

# EMOTIPIX

## MOBILE PHONES FOR PERIPHERAL COMMUNICATION

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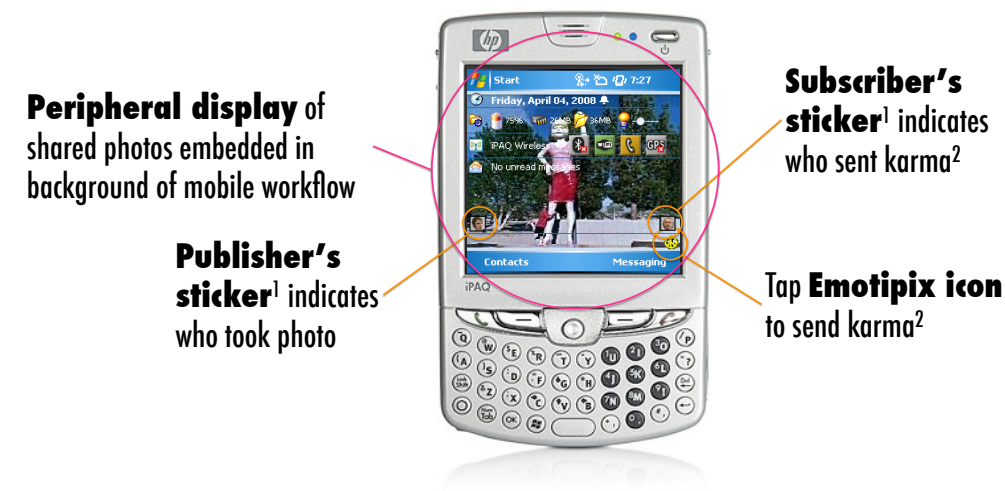
Mobile phones provide a **ubiquitous**, but limited, platform for **communication**.

### Problem

**Technical and social barriers** to use of existing media (e.g. MMS), which require **explicit interaction** to send and receive messages, are too high for mobile users.

### Solution

Embed **peripheral displays** in mobile phones to facilitate implicit social awareness and **communication, mediated by shared photos**.



<sup>1</sup>**Stickers** are tiny user icons overlaid on photos

<sup>2</sup>**Karma** is positive feedback that closes communication loop and prioritizes photo display

### Exploratory user study (n=16)

**In situ** 2-week **experiment** with six pairs and a 4-person group

#### Peripheral display

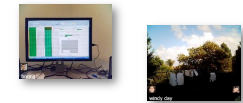
"I would **look at the time** and then I would be like, 'Oh, **Emotipix is there.**'"



"I took a second to **glance** at it, **no big deal** to me."

#### Social awareness

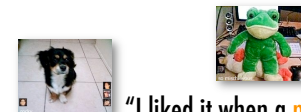
"I liked how **easy** it was just to **share little moments in the day.**"



"It definitely gave me a **glimpse** more into their **everyday life.**"

#### Feedback

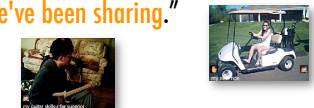
"I was happy when <D1> karma'd pics I took. I could **imagine her smiling** when she saw those pictures."



"I liked it when a **picture** I took was **appreciated.**"

#### Conversation

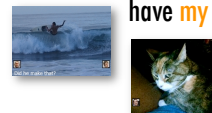
"When we get together [...] we **laugh about the pictures** we've been sharing."



"I actually did **show people**, like my roommates, **pictures as they came up.**"

#### Control

"It would be cool if could have **my own play list.**"



"If you **take a picture for someone** and [...] find out that **they didn't see it**, it's kind of like a **bummer.**"

#### Conceptual model

"The **pictures** kind of **substituted** for text messaging for me."

"Almost **like it's an email message** except it's just pictures."

