



the post card with video function



Research in "mobile experience & usability" is focused on multi media communication with mobile devices.

Fields of activities:

- location based services, applications or games
- context related services, applications or games
- optimizing the **Human Computer Interface**
- **Usability** Testing
- Creation of **Content** for mobile devices (Apps)

Special attetion is given to the Interaction / **Interrelation** between **digital** content and its sourounding **physical** world.





Our

environment

is

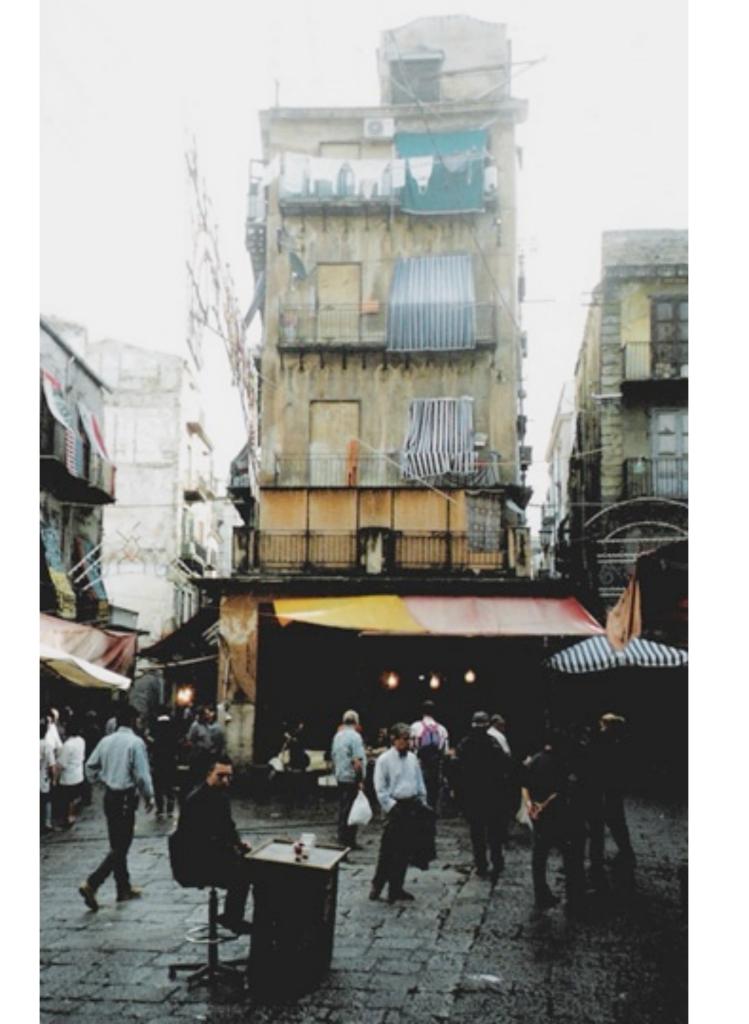
filled with

sensations

for our senses



...Atmosphere





...Surprise



...Details



... Tranquility



... Colors

mobile

media devices

are

part

of this

reality





Assamptions / Goals

Holistic Experiences by **Intergrating different layers of perception**

Combining sensory stimuluses as well from the digital as from the physical environment

Consider and make use out of the specific qualities out of the two worlds



NFC Projects

NFC-Chips

- Re-Writeable
- Capacity: a few kB
- relatively **cheap** to produce
- **small** physical dimension
- **robust** (because its possible to hide or cover)
- perfectly suited
 to be placed inside objects

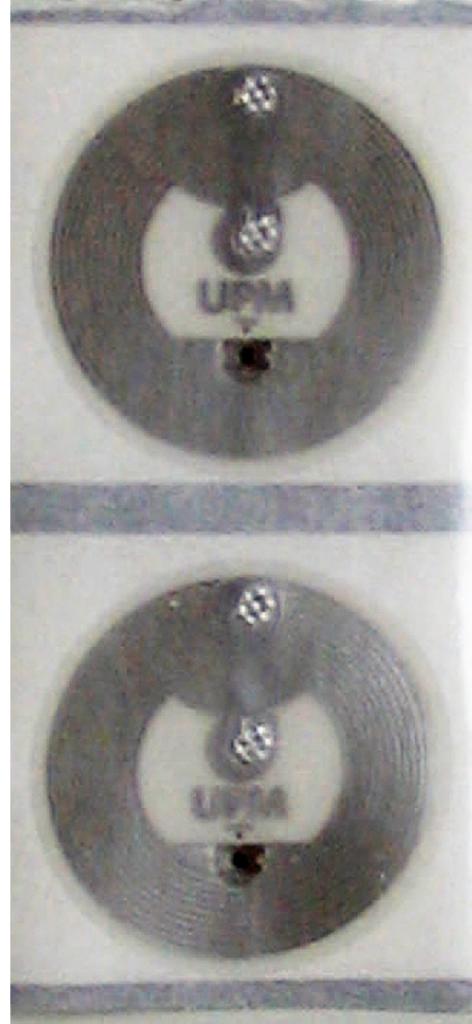
To create:

mobile experience

mixed reality applications,

where smart phone and physical Environment merge into one joined user experience

Examples:



INSIGHT

The idea:

Application to **explore public buildings**.

