

Overall Comprehension Task

In this thesis, the design of Active Workspace is presented. As a proof of concept, designs and implementations of two example systems - Counter Active and Origami Desk - are explained in detail and evaluated.

Please write a 200-300 word paragraph summarizing the thesis without accessing the thesis.

Information Finding and Comparison Task

1. Please verify following four paragraphs whether they are true or not. You are allowed to access the thesis freely.

The designer's talents lie not necessarily in developing innovations in any particular technology but rather seeing how technologies may be woven together to form a larger whole—and in seeing what ways the technology should change for practical application

True/False: _____

In order for people to accept computers in the kitchen, and elsewhere in the home, computers need to be application-specific, interoperable, and clearly visible—the very things that our current generation of computers are. At home, people work in very specific places, with specialized tools, and the computers in each of these spaces must be designed specifically to each context

True/False: _____

One major source of inspiration for the Origami Desk project was fellow Media Lab student Richard Fletcher's PhD thesis work investigating the parameters governing the resonant frequencies of low-cost electromagnetic radio-frequency security tags

True/False: _____

2. Please select design goals for the structure of Origami Desk. (Select all that matches)

- 1) to integrate the display and sensing technologies into one structure
- 2) to provide a peaceful and meditative environment for the user to work in
- 3) to allow people to focus on their task and to interact with the environment, where its technologies are encapsulated in a translucent coverings in order not to show its complications to the passersby from a distance

3. What are the three parts of the evaluation methodology that was employed for Counter Active system?

1) _____

2) _____

3) _____

4. The author talks about the similarities and differences between Active Workspaces and the work of Hiroshi Ishii's Tangible Media group. What are they?

- Similarities:

- Differences:

5. The five design principles of Active Workspaces are presented in Chapter 5 of the thesis presented (page 69). Please answer how each of them is used in the design of Counter Active and Origami Desk.

Principle 3: Provide Feedback

- Counter Active:

- Origami Desk:

Principle 4: Exercise Appropriate Degrees of Translucency

- Counter Active:

- Origami Desk:

6. What kind of the sensor device was commonly used in system implementations for both CounterActive and Origami Desk? Why should they be used and what were their roles in each system?