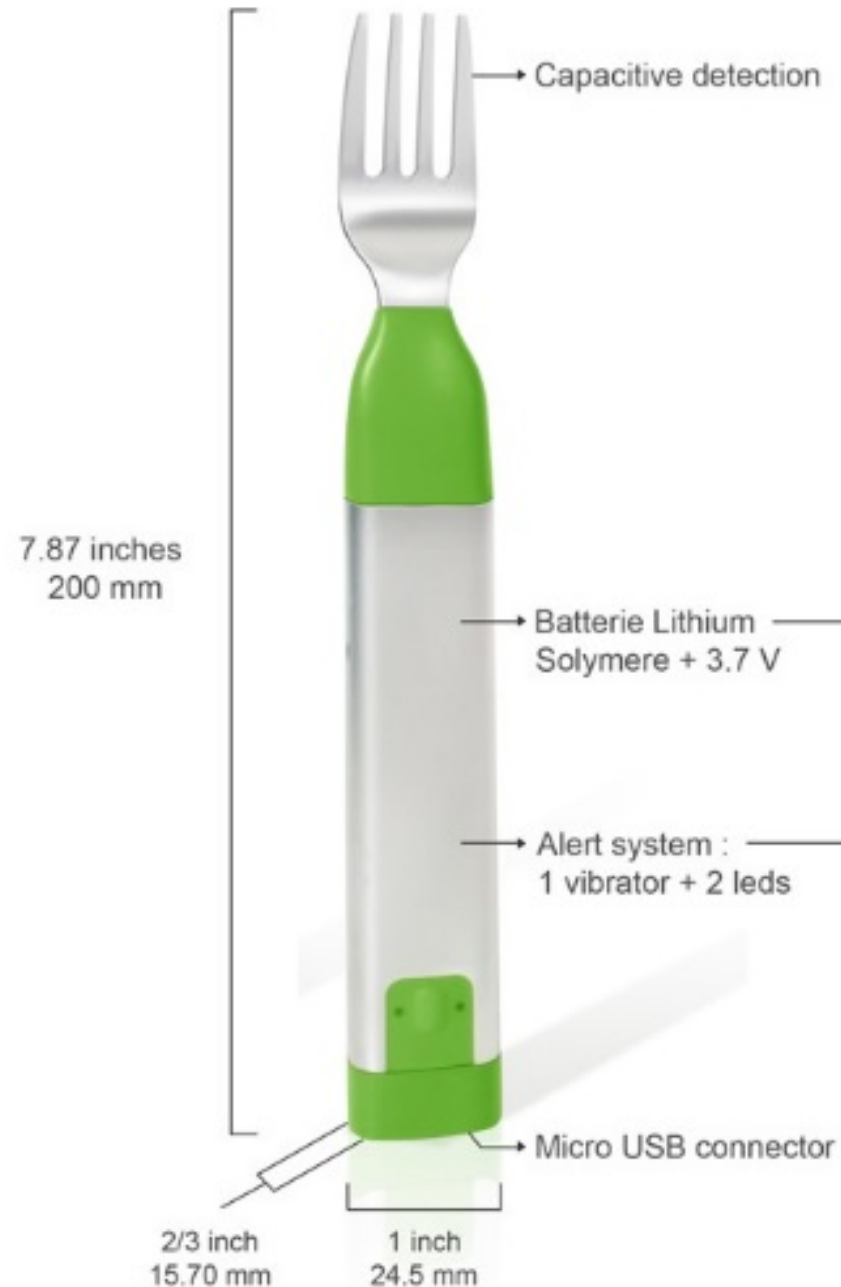
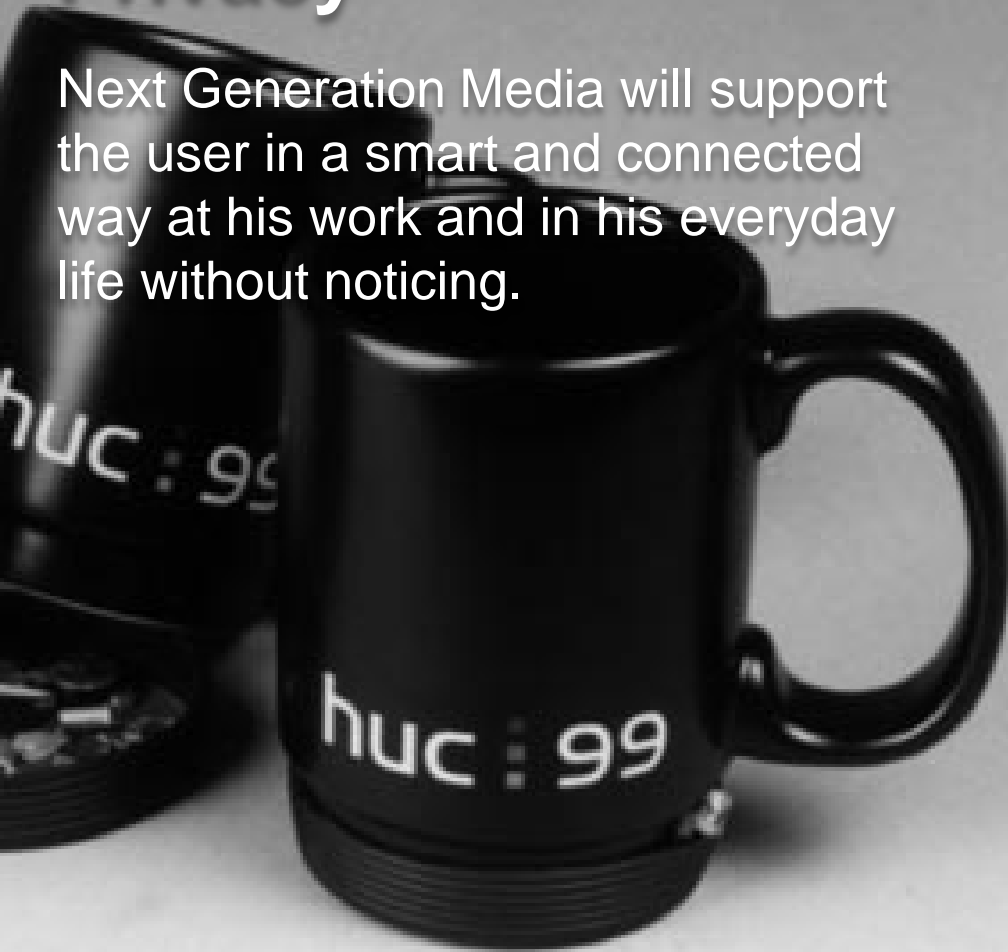
# Ubiquitous and Pervasive Computing