The smart phone serves as "magic" tool.

It allows us to **look through walls**, to learn, what's in the room behind the door in front of us.



lingualark

Learn Chinese Language by combining

- classic Learning Cards
 haptic experience, no technical equipment necessary,
 easy to handle
- smart phone
 Control of Pronunciation
 Instruction How to hand-write the word in Chinese

lingualark



12 Learning-Cards

Chinese Signs of Zodiac Symbol + Writing

lingualark









As soon as you position the smart phone onto the card, the **chinese symbol** from the card will be **displayed on the monitor** and you hear the correct **pronunciation** of it.

If you speak out loud the word by yourself it will be **recorded** and **replayed**, so that you can compare your pronunciation to the original one.

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In addition you can watch an animation, which shows how to raw the sign correctly.









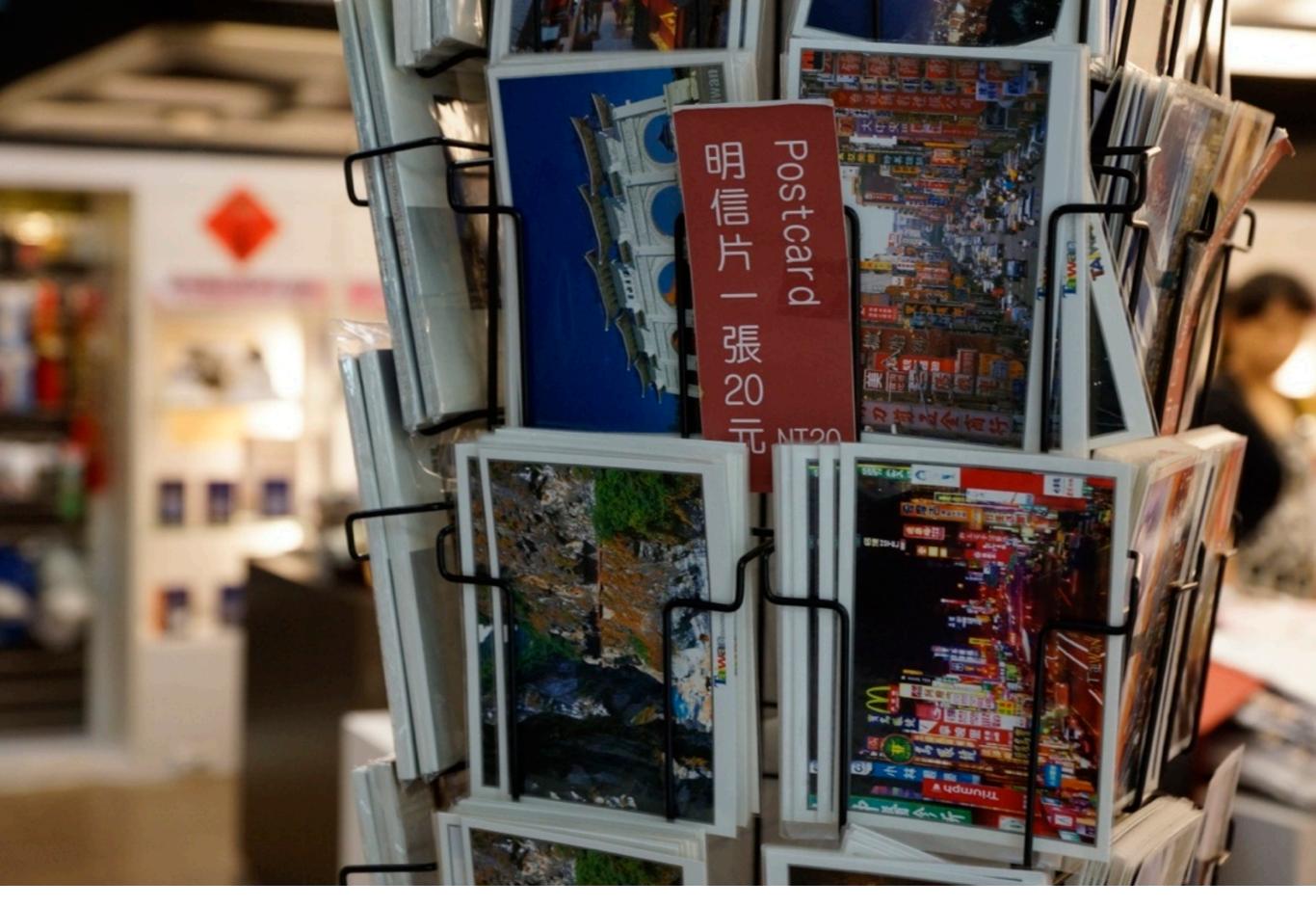


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Paperbits **combines** the charme of **traditional postcards** with digital media **technology**:

