

AIR 2008

Breakout session (Adaptive interfaces and systems)

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- Why do we adapt?
 - Efficient/effectiveness, enjoyable, engagement?
 - A particular media type is not sufficient for supporting tasks
 - Control the complexity of search process for users (or user groups)
 - Tasks and situations vary
 - Scale of information people face is gigantic
- Who adapts?
 - Users
 - Software Systems
 - Hardware Systems
 - Software Architecture (e.g., client-server)
 - Interfaces
 - Contents
 - CSS for different media
 - Augmentation or links to the additional data
- What to adapt?
 - Context
 - Time/Location
 - Interaction history
 - Expertise
 - Devices
 - Individuals or groups
- How to adapt?
 - Blend the media types and sources of data
 - What are the sources for adaptation?
 - How do we know a good source from bad one?
 - Task specific interface design
 - Provides a right tool in right time
 - Change the interface (functionalities or presentations) to a particular situation (or case)
 - Granularity of situation (or case)
 - Steps:
 - Gathering implicit/explicit inputs
 - Learn the situation and infer the needs
 - Do the adaptation
 - Giving a choice to users
 - Learn from the decision made (feedback)
- Further discussion points
 - What is the role of users in AIR systems?
 - How much control does a system give to the users (transparency)?

- Vertical search engines – is it a form of adaptation?
- Recommendation, personalization (individuals), adaption – are they really different?
- Adaptation to groups?
- Where are we going?
 - Except a nice pub down the street
 - Fan out and see what works (and doesn't)
 - Forget topical relevance
 - Usefulness, diversity, enjoyment, engagement