# Ubiquitous and Pervasive Computing



# Ambient Intelligence Quantified Self Privacy

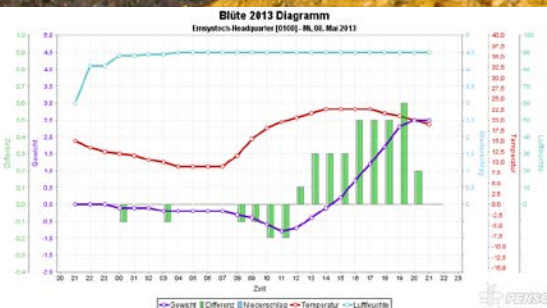
Next Generation Media will support the user in a smart and connected way at his work and in his everyday life without noticing.



# Cow can send SMS



# Bees like to text, too!



SUBSTITUTE

starting point  
and inspiration



# eCall/Hello World!

- Initiate your first text message (SMS) via HTTP

1. Sign-in
2. Activate Telekom Tropo
3. Add an application
4. Create your code

```
message("Developer Garden rocks!",  
{  
  to: "+14075550100",  
  channel: "text",  
  network: "SMS"  
});
```

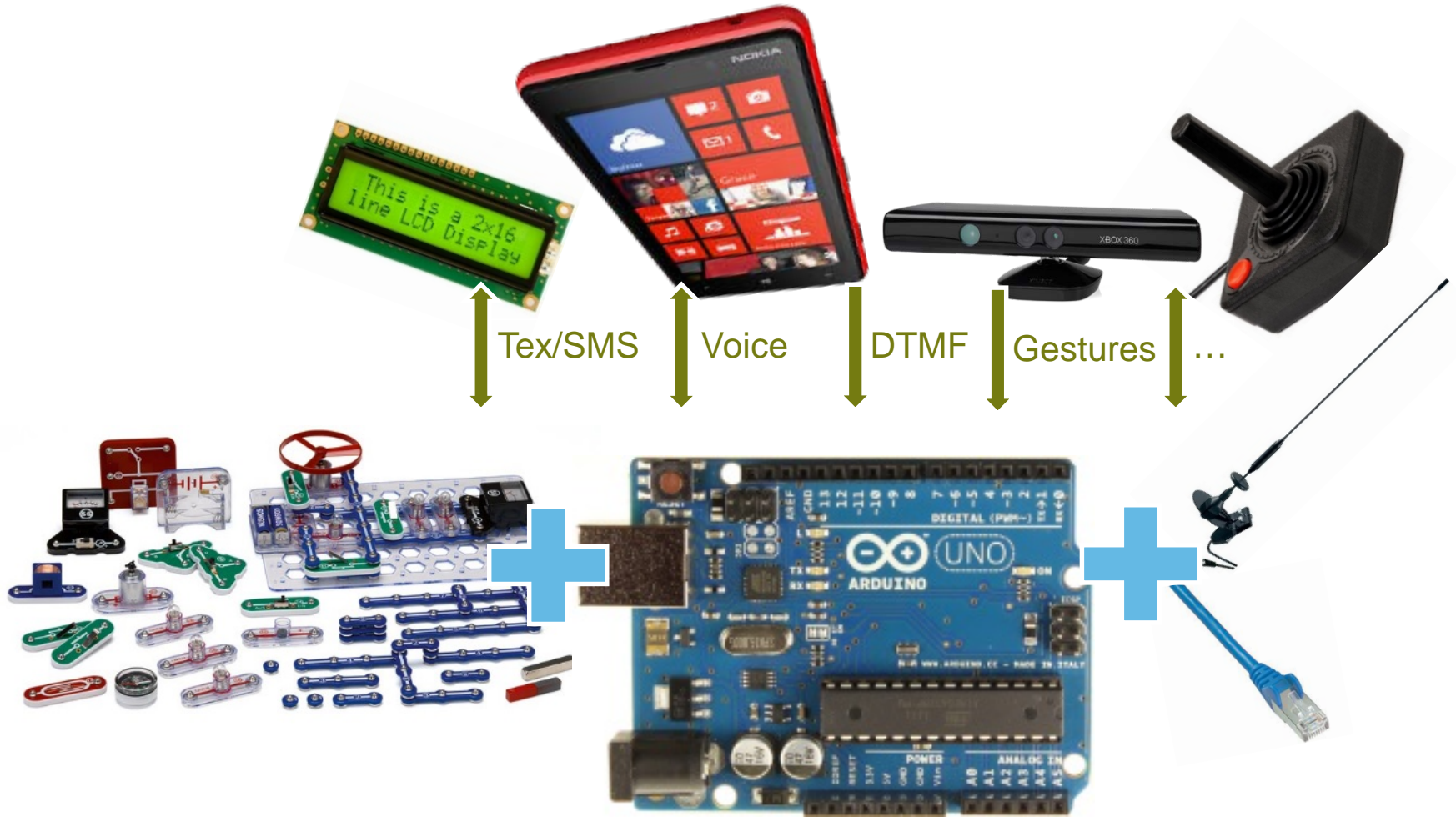
5. Run your application

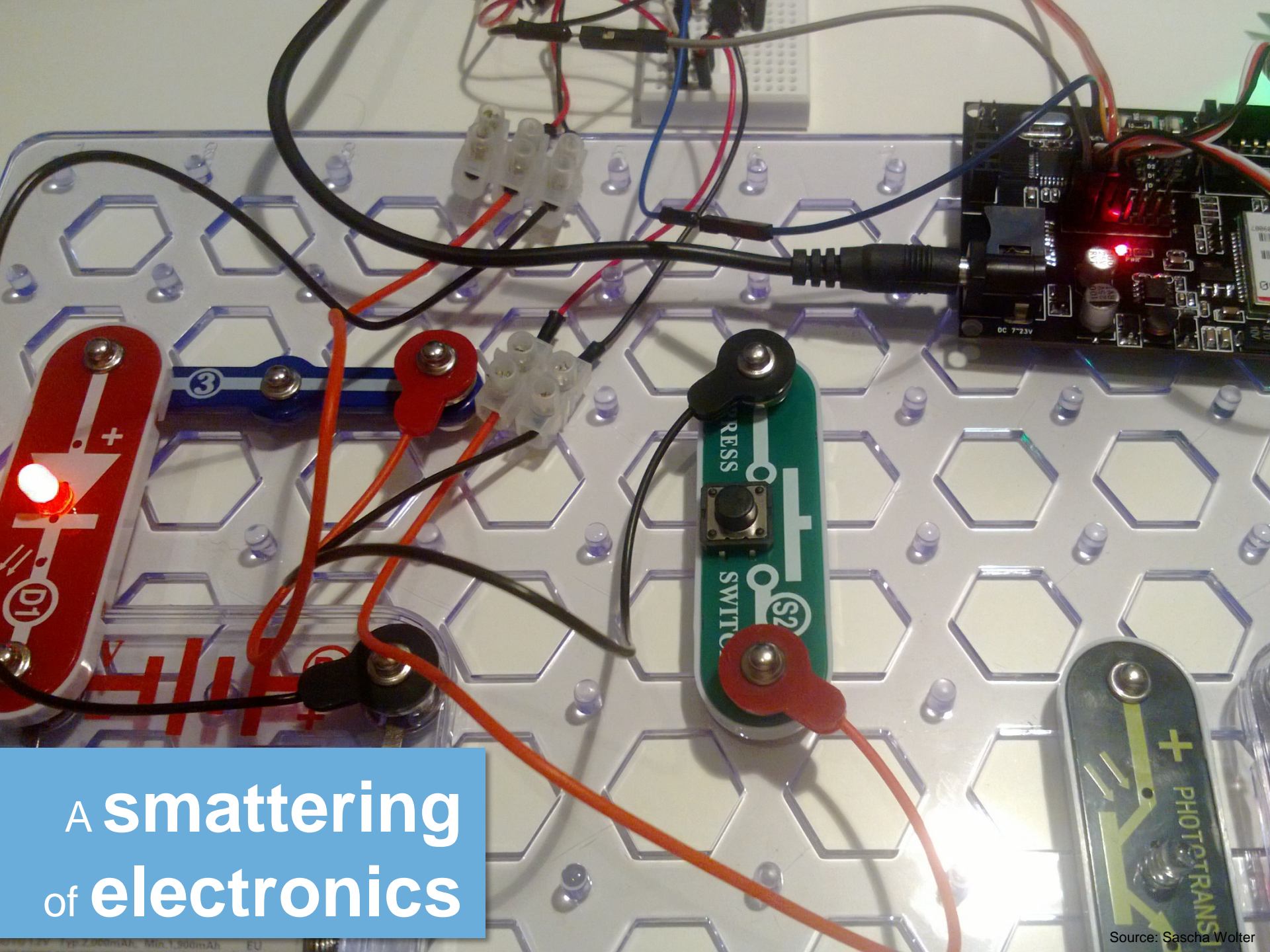
```
https://tropo.developergarden.com/  
api/sessions?action=create&token=T  
OKEN
```