Record your personal video clip with your mobile phone, **encode** it onto your paperbits postcard, **handwrite** your individual greatings and **send** it.



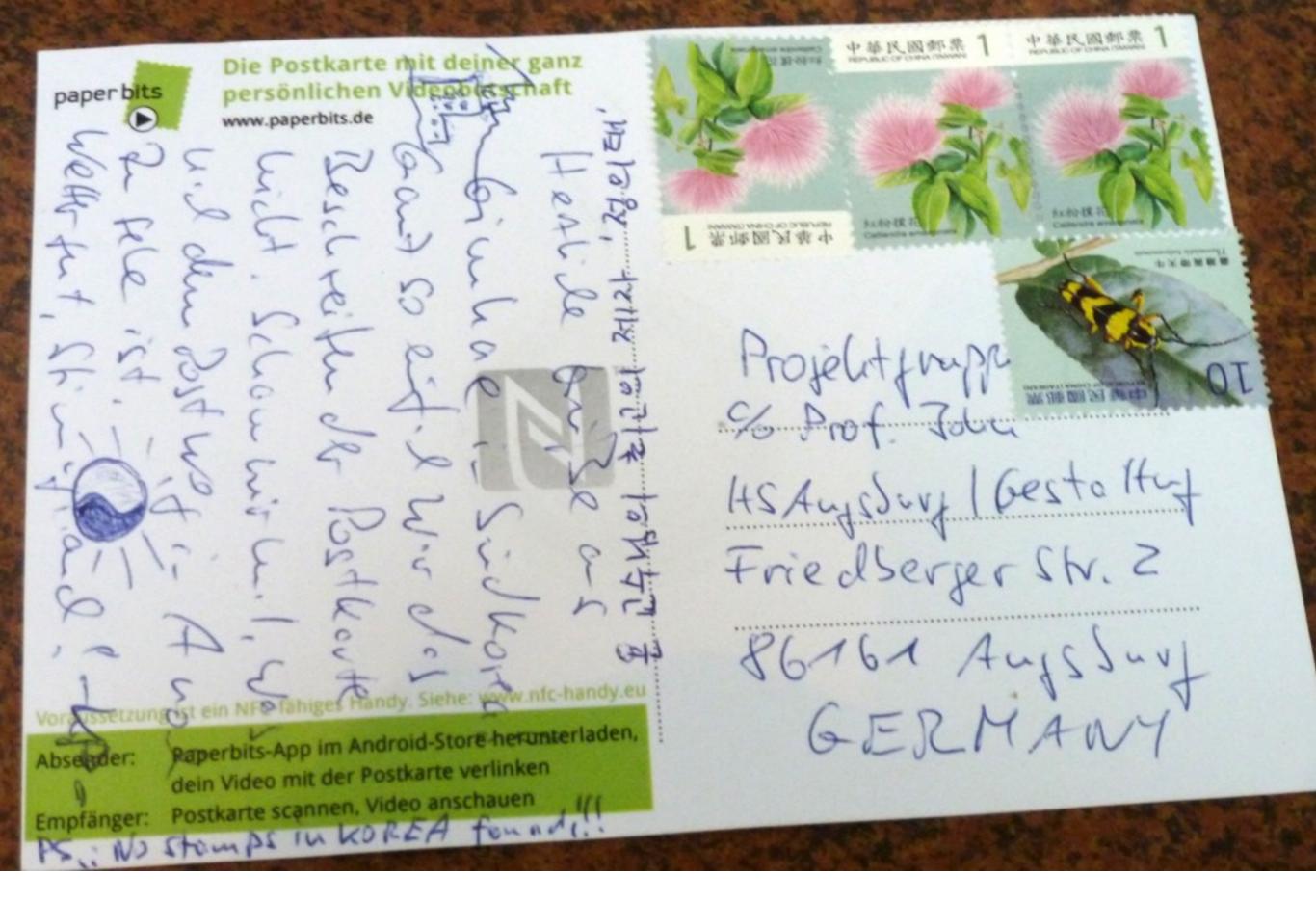
Get a (paperbits) post card and write some greatings on it



Go to Post Office



Buy stamps



Stick them onto the card



Post the card



The recipient will certainly be happy to get your post card, read your handwritten text and see the printed photograph on the other side.

