Introduction

- **Project**: Recollecting memories, Cuing
- **Context**: Ambient Intelligence
- **Tangible User Interfaces**
- **Physical cues**: souvenirs
**Souvenirs**

- **Definitions:**
  - something that serves as a reminder
  - something you buy, give or receive to help you remember a visit or an event
  - something that stores or stimulates memories

- **Related work:**
  - Bationo et al.: physical objects are more important for storytelling than visual presentations, such as photos
  - Czickscpentmihalyi & Rochberg-Halton: most cherished objects in the home are furniture, visual art and photos because of memories

- **Focus group & questionnaires**
  - 5 participants and 2 facilitators
  - 1 afternoon brainstorm
  - **Aim:** results are used to create questionnaires
  - Several tasks, e.g.:
    - bring something which contains memories for you
    - explain what makes an object a souvenir
    - what types of souvenirs exist
  - **Definition chosen:** “a physical object to which memories are attached”
Questionnaires

- 30 participants
- 23 questions e.g.:
  - How many souvenirs do you have?
  - Where are they located in the home?
  - What do you use your souvenir for?
  - Which is your most valuable souvenir?
  - Do you have media-items that have a link to this souvenir?

Results

- People have on average 50 souvenirs in-home
- Their favorite souvenir has media-items with it
- Three categories were identified: holiday souvenirs, heirlooms and gifts
  - Explicit use: according to the function of the souvenir (e.g. mirror is used as mirror)
  - Implicit use: recollecting memories
Tangible UI with souvenirs

- Souvenirs are suitable as Ambient Intelligent objects

- **Demonstrator**: Digital Photo Browser

- With souvenirs as:
  - “cues” to memories
  - “shortcuts” to photo collections

Conclusions

- Souvenirs are suitable as Ambient Intelligent objects

- Strong combination:
  - Tangible Interaction (physical objects/souvenirs)
  - Social Computing (storytelling/recollecting)
Thank you for your attention.

Elise van den Hoven\textsuperscript{1}  
Berry Eggen\textsuperscript{1}  
Evert van Loenen\textsuperscript{2}

\textsuperscript{1} Industrial Design Department  
Eindhoven University of Technology  
\textsuperscript{2} Philips Research Laboratories Eindhoven  
e.v.d.hoven@tue.nl  
www.hoven.tk  
www.persuasivetechnology.org

References

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