6. Extend


ask, call, conference, record, redirect, say,  
startRecording, transcribe, transfer...

# Interactive System





A smattering  
of electronics



# A smattering of electronics

# Embedded and General-purpose

A **general-purpose computer**, such as a personal computer (PC), is designed to be flexible and to meet a wide range of end-user needs. (Wikipedia)

An **embedded system** is a computer system designed for specific control functions within a larger system. (Wikipedia)

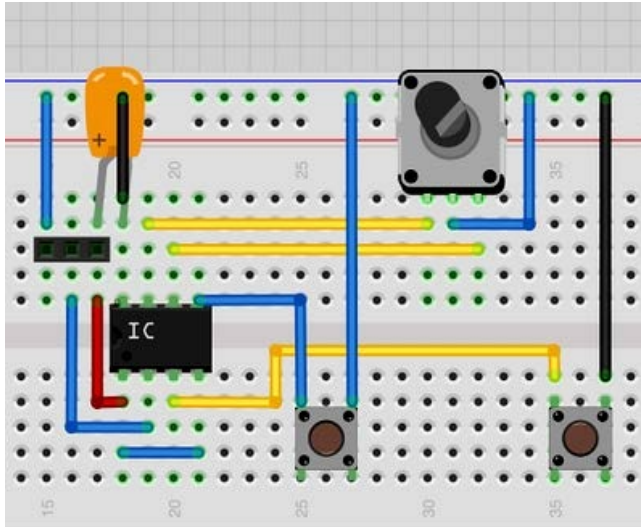
General-purpose  
computer

Embedded  
system

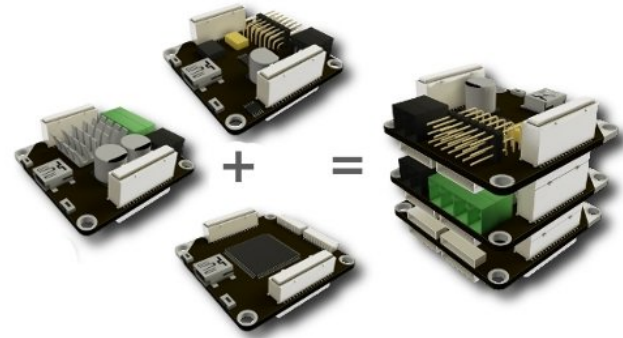
External  
devices  
(sensors and  
actuators)