On top of this, an NFC-enabled mobile phone will play back your personal video message, which you've encoded on the card.

Here is, **how it works**:

www.paperbits.de



2 weeks later: card was in the mail box



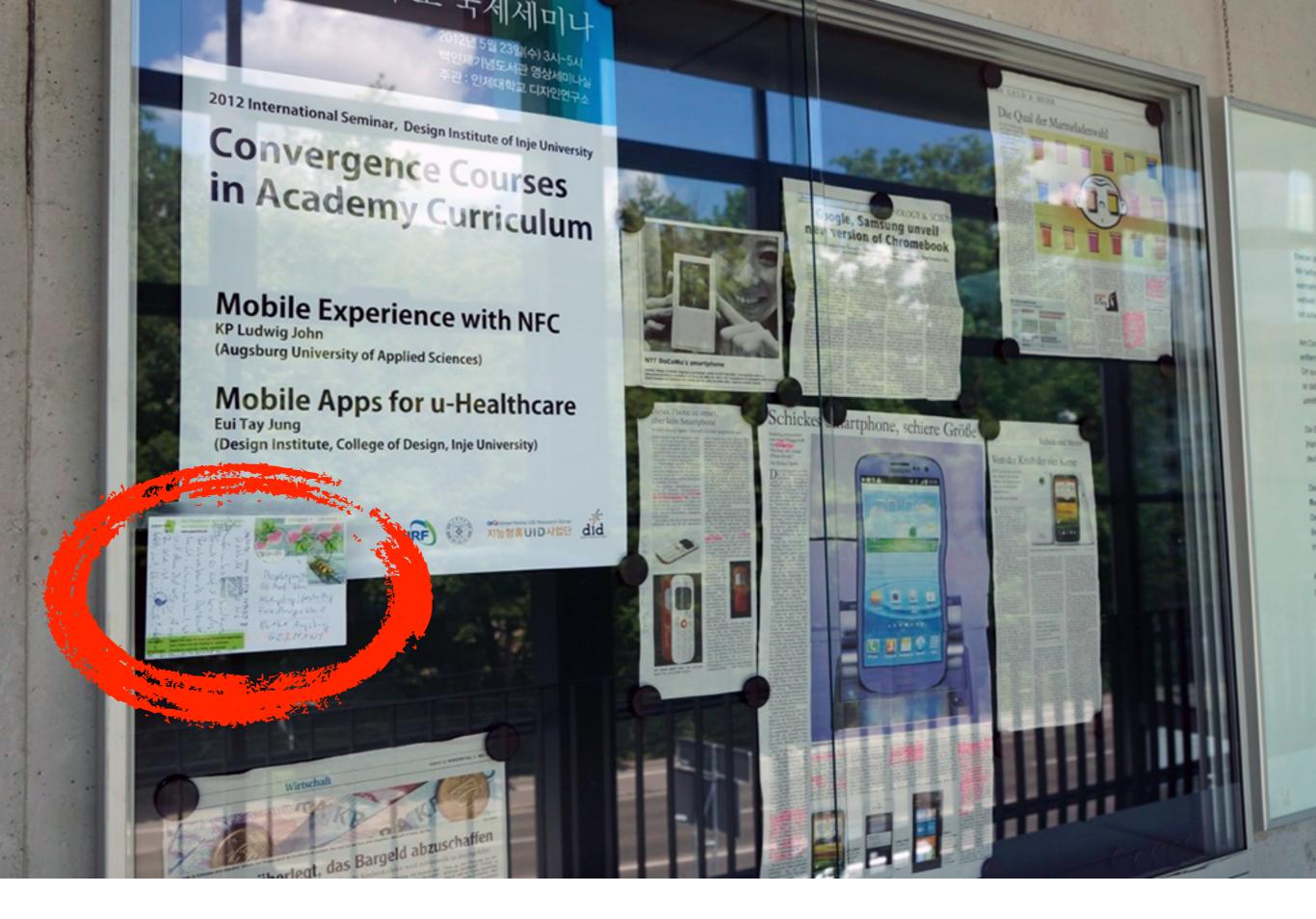
Read text and drawing



Place NFC-smart phone on the card



Watch the video



Few months later: the card (and video) is still kept on the pin wall



Released as Android-App on 10th of July 2012 Available at the **playStore**

Further developments: Team is in talks to potential partners to market the cards

Next step:

Development of **NFC-Stamps**, which would allow to combine any piece of paper with this technology

