

Ubiquitous Experience Media

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Abstract. Our daily activity in the future society will be facilitated by recording personal and joint experiences in the real and cyber world with a ubiquitous computing environment. We can exploit the recorded activity as a good source of human-human and human-computer communication for sharing experience, memory and knowledge. We are interested in audio-visual, ubiquitous, and/or wearable experience-capturing technology as an interaction-grounded lifelog tool. The talk addresses the advanced technologies of non-cumbersome indexed-recording, abstracting, and summarizing of experiences as well as sharing these experiences among people. We have developed several devices, algorithms and tools, such as a wearable interaction tracker and a multipoint-view Peg-Scope Viewer, which facilitate indexing the personal and joint experiences. Indexing experiences is a key technology for realizing usable future computational media, which we call ubiquitous experience media (UEM).

Keywords: Ubiquitous computing; personal experience.