# Seperation of Concerns



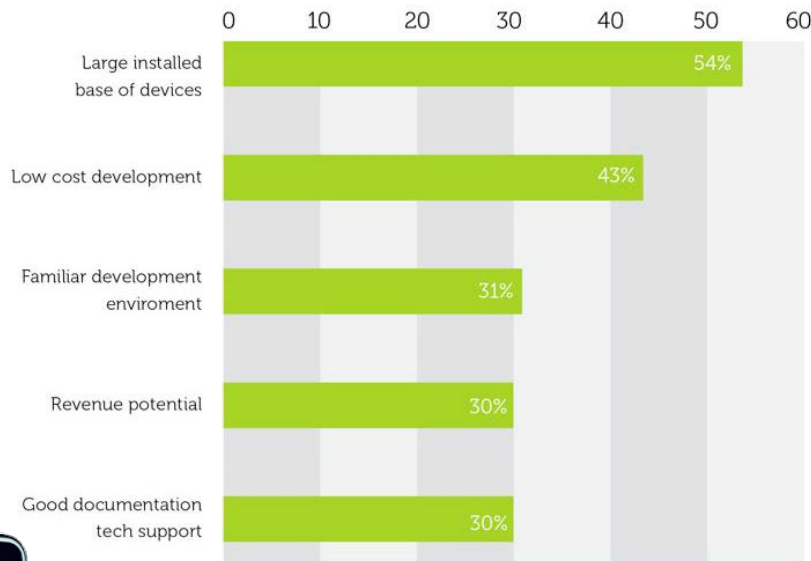
VS



```
// the loop routine runs over and over again forever:  
void loop() {  
  // read the input on analog pin 0:  
  int sensorValue = analogRead(A0);  
  // print out the value you read:  
  Serial.println(sensorValue);  
  // delay in between reads for stability  
  delay(1);  
}
```

# Top platform selection criteria: Reach

- **Reach is top platform selection criteria** for the majority of developers



Developer Economics 2012 | www.DeveloperEconomics.com | June 2012



- 7.0 Billion humans on earth
- 5.2 Billion (100%) mobile phone subscribers world wide
- 4.2 Billion (79%) active users for SMS
  - most widely used data application in the world
  - **more active users of SMS than total number of FM radios in the world**
- 2.1 Billion (39%) active users for MMS
- 1.2 Billion (26%) users with mobile browsing (WAP/HTML)

# How it works

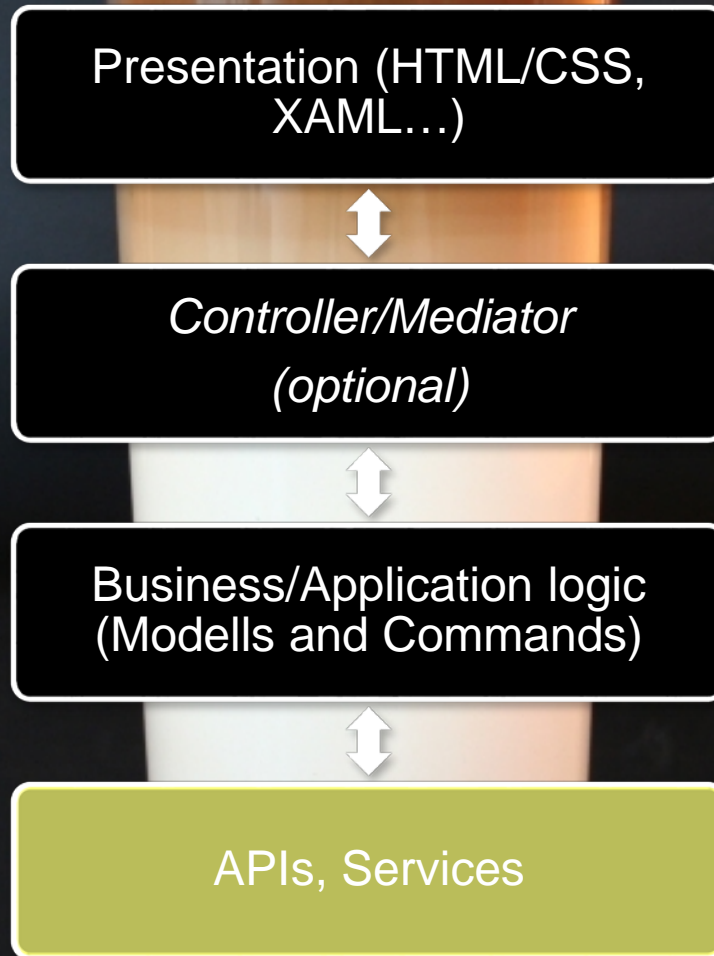
- JSON Objects:

ask  
call  
conference  
hangup  
message  
on  
record  
redirect  
reject  
result  
say  
session  
startRecording  
stopRecording  
transfer



```
// Telekom Tropo API (JSON)
{
  "tropo": [
    {
      "say": [
        {
          "value": "Hello World!",
          "voice": "Simon"
        }
      ]
    }
  ]
}
```

# Latte Macchiato Architecture





Be smart

DIY

# About me

Sascha is a **craftsman for pervasive computing, rich applications and mobile apps**. He also works as **consultant, trainer and author** and contributes articles to a number of magazines. His books are best selling publications. He has been giving lectures at conferences for several few years now. Sascha is also the founder of the German user group flashforum.de with **more than 100,000 members** and cofounder of the renowned conference “beyond tellerrand”. He works as **developer evangelist** for Developer Garden enabling developers to efficiently build solutions. If he is not tinkering with new soft- and hardware, he likes playing Lego with his kids in his spare time.

