

中文摘要

在這研究，我們提出並實作了社交事件察覺系統的概念性框架。這個系統被設計為在工作辦公室環境裡由電腦輔助中介架構來傳達社交活動的發生訊息以達到增加人跟人能面對面的機會。從社會連結 (Hirschi 1969 的) 理論，我們知道，人由於底層的慾望迫使他們想跟其他人接觸，而最容易的方式是透過參加社交活動來達成與他人接觸的目的。在多數工作辦公室環境裡，公共社交場所與個人工作位置是分離的，並且人在工作區域無法知道什麼社交活動發生在社交場所，特別是那些非約定時間的社交活動。我們提出利用網路底層加夠配合環境感應器設計以傳達社交活動發生的訊息，並且將此訊息傳到每個人的工作位置上由一個實體裝置來顯示。如果人們在工作位子注意到了訊息，他們通過該裝置可以作出回應並且有機會得到加入社交活動認可。我們設置一個情節在設計工作室環境裡來描述系統原型實施的參考。並且我們測試它和利用使用者經驗為發展該系統發展和設計原則的可能性。

Abstract

In this research, we represented the conceptual framework of the social awareness system. This system is designed for extending physical contacts in work office environment through mediated awareness messages and short remote communications. From the theory of social bonds (Hirschi, 1969), we know that human have potential feelings that are eager to connect with other people, and the easiest way to connect with others is to join social activities. In most work office environment, public social places are separated from personal work seats, and people in work area can't be aware of what social activities happened in social places, especially those informal social activities. We proposed the approach of sensor networks to detect social events context in social places, and the communication server sends awareness messages which are shown in the context-mediated artifacts on every related work seat. If people in the work seats have noticed messages, they can do the respond through context-mediated artifacts to get the approval of joining the social activities. We set a scenario in a design studio environment to be the reference of the system prototype implementation. And we test it to collect the user experience for finding possibilities of keeping development and design principles of context-mediated artifacts.

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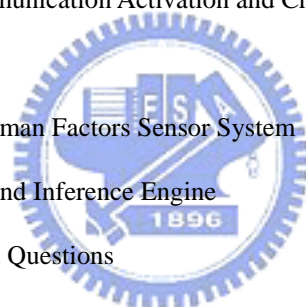
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