

Personal souvenirs as Ambient Intelligent objects

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- Project: Recollecting memories, Cuing
- Context: Ambient Intelligence
- Tangible User Interfaces
- Physical cues: souvenirs
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• 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
- Czickscentmihalyi & Rochberg-Halton: most cherished objects in the home are furniture, visual art and photos because of memories
- Focus group & questionnaires

Focus group

- 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"

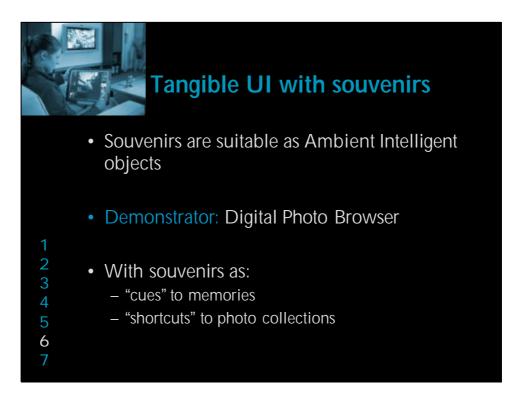
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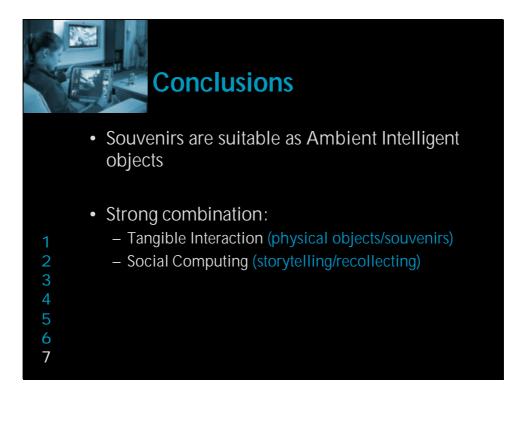


- 30 participants
- 23 questions e.g.:
 - How many souvenirs do you have?
 - Where are they located in the home?
 - What do you use your souvenir for?
 - Which is your most valuable souvenir?
 - Do you have media-items that have a link to this souvenir?

- 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

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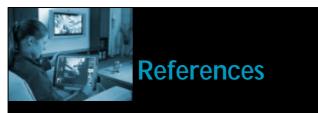




Thank you for your attention.

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