Sascha Wolter | [wolter.biz](http://wolter.biz)



# Prototyping

Experimental Model

Process Model

Creativity

- Developing and Evaluating Ideas



Conception

- Prototype for Specifying Requirements

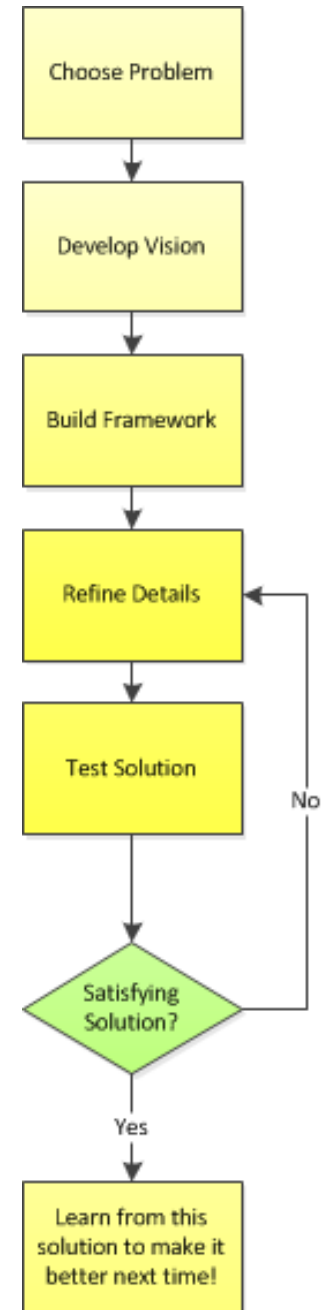


Creation

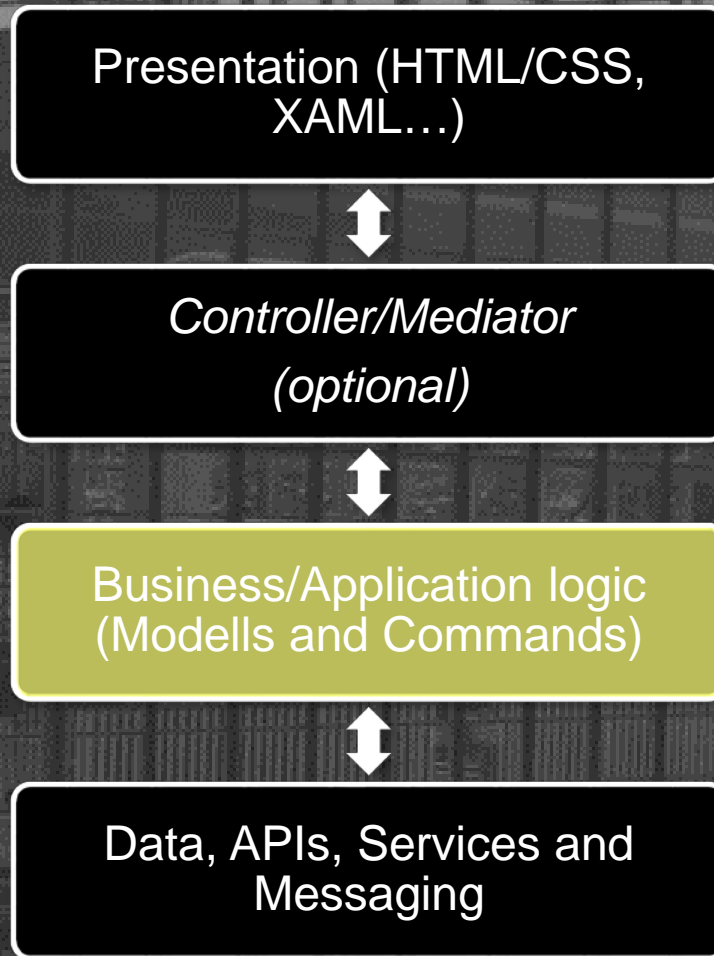
- Prototype as Basis for Implementation

# LEGO-based Design Process

1. Choose a problem: Build a LEGO ship.
2. Develop a vision: What sort of ship will it be? How big will it be? What will it carry?
3. Build: Build the framework of the ship.
4. Fill in the details: Design and build the details of the ship, ramps, doors, etc.
5. Test: Drive the cars around the ship and sail the ship while exploring the house.
6. Refine: Take parts of the ship apart and make them better.
7. Learn: Take what you learned from building this ship and use it to build a better one next time.



