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Saadi Lahlou  
Editor

# Designing User Friendly Augmented Work Environments

From Meeting Rooms to Digital  
Collaborative Spaces

 Springer

*Editor*

Pr Saadi Lahlou

London School of Economics and Political Science, Institute of Social Psychology,  
London, UK

CNRS-EHESS, UMR 8177, Centre Edgar Morin, Paris, France

EDF R&D, Laboratory of Design for Cognition, Clamart, France

s.lahlou@lse.ac.uk

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# Foreword

This book aims at capitalizing and transmitting know-how about the design of Augmented Environments (AE) from some of the most prominent laboratories in the field worldwide. The authors belong to the RUF AE network (Research on User-Friendly Augmented Environments, founded in 2002) who meet in research seminars to share experience; Writing this book was perceived as an opportunity to look back over the last few years to sum up important findings; and formalize their approach and experience, which they never had the time or opportunity to do.

Although the authors of this book have very different backgrounds, striking similarities emerge in their approach and design principles: never-endingness, activity-orientedness, continuous design, realism are some of the pillars of this approach; enabling to deal with the complex, heterogeneous, multi-user and multi-purpose constructions which AE designers have to face.

The book illustrates how these principles enabled them to construct robust, efficient, and user-friendly Augmented Environments in spite of the many challenges to make these operational. We hope their experience will help the reader.

Primary audience: Academics, Students and Professionals involved in the CHI, CSCW, Ubicomp, Cooperative Building communities. Computer Scientists interested by end-users and applications, Social Scientists operating in the IT domain, IT & Organization Consultants.

Secondary audience: Developers of office and conferencing applications or middleware, Architects of office buildings, Space Planners, Designers; Facility Managers; IT, furniture & building Business Communities.

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# Contributors

## **Azizan Aziz**

Senior Researcher, CBPD Carnegie Mellon University, Pittsburgh, PA, USA  
azizan@cmu.edu

## **Maribeth Back**

FX Palo Alto Laboratory, Palo Alto, CA, USA  
back@fxpal.com

## **Jan Borchers**

RWTH Aachen University, Aachen, Germany  
borchers@cs.rwth-aachen.de

## **John Boreczky**

FX Palo Alto Laboratory, Palo Alto, CA, USA  
johnb@fxpal.com

## **Scott Carter**

FX Palo Alto Laboratory, Palo Alto, CA, USA  
carter@fxpal.com

## **Tony Dunnigan**

FX Palo Alto Laboratory, Palo Alto, CA, USA  
tonyd@fxpal.com

## **Armando Fox**

UC Berkeley, EECS Department, Berkeley, CA, USA  
fox@cs.berkeley.edu

## **Gene Golovchinsky**

FX Palo Alto Laboratory, Palo Alto, CA, USA  
gene@fxpal.com

## **Volker Hartkopf**

Center for Building Performance and Diagnostics (CBPD), Carnegie Mellon University, Pittsburgh, PA, USA  
hartkopf@cmu.edu

**James D. Hollan**

University of California, San Diego, Department of Cognitive Science,  
Distributed Cognition and Human-Computer Interaction Lab, CA, USA  
hollan@cogsci.ucsd.edu

**Edwin L. Hutchins**

University of California, San Diego, Department of Cognitive Science,  
Distributed Cognition and Human-Computer Interaction Lab, CA, USA  
hutchins@cogsci.ucsd.edu

**Carl Gustaf Jansson**

Royal Institute of Technology (KTH), School for Information and Communication  
Technology, Stockholm, Sweden  
calle@dsv.su.se

**François Jégou**

Strategic Design Scenarios, Brussels, Belgium and Politecnico di Milano,  
DIS Indaco Dept, Italy  
francois.jegou@solutioning-design.net

**Brad Johanson**

Tidebreak, Inc., Palo Alto, CA, USA  
bradj@tidebreak.com

**Saadi Lahlou**

London School of Economics, Institute of Social Psychology, UK  
and CNRS-EHESS, UMR 8177, Centre Edgar Morin, Paris, France  
and EDF R&D, Laboratory of Design for Cognition, Clamart, France  
and Fondation Maison des Sciences de l'Homme/DEVAR/TeCog,  
Paris, France  
s.lahlou@lse.ac.uk, saadi.lahlou@edf.fr

**Vivian Loftness**

Professor of Architecture, Carnegie Mellon University, Pittsburgh, PA, USA  
loftness@cmu.edu

**Valery N. Nosulenko**

Institute of Psychology, Russian Academy of Sciences, Moscow, Russia  
valery.nosulenko@gmail.com

**Pernilla Qvarfordt**

FX Palo Alto Laboratory, Palo Alto, CA, USA  
pernilla@fxpal.com

**Elena S. Samoylenko**

Institute of Psychology, Russian Academy of Sciences, Moscow, Russia



**William van Melle**

FX Palo Alto Laboratory, Palo Alto, CA, USA

billvm@fxpal.com

**Terry Winograd**

Stanford University, Stanford, CA, USA

winograd@cs.stanford.edu