InfoCanvas:

Information Conveyance through Personalized, Expressive Art





Todd Miller and John Stasko

Information Interfaces Research Group College of Computing/GVU Center Georgia Institute of Technology







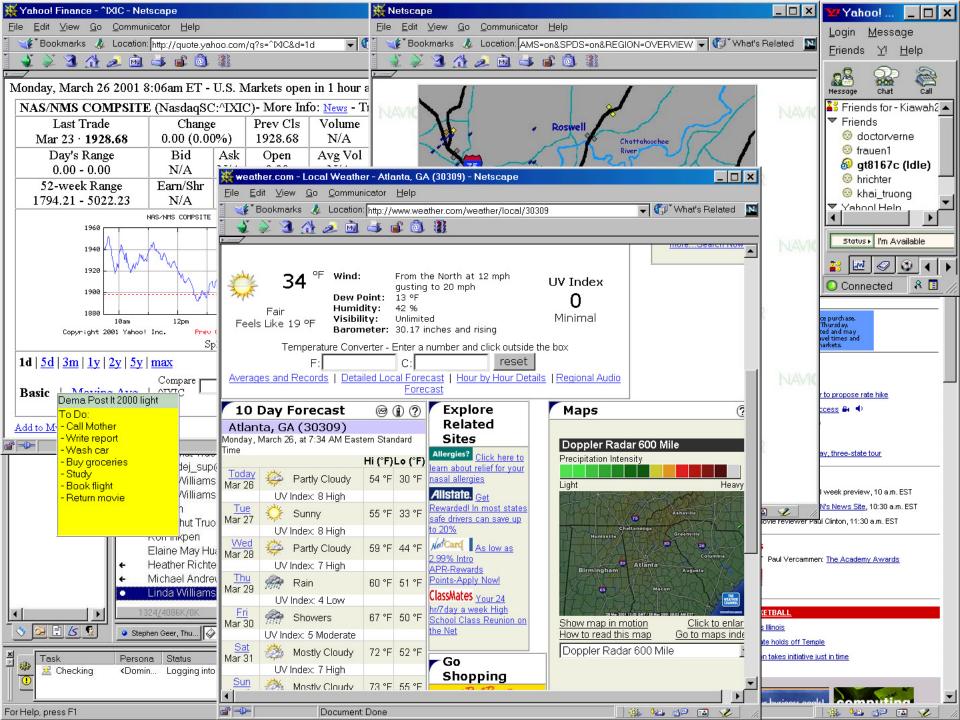
Peripheral Awareness Information



- Peripheral to a person's main job
- Desirable to maintain some awareness
- Large amounts now easily accessible







Problem



- Display overload
- Checking information distracts people from their work
- Requires a cognitive context switch





Possible Solution



- Ambient displays
 - Off the computing desktop
 - Physically based (eg. Moving lights, water lamp, bubble chambers)
 - Characteristics
 - Low bandwidth
 - Predetermined source of information
 - Non-distracting?

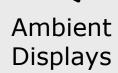




Information Art



- Hybrid ambient display
- User designed visual representation
 - Flat panel display
 - Mimics a painting hung on a wall
 - Personally relevant peripheral awareness information



Our focus

Information Visualization









Current Status



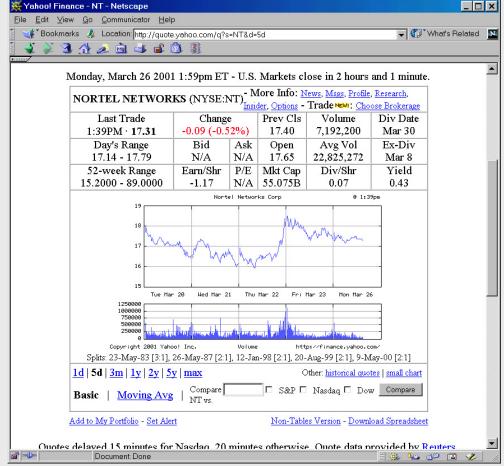
- Early system prototype
- Initial focus on email and web pages
- Simple information representations
 - Basic drawing tools
 - Imported icons and images







- User finds information
- Defines it for the InfoCanvas
- 3. Paints a representation
- InfoCanvas monitors and updates

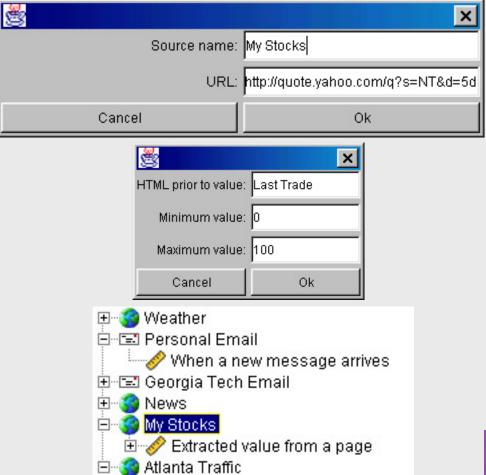








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Extract image from a page

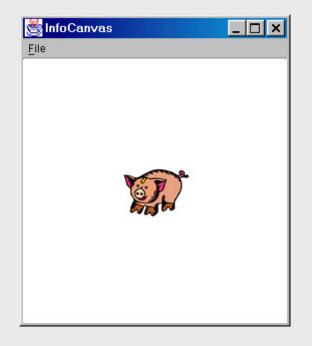






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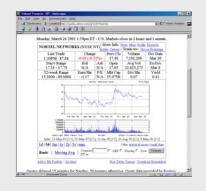


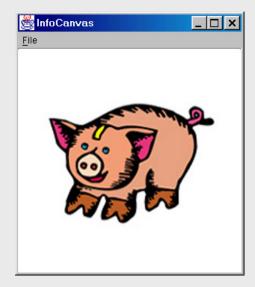






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Related Work



- Play Institute InformativeArt
 - Modifies existing abstract art
 - Minimal end-user customization
 - Particular sources of information
 - Email server flow, web site traffic

Redstrom, Skog, and Hallnas, DARE 2000





Future Work



- More sources of information
 - Sensors, PDA, ...
- More representations
 - Enable talented artists
- Robust implementation
- Evaluation





For more information



- tomiller@cc.gatech.edu
- www.cc.gatech.edu/gvu/ii/infoart/