# Curtain Wall Pattern



# Prototyping / FedEx Days



- <http://www.wolter.biz/2012/11/the-voice-controlled-coffee-machine/>
- <http://www.wolter.biz/2013/01/talk-to-your-vending-machine-in-the-cloud/>

# TOYS

think outside  
the box



2011 HD

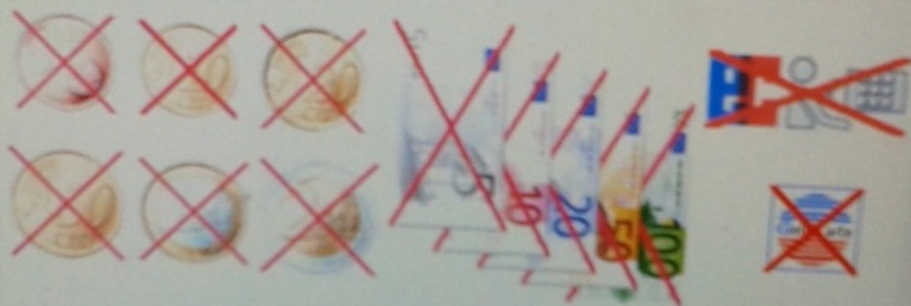
Volker Zota  
COMPUTERMAGAZIN C'T

# Gorilla arm syndrome and Ape factor



len Sie

8,70 EUR



Preis:

8,70 EUR

# USABILITY and ACCESSIBILITY

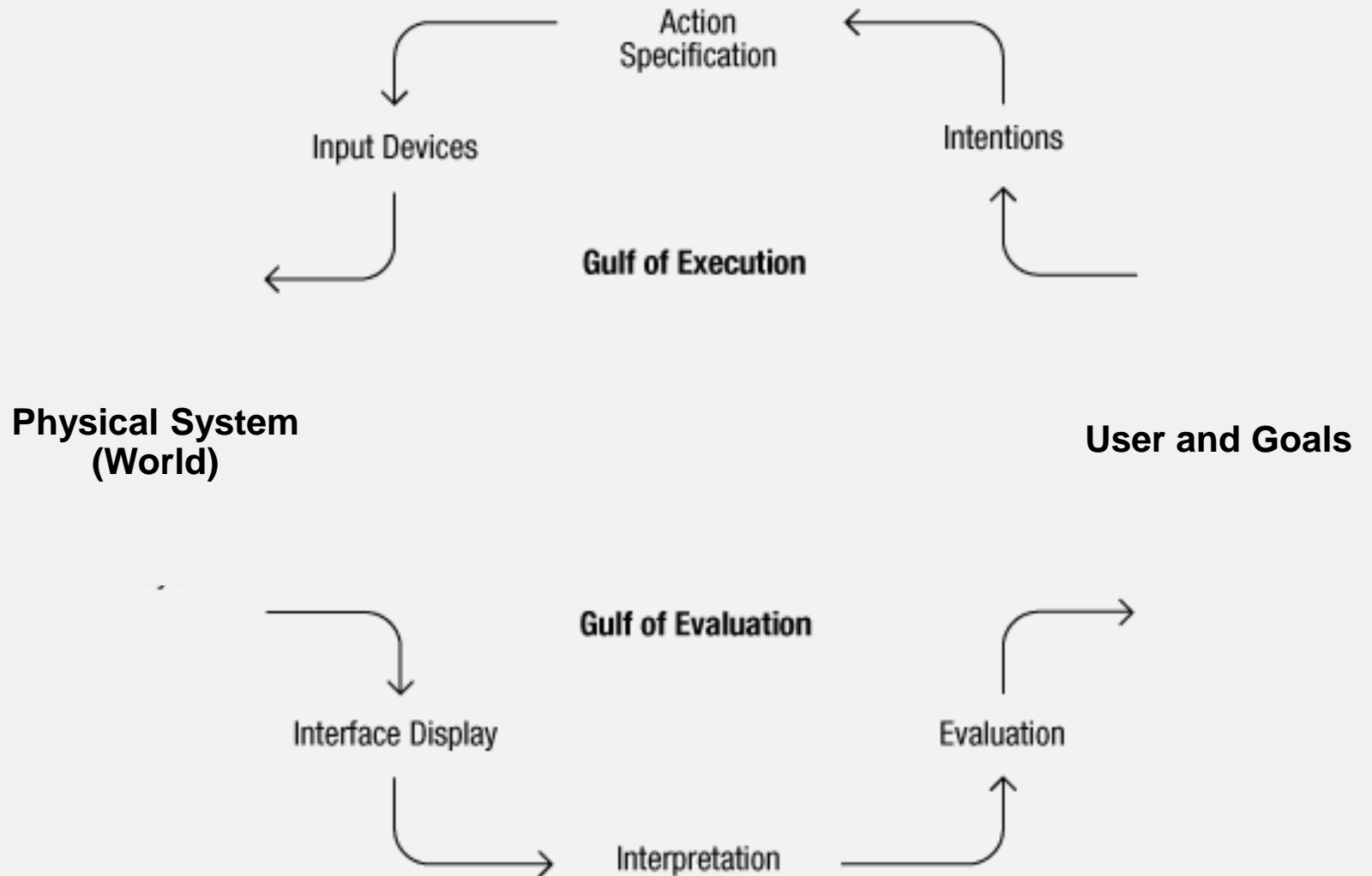


# It can't be easier: Makey Makey

- JavaScript Madness: Keyboard Events
  - <http://unixpapa.com/js/key.html>
- Document Object Model (DOM) Level 3 Events Specification
  - <http://www.w3.org/TR/DOM-Level-3-Events/>
- jQuery Keyboard Events
  - <http://api.jquery.com/category/events/keyboard-events/>



# Conclusion: Gulf between Human and Machine

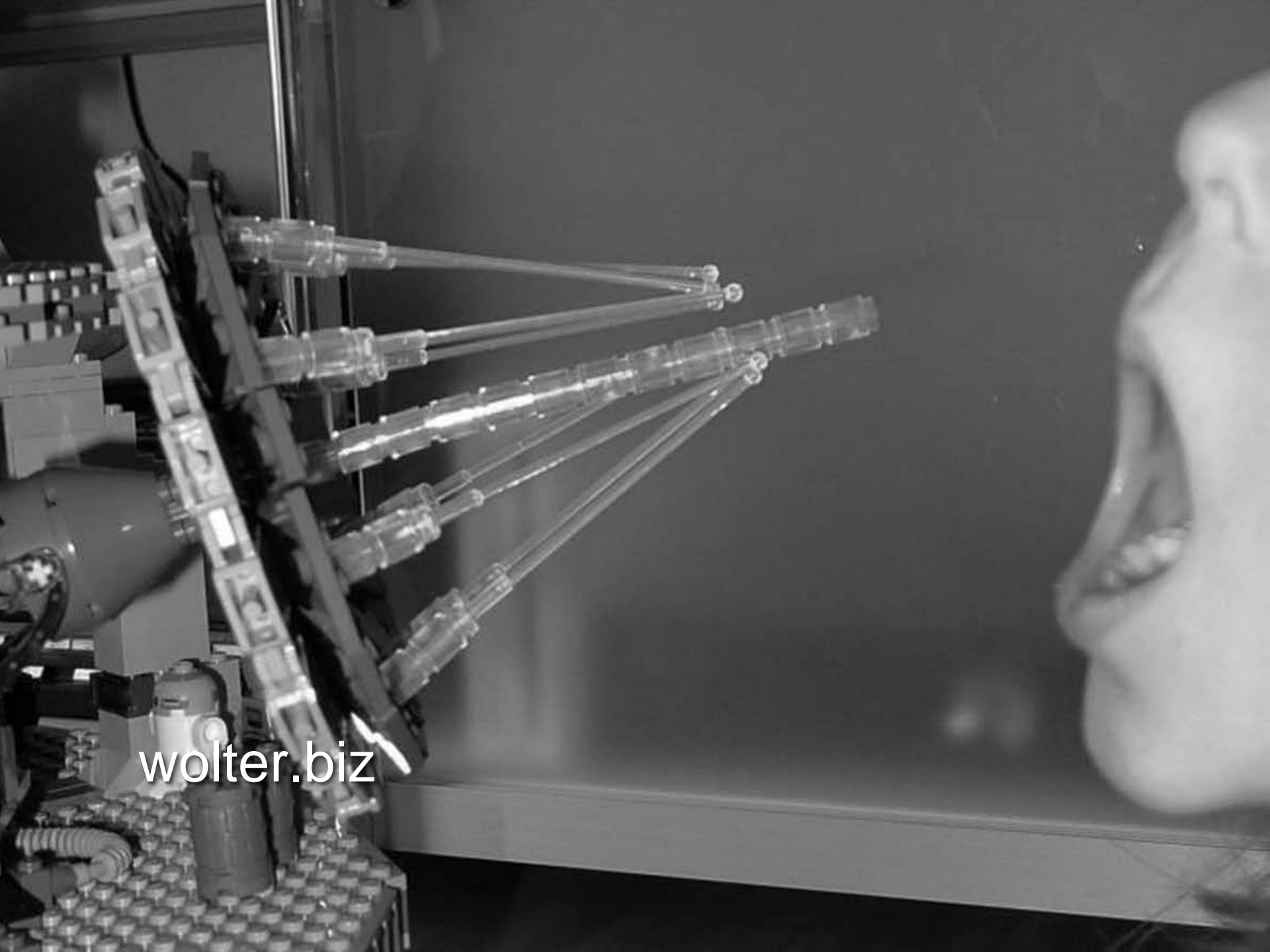


# Gulf of Evaluation (Interface Feedback)



# Gulf of Evaluation (Interface Feedback)





wolter.biz